

PRIMA'S OFFICIAL STRATEGY GUIDE

Tips and Strategies for Turok Evolution



TUROK

EVOLUTION™



primagames.com®



This game has received the following rating from the ESRB



The Official **TUROK** EVOLUTION Strategy Guide



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2002-2004 Acclaim Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Acclaim Publishing.

Turok™ Evolution™ TM & © 2002 Acclaim Entertainment, Inc. All Rights Reserved. Turok: TM & © 2002, Classic Media, Inc. All Rights Reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Comics, Inc. All Rights Reserved. Developed by Acclaim Studios Austin.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:

Prima Games and Acclaim Publishing have made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints or strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "AO", and "RP" are copyrighted works and certification marks owned by the Entertainment Digital Software Association and may be only used with their permission and authority. Under no circumstances may the rating icons be self applied or used in connection with any product that has not been rated by the ESRB. For more information regarding a product that has not been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call ESA at (212)223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

ISBN: 0-7615-3898-4
Library of Congress Catalog Number: 2002109760

CREDITS

ACCLAIM PUBLISHING

Guide Writer
Carrie Gouskos
Publisher/Editor
Walter Black
Designer
Lesley Zinn

ACCLAIM ENTERTAINMENT BRAND MARKETING

Vice President Brand/Marketing
Evan Stein
Senior Brand Manager
Tom Bass
Assistant Brand Manager
David Skelton
Senior Media Editor
Jack Scalici

QUALITY ASSURANCE

Manager
Brian Regan
Supervisors
Bill Handworth
Matt Canonico
Senior Lead Analysts
Bonchi Martinez
Martin Glanz

Lead Analyst
James Dima
Argressor Sample

Project Leads
Sean Stephen Sharp
James Bonti

Core Team

Jon Nicolai
Jerry Thompson
Christian Rober
Dave Gumbrecht
Dan Badilla
Maurice Philips
John Evans
Brian Aloisio
Drew Ressler

Chad Green
Mike Peluso
Steve Seigh
Chris West
Frantz Nazaire
David Goldman
Jason Majewski
Keith Bishop
Victor Moreya
Ricky Kim
DJ Peluso
Dave Ip
Seung Won Park
Nahshon Tribuzio
Gary Yashian
Ted Scheriff

REPLICATION & SUBMISSIONS Manager

Chris Maher
Supervisor
Leigh Busch

Technicians
Chris Rappo
Josh Rogers

ACCLAIM MOTION CAPTURE STUDIO

Mo-Cap Manager
Post Production Group
Hajime Ogata

CREATIVE SERVICES

Creative Services Director
Scott Jenkins

Traffic Manager
Lisa Koch

PUBLIC RELATIONS

Director, Public Relations
Alan Lewis

Assistant Manager
Matt Schlosberg

CHO HIGHWATER GROUP

Dan Harnett
Tara Blanco

ACCLAIM ONLINE

Director, Web Properties
Ben Fischbach
Internet Architect
Bobby Saha
Assistant Webmaster
Mark Demofsky
Senior Designer
Jarrett Brilliant

ACCLAIM STUDIOS CINCINNATI

Executive Audio Director
Rick Fox

ACCLAIM STUDIOS AUSTIN

Studio GM
Nigel Cook
Creative Director
David Dienstbier
Technical Director
Carl Wade
Art Director
Peyton Duncan
Director of PD
David "Malc" Crummack

Audio Director
Randy Buck

Team
Lead Design
Neill Glancy

Assistant Lead Design
Rex Dickson

Multiplayer Design Lead
Berenger Fish

Designers

Mike Huey
Andy Schwalenberg
Stephen Dupree
Tom Gerber
Jim Strong

Lead Programmer
Dave Smith

Assistant Lead Programmer
Jason Gawronek

Programming
Matthew Kyle
Jim Cowlishaw
Brandon Gamblin
Jeff Bloom
Jeff Posey

Engine and Tools Scheduling
Frank Lafuente

Engine and Tools Programming
Paul Masters
Dane Marshall
Dan Higdon

Additional Programming
Charles Normann

Art Lead
David Levy

Assistant Art Lead
Scott Brocker

Artists
Marc Mackin
Ray Pena
Joe Ries
Ben Bonner
Jasmine Sarmiento
Erik McKenney
Curtis Ratica
Brennan Hornburg
Robert 'Buddy' Wilshire
David Salaiz
David Harris
Timothy Samuels
Brian Hagan

Lead Sound Design
Andrew Brock

TABLE OF CONTENTS

.04	Author's Intro
.05	Back Story
.07	Characters
.13	Enemies and Indigenous Life
.27	Weapons
.35	Level Walkthroughs
.117	Multi-player Strategies

From the Author...

I remember the first time I went to E3 with Acclaim. I stood in the corner with a friend from QA watching all the people from the different studios mill about. Since we were both fairly new to the company, we didn't know who anyone was. Out of the corner of my eye I saw an animated guy with a shaved head, several earrings in his left ear, and cut off jeans who looked like more of a wrestler than a member of the game industry. He held captivated an audience of no fewer than three of the highest level officers at Acclaim. And as he stood there gesturing wildly in his jeans and Hawaiian shirt, at least 4 men in suits gazed at him in wonder. It was at that moment that I truly understood the power of the gamer in the game industry. That articulate punk rocker was David Dienstbier, creator of Turok. The first time I met David, I told him with certain authority, "I am Turok." I know many fans of the series have quite often felt the same thing. Even though David won't concede to that fact, I am glad to say with another addition to the series that "I AM Turok" and all of you are too.

I'd like to thank primarily Walter Black for helping me through the guide and providing such wonderful boundaries to work within. He picks up any job with gusto and ease and is the type of worker that I hope to be. I would also like to especially thank Melissa Black for missing out on a lot of her summer to work on this guide.

I'd also like to thank the other members of PST, Daren Chencinskisileiwokoski (no it never gets old) - a boss to beat all bosses. And even though you're a big meanie, you've been a pleasure to work with, always helping me when I need it, and telling me to shut up when I need that too. Also Kevin Dupuy who helped me get into gear as to how to be more informed in the game industry, who always welves on bets (it's a volcano I tell you) and, I hope, will fulfill his dream of one day settling down with a certain Japanese designer and having a long and prosperous life together.

Also to Sean Sharp and Christian Rober for their tremendous amount of help, as well as a few other people for being generally all around cool dudes; Lloyd Thompson, Brian Wisnowski, Brian Geary, and Rice. To all my friends of the past from Madeira; Jessica, Sara R., Rachel, Nama'di, Suzy, Honore, Manjit, Mahana, Peri and from NYU; Ty, Nathan, Alison, Eli and Rozey and Scar Tissue. Thanks to my mother Virginia Cameron and Gordon for their support and love. And to the coolest grandparents in the world Papa, Betty and Grandma. I love you very much.

Above all I'd like to thank the man who inspires me every day in and day out, my hubby Matthew "Jobe" Chisman. I consider myself extremely lucky to have found you, trapped you, and to have you reciprocate every feeling of mine no matter how huge they may be. You are the most wonderful person I have ever met and I thank you everyday for being with me. I love you.

Carrie "Trixie" Gouskos

From the Publisher...

Creating the TUROK EVOLUTION Strategy Guide has been a labor of love.

I was first introduced to the world of video games one Christmas a few years back, when a Nintendo 64 game system and a copy of TUROK: DINOSAUR HUNTER mysteriously appeared beneath my Christmas tree. From that day on, I was hooked on the video game experience with Turok leading the charge.

Now, to be involved behind the scenes with the world that is Turok is a fantastic experience; an experience I have been lucky enough to share with my daughter Melissa. I have to thank her for giving up so much of her summer to help with the creation of this book. She has learned the art of hard work, the meaning of discipline and the discovery of the ultimate sword that hangs over all our heads... the dreaded deadline! Thanks Liss!

Finally, a big thank you to my writer Carrie. Although she's already a veteran in the art of discipline and hard work, she never fails to come through when the chips are down and time is short.

One other thing... Game designers can be sneaky when it comes to secret areas and pick-ups. Publishers can be sneaky too. If you think that you will find a page dedicated just to CHEAT CODES you are mistaken. I have scattered the codes throughout the book. Here's a hint... Earn your wings and you will earn your rewards.

I hope you enjoy playing TUROK EVOLUTION as much as I have enjoyed publishing this strategy guide for you.

Walter Black
Publisher
Acclaim Publishing

One of the questions I have been most commonly asked for the last four years or so has been "So Dave, will you ever get sick of making Turok games?" The simple answer to the question is "No." The reasons why are a bit more complex. I've been with the series since day one, and have been part of every move the series has made ever since. Turok is more to me than just a savage scaly beast of a franchise selling millions of copies to gamers around the world; it is a very special part of me and has been one of the most important events in my life. As a creative person involved in a creative industry, I cannot comprehend the notion of running out of ideas or losing my love of the creative process.

Often times people will ask if it is difficult to carry a franchise through five different incarnations and the answer to that question is undoubtedly "Yes." Our challenge as creators is not coming up with new ideas for our games, new directions to take, new technologies to explore, or new (and often outrageously intense) ways to dispatch our foes. That is the easy part. The challenge is pulling all of those ideas together, organizing them, scheduling out the work and hitting our deadlines to the best of our ability. This ensures that we are not only meeting our professional responsibilities, but also that we deliver something truly special to gamers around the world who throw down their hard earned money to purchase Turok: Evolution.

Is there a secret to doing this? Is there a magic formula that ensures our success? I believe there is. In January of 2002 Acclaim hosted a huge press event in Austin at our development studio to show off Turok: Evolution and our brand new title, "Vexx," for the first time. As I spoke to the room about the new Turok, I likened the process of creating a game to that of preparing for battle. A tad dramatic? Just a little extreme? Perhaps. As I moved from slide to slide on my initial presentation, I discussed knowing the enemy, recognizing the threats that would face us, laying out our battle plans, and preparing for war. When I discussed why I was so confident about our mission to create the biggest, most intense Turok experience that we had ever created, I unveiled our secret weapon. It was a photograph of the entire Turok Team. They are the keys to our success, and the thing that I am most proud of when I think back over the last 30 months.

The process of creating games is, in many ways, like trying to get 24 to 50 people to collectively give birth. It's a long, often uncomfortable, frequently painful experience that may or may not involve lots of mucous and screaming. Ok... Maybe that's not the best example that I can think of. But suffice it to say that the creation of any game is the result of the talent, professionalism and dedication on behalf of everyone involved, and this cannot be understated, and must not be forgotten.

Over the years that I have been with Acclaim, I have been fortunate enough to work with hundreds of wonderful people throughout our organization that have poured their hearts and souls into their work to ensure that you, the gamer, get a great experience. I'd like to take this opportunity to thank them all. Everything that we have accomplished over the past eight years is thanks to each and every one of you.

I'd also like to thank you, the gamers of the world for your devotion to the fifty-ton beast that is Turok. Evolution represents our biggest and most ambitious effort to date. Without you, loyal gamer, all of the hard work, the sleepless nights, and the 80 hour work weeks would be meaningless. Rest assured that we are your biggest fans. Now prepare yourself for the most brutal, visceral and downright intense Turok experience that we have ever created! You deserve it.

Most sincerely,

David "Mr. Turok" Dienstbier
Creative Director
Acclaim Studios Austin



Front Row: David Dienstbier, Brennan Hornburg, Jasmine Sarmiento, Neill Glancy, Brian Hagan, Ray Pena, David Salaiz 2nd Row: A.J. Fuller, Dane Marshall, Paul Masters, Matt Kyle, David Levy, David Harris, Erik McKenney 3rd Row: Charles Normann, Dan Higdon, Curtis Ratica, Mike Huey, David Smith, Brand Gamblin, Andy Brock, Peyton Duncan 4th Row: Jay Gawronek, Buddy Wilsher, Andy Schwalenberg, Rex Dickson, Tom Gerber, Scott Brocker 5th Row: Carl Wade, Stephen Dupree, Ben Bonner, Jim Strong, Joe Ries, Tim Samuels, Jeff Bloom, Jim Cowlshaw Not Pictured: Marc Makin, Berenger Fish

BACKSTORY

November 10, 1886. Texas.

As the last surviving members of the Saquin Nation make a desperate attempt to escape to the relative safety of Mexico, they are unaware that they have played into the hands of the bloodthirsty Captain Tobias Bruckner. Under orders to bring in Chief Grey Bear, the warrior-brave Tal'Set, and the remaining Saquin without bloodshed, Captain Bruckner reneges and springs a deadly ambush. Bruckner is a man possessed. Called "Red Snake" by the native tribes of the Southwest, he has hunted the Saquin for years.

The great Chief Grey Bear, one of the most brilliant and respected of the Native American Chiefs falls victim to a sniper's bullet and Captain Bruckner orders the slaughter of the remaining Saquin people. As the bullets fly, Tal'Set and the remaining Saquin braves leap into battle, exacting a terrible toll on the Indian hunters even as they are cut down one by one. Himself mortally wounded by Bruckner in the battle, Tal'Set cuts through the cavalry troops and embraces Bruckner in a deadly melee. War Club and Saber clash, and at the height of the battle, a cave-in sends Tal'Set and Bruckner tumbling into a mysterious underground cavern covered in ancient symbols and strange artifacts.

Tal'Set is dying. Bleeding to death from a bullet wound to the liver. Desperate to avenge the death of his people, Tal'Set once again locks in mortal combat with Bruckner. As his blood spills onto the ground, an otherworldly reaction is triggered, and the entire chamber becomes a storm of light and electricity. A shot goes wild and strikes a powder keg that has tumbled into the chasm. The blast brings the roof of the cavern down as Tal'Set is blown through a mysterious portal and into a world the likes of which he has never dreamed... The Lost Land.

Exhausted and dying, Tal'Set is brought back from the brink of death by the mysterious seer TarKeen. Tal'Set awakens with the memories of his dying people still fresh in his mind. Having been discovered by a group of refugee hunters, Tal'Set is taken to the fortress of the River People where, under the watchful eye of the great warrior Djunn and the "Wise Father," leader of the River People, the beautiful Mayana nurses him back to health. Once healed, Tal'Set embarks on a journey to discover the meaning of his presence in the Lost Land. Through a series of conversations and confrontations with TarKeen, Tal'Set learns that his presence in the Lost Land is not a coincidence, and that the death of his people was ordained so that he might embrace a higher purpose and become "Turok," the "Son of Stone," protector and savior. Confused, angry and alone, Tal'Set rejects TarKeen's story, refusing to accept what he has been told.

As he battles with his own demons, Tal'Set becomes a reluctant participant in the brutal war that is raging in the Lost Land. Motivated by his feelings of isolation, Tal'Set agrees to help the people of the Lost Land battle for their lives against the evil Lord Tyrannus, leader of the reptilian hordes. Tyrannus is bent on a "Holy Mission" to purify the Lost Land through slaughter and misery.

What follows is an epic tale of victory, treachery, and betrayal as Tal'Set struggles to accept his place in this strange world.

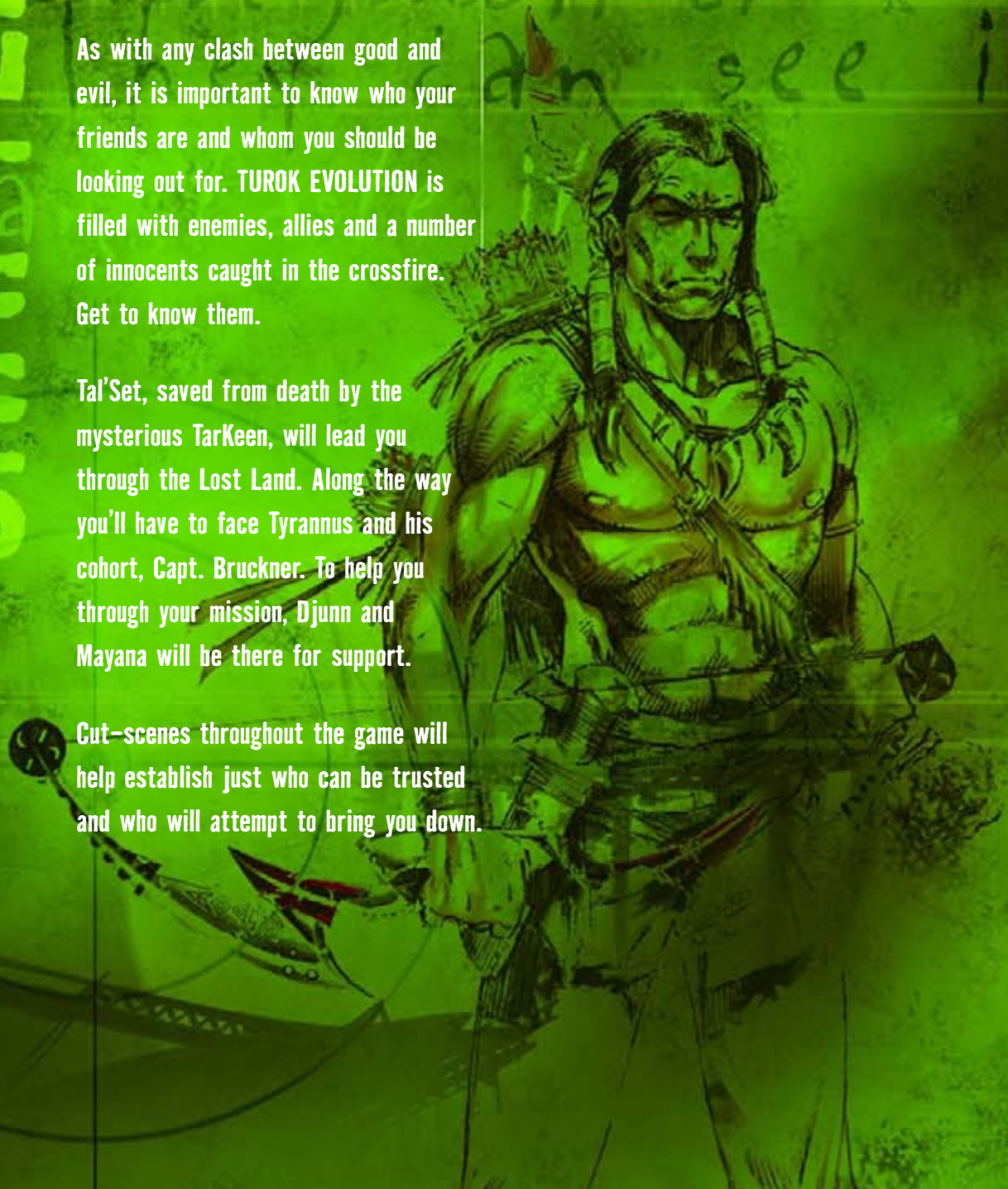
CHAPTER ONE

CHARACTERS

As with any clash between good and evil, it is important to know who your friends are and whom you should be looking out for. **TUROK EVOLUTION** is filled with enemies, allies and a number of innocents caught in the crossfire. Get to know them.

Tal'Set, saved from death by the mysterious TarKeen, will lead you through the Lost Land. Along the way you'll have to face Tyrannus and his cohort, Capt. Bruckner. To help you through your mission, Djunn and Mayana will be there for support.

Cut-scenes throughout the game will help establish just who can be trusted and who will attempt to bring you down.



TAL'SET

The young Saquin warrior-brave, while attempting to make a desperate escape with the remaining survivors of his tribe to the relative safety of Mexico, is ambushed by the bloodthirsty Captain Tobias Bruckner. In the ensuing battle, Tal'Set is badly wounded and bleeding to death from a bullet to his liver. His spilt blood causes an otherworldly reaction that is the first of a sequence of events that will send him tumbling into a world the likes he never dreamed of - The Lost Land.



BRUCKNER

A bloodthirsty Indian hunter and ruthless killer, Captain Bruckner is known as "Red Snake" by the tribes of the Southwest. He commands a motley company of volunteers who have dedicated their lives to tracking down and eradicating the last surviving Native American people. As part of his bloodthirsty goal, Bruckner reneges on a peaceful compromise and springs a deadly ambush on the last surviving Saquin. During the ambush, he is sent tumbling into a mysterious underground cavern while locked in a deadly melee with Tal'Set.



TARKEEN

TarKeen, the Mysterious Seer and powerful sorcerer brings Tal'Set back from the brink of death. TarKeen is bound by an ancient oath to the god "Stone" to seek out a warrior who can bring balance to the Lost Land and take up the ancient mantle of Turok. TarKeen is protected by the Six Points; terrifying and deadly creatures that are at all times near their master. TarKeen acts as an advisor and reluctant ally to Tal'Set as he pushes the young Brave to accept his destiny and take up the mantle of Turok.





DJUNN

The mighty warrior Djunn (pronounced "Junn") is the leader of the River Village troops. Huge, powerful, and capable, Djunn is a level headed and compassionate warrior. Slow to anger but brutal in combat, Djunn sees in Tal'Set a kindred spirit, a brother in suffering.

smell it
can see
steal it

GREY BEAR

Chief Grey Bear is the great Chief of the Saquin Indian tribe. One of the most brilliant and respected Native American chiefs, Chief Grey Bear is cut down by a sniper's bullet during Bruckner's ambush, an event that signifies the end of the Saquin nation, but the beginning of the legacy of Turok.



TYRANNUS

Tyrannus is the evil lord and commander of the reptilian hoards in the Lost Land. Tyrannus seeks to bring order to the Lost Land by eradicating all resistance to his absolute rule in the Lost Land through a sustained offensive masked as a pseudo-religious "Holy War". Tyrannus is more concerned with power than piety, but also truly believes himself to be destined to rule by divine province.



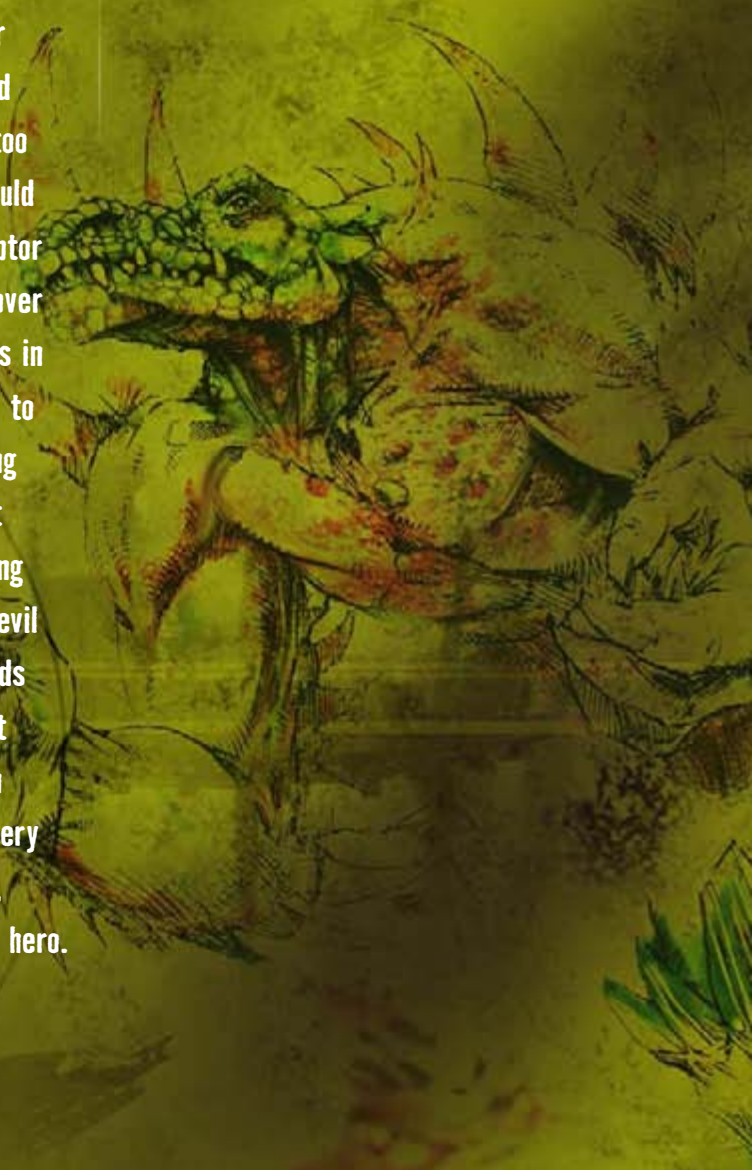
MAYANA

Little is known about this seclusive huntress and healer. A relative newcomer to the River Village, her skills in the wild are unequaled.

CHAPTER TWO

ENEMIES AND INDIGENOUS LIFE

There are a whole slew of enemies in the Lost Land starting with Mother Nature's own vicious carnivores and protective herbivores. It's almost too difficult to tell whether Tal'Set would rather face a bloodthirsty Velociraptor or a Triceratops mother watching over her young. Even baboons and hounds in packs become dangerously difficult to combat as they swarm about looking for victims. If this were all Tal'Set must face, his task would be nothing more than merely challenging. But evil Tyrannus has also sent his thousands of soldier minions to attack Tal'Set whenever he least expects it. With Sleg Army troops around almost every corner and dinosaurs roaming free, practically nowhere is safe for our hero.



Tyrannus' Sleg Army troops have been bred to operate much like those of their human counterparts. They work in squads with leaders and commanders all the way up to Tyrannus himself. Tal'Set can use this to his advantage, taking out important Sleg officers first and watching confusion spread throughout the Sleg camps. The main advantage for Sleg troops is that, for the most part, they care nothing about their own lives. Their primary mission is to eliminate Tal'Set without regard for their own safety.

Worker

The Worker is the basic class of all of the Sleg troops. The grunts of Tyrannus' Sleg army, workers are found in abundance and spend all of their time following orders. There are two types of workers, but no matter which you run into be careful. Workers are renowned for being used as cannon fodder and heavier firepower is sure to be nearby.

Worker Variants – Worker (Generic), Worker (Brave Worker)

Available Weapons & Attacks – Rifle

Attack Range – Workers always attack at close to medium range.

Sight & Hearing Range – All Workers can see and hear up to 40 meters.

Follows Orders – All Workers follow orders 100% of the time.

Critical Damage Reactions – Sleg Workers are 50% likely to surrender or flee, while Brave Workers will more likely kamikaze.

Cover Skills – Rarely do Workers use cover skills.

Special Skills – Sleg Workers can both climb and swim.

Health Level – All Workers have 60 Hit Points.



Soldier

Like his Worker brother, the Soldier is a Sleg of action. Almost as obedient as the Worker, the Soldier being a more formidable enemy has much less to fear. As a stronger attacker and less vulnerable to damage, the Soldier enemy behaves in ways more daring than the Worker class. But for Soldiers unfortunate enough to run into Tal'Set, the comfort of being stronger usually gets them into trouble.

Soldier Variants – Soldier (Rifle), Soldier (Shotgun), Soldier (Flame-thrower) and Soldier (Archer)

Available Weapons & Attacks – Gun Butt Smash, Rifle, Shotgun, Flame-thrower, Grenades, Bow.

Attack Range – Rifle, Shotgun and Flame-thrower Soldiers attack at close to medium range. From medium range a Shotgun Soldier has a 1-in-10 chance of throwing a grenade and a Flame-thrower Soldier has a 1-in-5 chance of throwing a grenade. Archers attack only from long range.

Sight & Hearing Range – Rifle, Shotgun and Flame-thrower Soldiers see and hear up to 50 meters.

Archers can see up to 80 meters and hear approximately 70 meters.

Follows Orders – All Sleg Soldiers follow orders 80% of the time.

Critical Damage Reactions – All Sleg Soldiers will attack 90% of the time and flee 10%.

Cover Skills – All Sleg Soldiers use cover infrequently.

Special Skills – All Sleg Soldiers can hop evade, climb and swim.

Health Level – All Sleg Soldiers have 100 Hit Points.



Scout

Quicker than both the Soldier and Worker, the Scout tracks and ambushes anyone who comes in his path. Possessing a very deadly arsenal, the Scout trooper prefers to avoid close attacks and will do anything he can to sneak in the first hit on Tal'Set.

Scout Variants - Scout (Rifle), Scout (Demolition Man)

Available Weapons & Attacks - Rifle, Grenades, Rocket Launcher, Exploding Barrel Traps.

Attack Range - All Scouts attack from medium to far range. The Demolition Man will always use the Rocket Launcher from far range and grenades from medium range.

Sight & Hearing Range - Sleg Scouts can see and hear up to 60 meters.

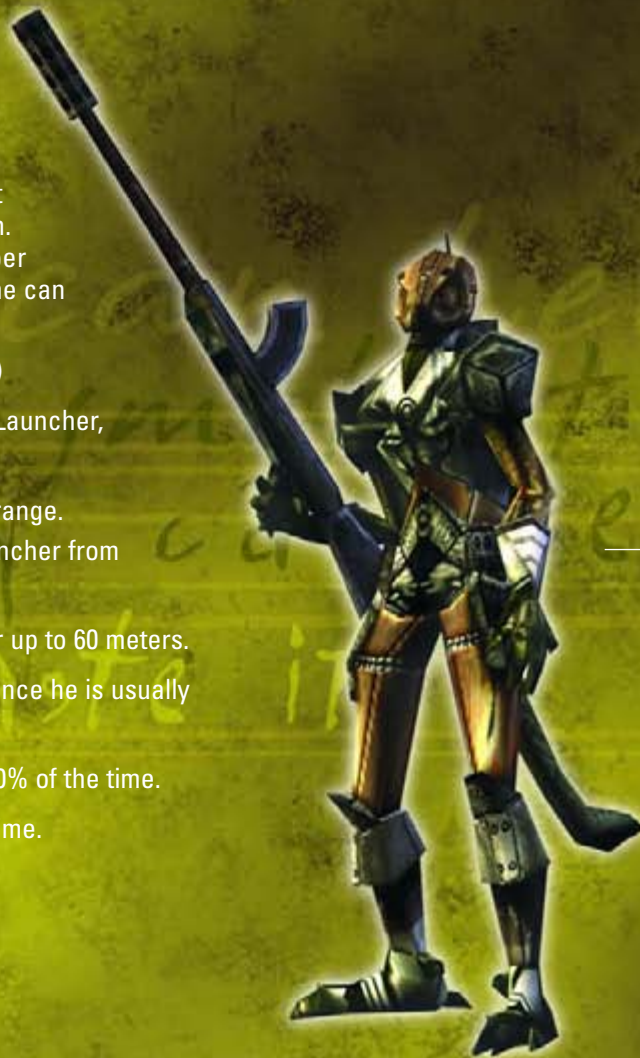
Follows Orders - The Sleg Scout never takes orders since he is usually stationed in a position distant from other troops.

Critical Damage Reactions - All Sleg Scouts will flee 100% of the time.

Cover Skills - All Sleg Scouts use cover most of the time.

Special Skills - Sleg Scouts can shoot from a prone position, hop evade, climb and swim.

Health Level - All Sleg Scouts have 100 Hit Points.



Sniper

The patient Sniper enemy will lay in wait for days in order to trap Tal'Set when he least expects it. Absolutely lethal with his Sniper Rifle, the Sniper enemy will do anything he can to avoid close confrontation... his ultimate weakness.

Sniper Variants - Sniper (Basic), Sniper (Advanced)

Available Weapons & Attacks - Sniper Rifle

Attack Range - Snipers always attack from far range.

Sight & Hearing Range - The basic Sniper can hear up to 40 meters and see 100 meters. The advanced Sniper can hear up to 60 meters and see up to distances of 150 meters!

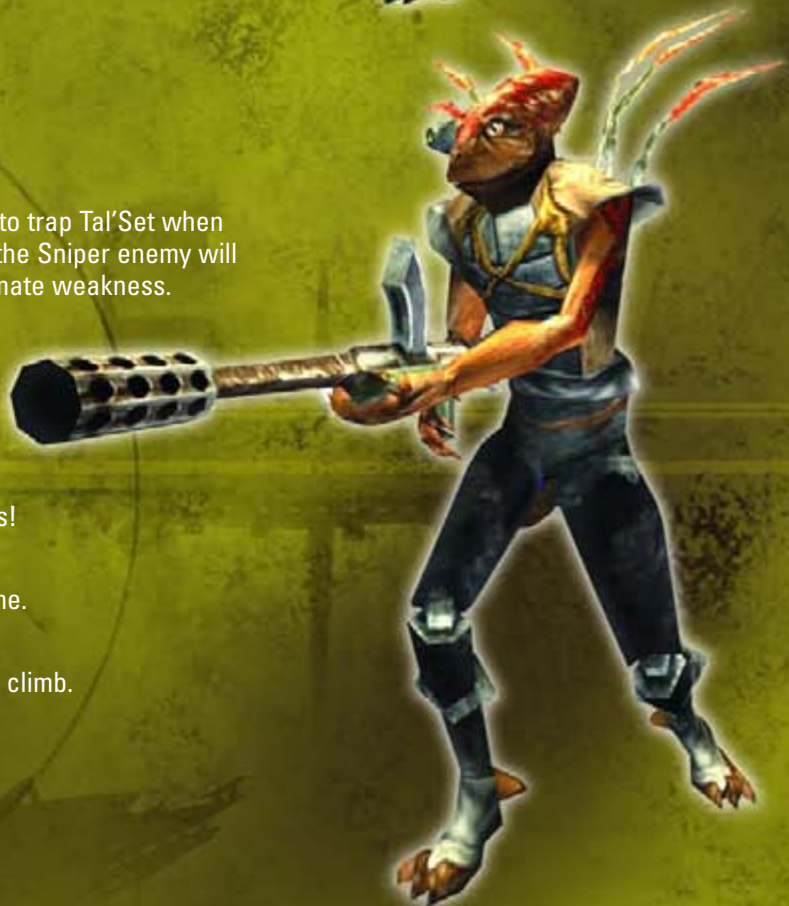
Follows Orders - Snipers neither give nor take orders.

Critical Damage Reactions - Snipers surrender 100% of the time.

Cover Skills - Rarely do Snipers use cover.

Special Skills - Snipers can shoot from a prone position and climb.

Health Level - The basic Sniper has 60 Hit Points and the advanced Sniper has 80 Hit Points.



Guard

The brutish versions of the Worker enemy, Guards are used for patrolling, security and defending doorways, compounds or equipment. A Guard is very strong and will rarely listen to orders from his superiors. Watch out if you run into a small pack of Guards. Together, they turn into a mean force to be reckoned with!

Guard Variants - Guard (Shotgun), Guard (Mini Gun), Guard (Flame-thrower)

Available Weapons & Attacks - Melee, Primary and Secondary Shotgun, Gun Butt Smash, Mini Gun, Flame-thrower.

Attack Range - Guards have Melee to medium attack ranges.

Sight & Hearing Range - All Guards can both see and hear at a range up to 60 meters.

Follows Orders - No Guard will ever follow orders.

Critical Damage Reactions - The Guard will turn kamikaze or frenzy 100% of the time. You'll never see a Guard flee or surrender!

Cover Skills - Guards do not use cover because they don't think they need to!

Special Skills - Guards can roll evade, hop evade, use transitional fire, climb, swim and use a super vertical jump.

Health Level - The Rifle and Mini Gun Guards have 350 Hit Points and the Flame-thrower Guard has 400 Hit Points.



Sergeant

Not as strong as the Sleg troops he commands, the Sergeant is well known for his supreme tactical skills. A master of weapons and strategy, the Sergeant is a clever opponent, taking cover when necessary and always working for the benefit of his enemy team.

Sergeant Variants - Sergeant (Radius), Sergeant (Region)

Available Weapons & Attacks - Melee, Gun Butt Smash, Mini Gun, Grenades, Radio Backpack.

Attack Range - Sergeants attack from medium to far range.

Sight & Hearing Range - All Sergeants can hear up to 70 meters and see up to 80 meters.

Follows Orders - A Sergeant will follow orders 100% of the time.

Critical Damage Reactions - Sleg Sergeants are 100% likely to Melee attack and kamikaze when threatened.

Cover Skills - Sergeants use cover most of the time.

Special Skills - Sergeants can shoot from a prone position, roll evade, hop evade, backpedal fire, use transitional fire, climb and swim.

Health Level - All Sergeants have 150 Hit Points.



Captain

The leader of all standard Sleg troops, the Captain is stationed behind his team. He is of paramount importance to the survival of the troops since he gives the highest priority orders. He will frequently take cover and try to avoid being hurt, so Tal'Set must hunt down the Captain in order to destroy him.

Captain Variants - Captain (Radius), Captain (Region)

Available Weapons & Attacks - Grenades, Tek Weapon, Radio Backpack.

Attack Range - Captains attack from medium to far range.

Sight & Hearing Range - Captains can hear up to 80 meters and see up to 100 meters.

Follows Orders - The Sleg Captain, although primarily a giver of orders, follows orders 100% of the time.

Critical Damage Reactions - The Captain will always attack in a kamikaze fashion when close to death.

Cover Skills - Captains use cover almost all of the time.

Special Skills - Sleg Captains can shoot from a prone position, roll evade, hop evade, backpedal fire, use transitional fire, climb and swim.

Health Level - All Captains have 200 Hit Points.



Rapier

Rapiers are not your average Sleg troop enemies. These fellows fall into an "elite forces" type of class and their formidability as opponents prove it. They fight independently with a strong arsenal of weapons and a wide range of available movements. Frequently, Rapiers can be seen dropping into a combat zone from enemy airships.

Rapier Variants - Rapier (Mini Gun), Rapier (Tek Weapon), Rapier (Gravity Gun), Rapier (Balloon)

Available Weapons & Attacks - Melee, Grenades, Mini Gun, Tek Weapon, Gravity Gun

Attack Range - Rapiers attack from Melee to medium range.

Sight & Hearing Range - All Rapiers can hear up to 80 meters and can see up to 100 meters.

Follows Orders - Rapiers, being a more independent class, have no need to follow orders.

Critical Damage Reactions - Sleg Rapiers will always attack when near death.

Cover Skills - Rapiers take cover all of the time.

Special Skills - Rapiers can shoot from a prone position, roll evade, hop evade, backpedal fire, use transitional fire, climb, swim, and use a super vertical jump.

Health Level - Rapiers have 150 Hit Points.



Monk

The Monks are members of Tyrannus' personal assassination squad. The Monk class is especially lethal because of their speed and movement techniques. These abilities, combined with their destructive Melee attack means big trouble for Tal'Set.

Monk Variants - Monk (Standard), Monk (Turbo), Monk (Spell-caster)

Available Weapons & Attacks - Melee, blade weapons, turbo attack. Spell-casters use the Projectile Freeze Spell Attack.

Attack Range - Monks fight primarily with Melee attacks, but Spell-caster Monks can fight in close range as well.

Sight & Hearing Range - Monks can see and hear up to 70 meters.

Follows Orders - Monks never follow orders, especially not from lowly Sleg troops.

Critical Damage Reactions - Monks, when threatened, attack 100% of the time.

Cover Skills - You will never see a Monk take cover!

Special Skills - Monks can roll evade, climb, swim, super vertical jump, teleport super jump and teleport.

Health Level - Most Monks have 130 Hit Points but Spell-casters have 150 Hit Points.



Purrlin

The Purrlin takes more damage than any other enemy in the Tyrannus Sleg army. They only stop fighting when they are finally dead. But killing them proves difficult to do because of their enormous Hit Point levels. Purrlins simply mow down their enemies with a relentless assault.

Purrlin Variants - Purrlin (Normal), Purrlin Egg (Normal), Purrlin (Tank), Purrlin Egg (Tank)

Available Weapons & Attacks - Melee (ground pound), roar, fire projectile, fire grenades.

Attack Range - The normal Purrlins will fight only in Melee or close attacks, but the Tank Purrlins will fight from any range.

Sight & Hearing Range - The Purrlin can hear only up to 40 meters and see up to 50 meters.

Follows Orders - No Purrlin enemy ever follows orders.

Critical Damage Reactions - Purrlins attack no matter what, near death or not.

Cover Skills - Purrlins never take cover.

Special Skills - They have no special skills.

Health Level - Normal Purrlins have 800 Hit Points while Tanks have 1000 Hit Points.



Just because they aren't toting guns, doesn't make any dinosaur enemy less lethal. Dinosaurs have Mother Nature on their side with tough natural armor and feral instincts. Most of the dinosaurs are enormous with an extreme height and weight advantage over Tal'Set. Some dinosaurs are small and camouflaged. So either way Tal'Set has to keep a good eye and ear out for these dangerous predators. The dinosaurs' major advantage is they tend to flock together. Even though many dinosaurs feed off each other, they are almost always more prone to go for an outsider first.

Raptor

Derived to mean literally "speedy thief," the Velociraptor was one of the most feared animals in the Cretaceous period. Built for speed, Raptors had hollow bones and strong muscles. They had a strong straight tail used primarily for balance. The Raptor was as deadly with its jaw as it was with its claws which could rotate almost 360 degrees. The Raptor had both excellent vision; bearing a rare dinosaur trait of eye sockets as well as a brain almost as proportional to its body size as a human's.

Raptor Variants – Raptor Bite, Raptor Jumper.

Available Weapons & Attacks – Bite, Leap & Claw

Attack Range – The Bite Raptor attacks primarily from a Melee Range, waiting until the prey gets extremely close in order to begin his furious attack. The Jump Raptor however attacks from Medium range allowing space for his lethal leap move.

Sight & Hearing Range – All Raptors can see and hear up to 40 meters.

Health Level – Raptors have 60 Hit Points.



Ankylosaurus

As an herbivore, the Ankylosaurus was typically harmless, but in the ranks of Tyrannus' army he's a lethal weapon. The Ankylosaurus was the most protected of all dinosaurs, having thick oval plates of bone wrapping his entire body, along with a casing of leather skin. This armor covered even his head, eyelids, neck, back and tail.

Ankylosaurus Variants – Ankylosaurus (Normal), Ankylosaurus (Tank)

Available Weapons & Attacks – Tail Swing and attached weapons rig.

Attack Range – The normal Ankylosaurus attacks primarily from Melee range utilizing his lethal tail swing. The tank, having, the advantage of weapons on his back, prefers to attack from a Medium Range.

Sight & Hearing Range – Ankylosauruses can hear up to 40 meters and see up to 60 meters.

Health Level – Ankylosaurus have 400 Hit Points.



Axe Beak

Genetically engineered from the Velociraptor by Tyrannus, the Axe Beak was created to surpass his biological brethren. Although he has virtually no detection at long range, once Tal'Set enters the vision of an Axe Beak, he's got an adversary to be reckoned with. The Axe Beak is as aggressive as an enemy can get, not letting up on anything in his path.

Axe Beak Variants – None

Available Weapons & Attacks – Peck, Leap and Claw.

Attack Range – The Axe Beak attacks equally from both Melee and Close range.

Sight & Hearing Range – The Axe Beak can both see and hear up to 30 meters.

Health Level – The Axe Beak has 60 Hit Points.



Compy

The smallest recorded dinosaur in history, the Compsognathus is one of the main pieces of evidence that modern birds derive from dinosaurs. Walking on two legs, the Compy was a swift dinosaur, attacking his meals of lizards, small creatures and Tal'Set with vivaciousness and agility.

Compy Variants – Compy (Normal), Compy (Albino), Compy (Striped), Compy (Spotted),

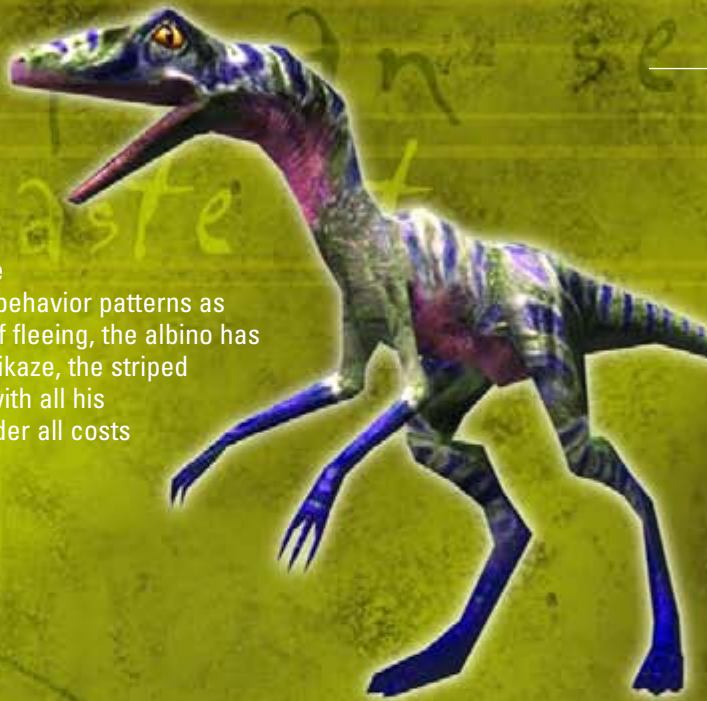
Available Weapons & Attacks – Bite 1, Bite 2

Attack Range – Compys have the advantage of camouflaging themselves in small shrubs, allowing them to get significantly close to their prey before unleashing their deadly Melee attacks.

Sight & Hearing Range – Compys can hear up to 15 meters and see up to 20 meters.

Critical Damage Reactions – The slight difference between the Compy variations can not only be seen in their skin patterns but in their critical behavior patterns as well. The normal Compy has a small chance of fleeing, the albino has equally small chances of fleeing or going kamikaze, the striped Compy has about half a chance of attacking with all his might, while the spotted Compy will attack under all costs trying to take his foe with him.

Health Level – The Compy has 30 Hit Points.



Stegosaurus

Meaning literally “covered lizard,” the Stegosaurus was a well-protected beast indeed. Like many of the bulkier slow dinosaurs, the Stegosaurus had a great deal of protection, including that of his enormous tail covered in spikes called thagomizers. He is most notably defined by the 17 hollow bone plates that line his back and tail in two rows, alternating position between each row.

Stegosaurus Variants – Stegosaurus (Normal)

Available Weapons & Attacks – Tail Swing

Attack Range – The Stegosaurus attacks primarily in Melee, but occasionally from a close range.

Sight & Hearing Range – The Steg can hear up to 40 meters and see up to 60 meters.

Critical Damage Reactions – Being one of the more docile dinosaurs, the Stegosaurus will always flee when critically damaged.

Health Level – The Stegosaurus has 450 Hit Points.



Triceratops

Much like a rhinoceros, the triceratops was a herding creature, however in comparison to his modern day counterpart, the triceratops was twice as large. Their main defense was sticking together, but when threatened, the Triceratops would stampe their predator. Triceratops were also notoriously protective of their young, more so than almost any other creature.

Triceratops Variants – None

Available Weapons & Attacks – Horn Gore Attack, Charge/Run/Trample

Attack Range – The Triceratops is 90% likely to attack from Melee range.

Sight & Hearing Range – They can hear up to 20 meters and see up to 30 meters.

Health Level – Triceratops have 350 Hit Points.

Steracosaur

The Steracosaur had a lot in common with the Triceratops. Built equally sturdy and using the same habits and mannerisms, it was almost difficult to tell the two apart. However the Steracosaur boasted more horns and a smaller stature. The significant difference is that the Steracosaur was quicker and therefore slightly more lethal.

Steracosaur Variants – Steracosaur (Normal), Steracosaur (Boss)

Available Weapons & Attacks – Gore with Horn Attack, Charge/Trample, Fire Machine Guns, Launch Grenades/Mortars

Attack Range – The Steracosaur fights primarily in Melee, but can occasionally fight from close range as well. The Steracosaur Boss equipped with both Machine Guns and Projectiles can fight from any distance.

Sight & Hearing Range – They can hear up to 20 meters and see up to 30 meters.

Health Level – The Steracosaur has 400 Hit Points.



T-Rex Boss

The T-Rex (literally Thunder Lizard) was the most feared of all dinosaurs.

As one of the largest carnivores, the T-Rex walked on two legs, stalking his prey and obliterating them with enormous teeth and an extremely strong jaw.

Characterized by the rare dinosaur trait of depth perception, the Tyrannosaurus was a fearsome hunter of other dinosaurs as well as every other type of creature.

Available Weapons & Attacks – Charge/Trample/Bite, Flame-thrower attack, Launch Grenades/Mortars.

Attack Range – Since the Tyrannosaurus is equipped with all types of weapons besides his natural abilities, he is able to attack and defend from any range.

Sight & Hearing Range – The T-Rex can see and hear distances up to 60 meters.

Critical Damage Reactions – No matter what danger he may be in, the T-Rex will fight with every last breath, hoping to land the final death blow before his own frivolous demise.

Health Level – The T-Rex Boss has 800 Hit Points.

Weakness: The T-Rex is like all other bosses since he has range of various attacks. After 3 failed attacks on Tal'Set, the T-Rex Boss will roar indicating his frustration. It is during this roar that you will be able to shoot him in the mouth inflicting severe damage. While damage can be inflicted at almost any time, this is by far the most successful method.



Saber Tooth Tiger

The deadly Saber Tooth is characterized by his humungous hunting-knife-sized teeth. Smaller in height but nearly twice as thick, the Saber tooth was less like modern day lions than it seems. The Saber Tooth is, in fact, no actual relation to any giant cat. Not built for speed, the Saber Tooth usually fought by ambush, goring all enemies with his ferocious canines.

Available Weapons & Attacks – Bite, Jump Attack

Attack Range – The Saber Tooth will either wait in ambush and attack from a Melee range, or attack with his fearsome jump attack from a medium range. Either way, no prey is safe when he is around.

Sight & Hearing Range – The Saber Tooth tiger can see and hear up to 60 meters.

Critical Damage Reactions – Rarely will the Saber Tooth flee, but it is likely in an occasional mother or weak tiger.

Health Level – Saber Tooth Tigers have 200 Hit Points.



Komodo

The Komodo dragon simply put, is the largest modern lizard on earth. However in an earlier time he was one of the smallest. This inconspicuous creature has lasted in some form or another from the time that he was one of the smallest lizards to his current reign as king of the species.

Available Weapons & Attacks – Bite

Attack Range – Komodos are small and limited creatures, but lethal if the player is unaware of them in Melee proximity.

Sight & Hearing Range – They can see up to 10 meters and hear up to 20 meters.

Critical Damage Reactions – A Komodo dragon's first response is to flee, although many will stay behind and fight until their last breath. However normally, the Komodo Dragon will not attack unless provoked.

Health Level – Komodo dragons have 80 Hit Points.



Crocodile

In the company of dinosaurs, an ordinary crocodile may not look like much of an adversary. However, it wouldn't be wise to get too close to that snapping jaw.

Available Weapons & Attacks – Lunge Bite, Fast Run

Attack Range – The crocodile has an equal amount of Melee and close range attacks.

Sight & Hearing Range – Crocodiles can see and hear only a mere 10 meters.

Health Level – Crocodiles have 180 Hit Points.



Baboon

Baboons stick out from other members of the ape class most noticeably with their doglike muzzle, bare buttocks, and short tail.

Available Weapons & Attacks – Lunge Bite

Attack Range – Baboons will attack always from a close range, being careful not to get too close to hinder the lunge bite.

Sight & Hearing Range – Baboons can see and hear only up to 10 meters.

Critical Damage Reactions – Baboons will normally run away from you and almost never attack unless provoked.

Health Level – The baboon has 60 Hit Points.



Throughout the game Tal'Set will come across many different and mostly harmless indigenous life forms. If he doesn't bother them, they won't bother him.

Brachiosaur

Parasauralophus

Gazelles

Lemurs

Pre-Horses

Cranes

Ground Birds

Macaws

Toucans

Pteranodons

Frogs

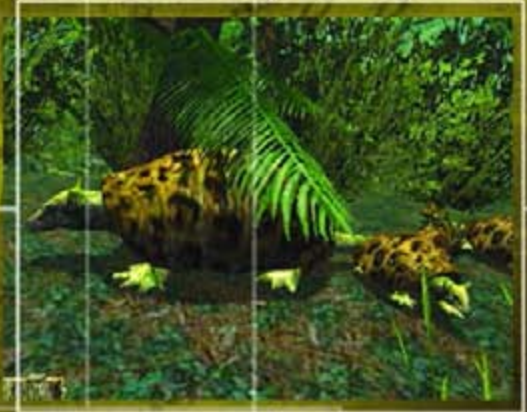
Butterflies

Waterbugs

Fish

Turtles

Flies



CHAPTER THREE

WEAPONS

Throughout the Lost Land Tal'Set will find a tremendous arsenal of weaponry to use against Tyrannus' reptilian horde. From the basic war club to miniature nuclear explosions, each weapon has its own distinct characteristics and uses. Knowing how and when to take advantage of your firepower will give you the edge against any enemy you encounter.

To help you through your missions, you'll find multitudes of ammo and health pick-ups scattered throughout each level. Be sure to search each area thoroughly when you have the chance.



In First Person Mode

War Club



Primary Function – Regular Strike - The War Club can be used as a melee weapon when you're out of all other options. Press the button rapidly and go for the head. Make sure to circle strafe around the enemy while you're attacking, it's your only chance of succeeding against a more powerful weapon. Take time to aim for the head and reap the reward.

Secondary Function – Blunt End Strike – Press and hold to charge up the blunt side attack. The longer held, the more damage done. Unleash this attack when an enemy is near.

Damage – When used properly, both attacks can be lethal on smaller enemies.

Range – Use only when within melee range. Both attacks work for stealth as well.

Bow



Primary Function – Take time to aim, then hold and release fire to draw back and let forth an arrow, respectively.

No secondary function

Damage – Regular arrows do a moderate amount of damage.

Range – The Bow can be used from short to medium range. The regular arrows should be used against smaller enemies. Taking time to aim for a headshot is well worth it. It's best to use arrows when trying to conserve ammo, since they can be picked up off carcasses and reused. The Bow is the stealthiest weapon in the game.

Tek-Bow



Regular Function – Take time to aim, then hold and release fire to draw back and let forth an arrow, respectively. The zoom button provides two zoom ranges, medium-range and long-range, for more accurate aiming. When using the explosive arrows, try to aim at the ground in front of enemies to expose additional enemies in the area to its splash damage. Poison arrows should be used like regular arrows; one per target will work. Quickly shoot a poison arrow into an enemy and hide out until it begins to take effect. Watch the enemy roll over in anguish. Then either come out to finish him off or let him die slowly on his own.

Secondary function – The Tek-Bow switches between Regular, Explosive, and Poison arrows.

Damage – Regular arrows do a moderate amount of damage. Explosive arrows create lethal detonations. They'll frequently blow off limbs or kill an enemy completely. Poison arrows make all enemies sick. Unless they are a particularly big enemy or a boss, the enemy's life will end shortly as he pukes himself to death.

Range – The Tek-Bow can be used from close to long range. The two zooms of the Tek-Bow are the best in the game. Always use the Tek-Bow for picking off snipers, as well as any kind of stealth mission. Make sure to keep yourself hidden to help get your best head shots.



Pistol (Sniper Pistol)

Regular Function – The Pistol fires a single bullet at any target. In Pistol mode, it can be fired repeatedly for rapid fire. With the Sniper Scope upgrade, the zoom button provides a medium range view.

There is no Secondary Function

Damage – When using the regular pistol, just let the bullets fly. The Pistol mode does not do heavy damage, but can be fired in quick succession. The Sniper mode allows for precision aiming to take out long-distance targets. Try aiming for the head with the Sniper Scope upgrade.

Range – Use the Pistol at close to medium range.



Shotgun

Primary Function – The Shotgun fires extremely lethal titanium pellets, 10 per shell. After getting the Quad Barrel upgrade, up to four shells can be loaded for one massive shot.

Secondary Function – The Shotgun loads more shells (with Quad Barrel upgrade).

Damage – The Shotgun does a large amount of damage over a wide area. So it will always be more effective from as close a range as possible.

Range – From very close the Shotgun can take out almost any enemy, especially when aiming for the upper body and head. As you get further away the shot becomes more spread out and less damaging.



Grenades (Spiked Mines)

Primary Function – The Grenade acts like any standard issue. Pull the pin and throw, making sure to allow for the arc of the throw as well as anything it may bounce off of. Holding the fire button will cock the Grenade, then release when ready. When in Spiked Mine mode, spikes come out of the Grenade and it will stick to any surface, including enemies. If it's stuck to surfaces like walls or floors it will detonate like a proximity mine. So don't place it where you're likely to be the next person to walk by it!

Secondary Function – Switch between the Grenade and Spiked Mine modes.

Damage – The Grenade and Spiked Mine do very heavy damage within a small area of explosion.

Range – Both functions are good for medium range attacking. Use the Grenade to bounce off walls and ceilings to areas you can't quite see. Use the Spiked Mine and lure enemies into proximity traps!



Flechette Gun (Minigun)

Primary Function – The Flechette Gun is a CO2-powered dart gun. The Minigun is a deadly three-barreled chain gun. The Flechette Gun is mainly used for stopping an enemy with its quick firing attack. The Minigun tears up practically everything in its target range, hailing itself as the most powerful bullet gun in the game.

Secondary Function – The Flechette Gun switches between the CO2-powered dart gun and Minigun modes (when upgraded).

Damage – The Flechette Gun is low damaging but makes up for it with rapid fire. The Minigun is completely, pulverizingly lethal.

Range – The Flechette Gun makes a good close-range stealth weapon. The Minigun is best to bring out in the most brutal of bloodbaths. Both work better at close range but are effective at medium range as well.

In First Person Mode



Flame Thrower

Primary Function – When the Flame Thrower fire button is held down, constant streams of flame pour out onto any unlucky enemy in the area.

Secondary Function – The secondary Flame Thrower function fires deadly napalm bursts that stick to any surface, waiting to ignite the first enemy that crosses its path.

Damage – It is best not to use the Flame Thrower on extremely large enemies since they won't be as sensitive to it, and are less likely to catch on fire. The Flame Thrower is devastating on large groups of small enemies however, as they run around trying to put out the fire.

Range – The Flame Thrower works only at close range. You can set anything made out of wood on fire too, so watch where you're aiming, otherwise the grill is on! Bring steak sauce!



Spider Mine

Regular Function – After the Spider Mine has been triggered, you take control of a remote mechanical device disguised as a spider. This little guy is very difficult to see and can go a lot of places you can't, so use him only when you really need to get the jump on a group of enemies. Once inside the spider's view, there are four functions to activate; Lure, Bomb, Gas, and Abort. The Lure function draws enemies to a specific area and into possible traps. The Bomb function simply explodes the mechanical spider taking all neighboring enemies with it. The Gas function emits a poison gas to slowly poison all the nearby creatures. If you change your mind and don't want to alert the enemies in the area ahead, the Abort function simply causes the device to blow up in a cloud of gas.

There is no **Secondary Function**

Damage – The explosion from the Bomb function can take out a small group of enemies. The poison gas works on enemies just like the poison arrows, causing a violent sickness in anyone who encounters it.

Range – The Spider Mine is particularly good for looking around and getting into areas without alerting any enemies. The fact that it can be detonated just makes it twice as useful.



Rocket Launcher

Primary Function – The Rocket Launcher fires a high explosive missile made up of about three satellite baby missiles that destroy absolutely everything in the room. This weapon has the most splash damage in the game, so be careful not to fire it at close range.

Secondary Functions – The Nuke-Attachment upgrade is extremely powerful, probably the most powerful weapon in the game. Holding down the fire button charges up this enormous detonator. Releasing the button fires a huge blast that throws enemies into the air and then vaporizes them completely.

The final function of the Rocket Launcher upgrade is the Swarm Bore. Making it's way back to the Turok series the Swarm Bore, like those of the past, burrow into an enemy and drill through sinew and bone until they reach critical organs where they explode. You'll frequently see limbs and heads of enemies exploding under the influence of the Swarm Bore.

Damage – All Rocket Launcher functions are extremely lethal. The rockets and nukes are better for mass damage and the bore is better for complete damage to one enemy.

Range – All Rocket Launcher functions are extremely effective from close to medium range, however watch out not to fire the rockets or nuke too close to your present area. The best things about these weapons are that they require virtually no precision aiming at all, they just destroy!



Plasma Cannon

Primary Function – The Plasma Cannon fires energy particles that begin to electrify the enemy. The energy particles have a small blast radius, so they work best with enemies close to each other.

Secondary Function – The first Plasma Cannon upgrade is the Seeker upgrade, emitting fire-based, targeting laser beams that are extremely lethal. These shoot forth a blast of fire and do quick and immediate damage to anything it makes contact with. It will also follow enemies around corners and walls if they are moving. The final Plasma Cannon upgrade function is the chain upgrade. The chain upgrade fires an energy burst of chain lightning that will arc from one enemy to the next.

Damage – The energy particles do medium amounts of damage and a tiny bit of splash damage. The Seeker upgrade causes medium damage, but can be fired in rapid succession. The chain lightning is a very concentrated and strong weapon.

Range – All of the Plasma Cannon functions are destructive at close to medium range, but work especially well targeting a lot of enemies in close proximity.



Gravity Disrupter

Primary Function – The primary function of the Gravity Disrupter is a type of grapple. It sends out an energy beam that picks up any one of the surrounding enemies. Holding them in your clutches, you can throw them over cliffs, far up into the sky, or bash them into walls tearing off their limbs as you do it.

Secondary Function – When in secondary mode, a brief tap will send enemies flying backward. You can also hold down the fire button creating a bigger blast scattering all nearby enemies. This is great when you need a brief lapse in all the gunfire.

Damage – The Gravity Disrupter weapon does not do any direct damage, but can pick up almost any enemy and throw him into anything.

Range – This weapon works best at close to medium range for clearing out an area full of enemies and regaining some of that much needed personal space.



Dark Matter Cube

Primary Function – The primary function of the Dark Matter Cube works just like an extremely dangerous grenade, obliterating all life in the vicinity.

Secondary Function – The secondary function of the Dark Matter Cube creates a mini black hole sucking in all nearby life, crushing it and then exploding pieces of the destroyed enemies everywhere.

Damage – Both functions of the Dark Matter Cube are completely lethal for anything in proximity to where it is dropped.

Range – The Dark Matter Cube can be thrown anywhere from close to medium distances. Use it to clear out a room or narrow passageway.



In Flight Mode

Machine Guns –

Used by triggering the primary function, the machine guns have infinite ammo, always giving you some kind of defense when in flight.

Homing Missiles –

When lock on is possible a green or red box appears around targetable areas. The homing missiles are simply triggered by pressing the secondary function button at any time that you have at least one missile and are in flight mode.



AMMO and HEALTH (In First Person Mode)

**Arrows –**

Arrows come in ready packs of 10. You can carry 40 arrows.

**Shotgun Shells –**

Shotgun shells come in packs of 10. You can carry 50 shells.

**Explosive Arrows –**

Explosive arrows come in packs of 10. You can carry 20 explosive arrows.

**Flechettes –**

Flechettes come in packs of 20. You can carry 100 flechettes.

**Poison Arrows –**

Poison arrows come in packs of 5. You can carry 10 poison arrows.

**Minigun Rounds –**

Minigun rounds come in packs of 30. You can carry 200 rounds.

**Grenades (Spiked Mines) –**

Grenades come in packs of 3. You can carry 10 grenades.

**Flame Thrower Fuel –**

Fuel comes in packs of 25. You can carry 100 fuel cells.

**Sniper (Pistol Bullets) –**

The Pistol ammo comes in packs of 15. You can carry 100 bullets.

**Rocket Clusters –**

Rockets come in packs of 2. You can carry 5 rockets.



Swarm Bores –
Swarm bores come in packs of 5. You can carry 10 swarm bores.



Anti-Matter Cell –
The anti-matter cell comes in packs of 20. You can carry 100 cells.



Nukes –
You can pick up and carry 1 nuke only.

Small Med. Vial provides 20 Health Points each.

Full Med. Kit provides 50 Health Points each.



Plasma Battery –
The plasma batteries comes in packs of 15. You can carry 100 batteries.

AMMO and HEALTH (In Flight Mode)



Rockets –
The rocket pickup supplies you with 10 rockets until you reach your maximum carrying ability of 20.



Overdrive –
The overdrive powers up your machine guns so they are twice as powerful.



Health –
The health pickup is actually a dead cow that will rejuvenate your injured Quetzalcoatlus. It heals you for 50 Health Points.

MULTI-PLAYER ONLY

Weapons



Crossbow – The Crossbow is a multiplayer only weapon. It operates just like the lethal Tek-Bow with two variations of zoom and filled to the brim with arrows.

Pick-ups



Cloaking Belt – This masks your player in near invisibility for a short time. It works well in maneuvering behind your opponent and getting the perfect shot!



Death Helm – The Death Helm is an ancient, cursed chest piece passed down throughout the generations. It gives you the ability to wield the ultimate power, but at the same time will drain the life force out of you until you die.



Empathy Chest Plate – This breastplate blocks half the damage inflicted on the wearer and inflicts it on the person attempting to inflict the damage.



Jump Boots – The Jump Boots help to jump almost twice as high as normal. However they only last for three jumps, so use them wisely.



Shield Belt – The Shield Belt provides an invisible shield surrounding you for a brief amount of time. It absorbs impact from almost any weapon, but not all, so be careful.



Damage Idol – The Damage Idol permanently increases the damage you inflict by 20%. This effect will last as long as you stay alive. You can collect a total of 5 Damage Idols to attack at 200% of your normal attack power.



Max Health Idol – Getting a Max Health Idol increases your Health Points by 20 points. These last only as long as you stay alive. You can collect up to 5 Max Health Idols at once, for a total of 200 Health Points.



Regeneration Idol – The Regeneration Idol permanently increases the rate you regenerate health as long as you are damaged but don't die. You can carry 5 at one time. And, combined with the Max Health Idols, you are virtually invincible.



Speed Idol – The Speed Idol increases your running speed. Again, you can collect it up to 5 times to run as fast as possible. This effect only lasts as long as you're alive, so run for cover!

CHAPTER FOUR

WALKTHROUGHS

The Lost Land is an enormous, awesome and often dangerous world. From majestic waterfalls, and deep lush jungles, to the darkest depths of Tyrannus' Sleg fortress, you'll face perils found nowhere else in the universe.

Maneuvering through the Lost Land without becoming a victim of its natural dangers or the onslaught of dinosaurs and enemy troops is going to be a real challenge.

Within these pages you'll find all the necessary information from maps and important weapon locations, to strategies needed to defeat your foes. Study your level maps carefully and be sure to keep your wits about you. Of course, you are free to explore each expansive area, but remember evil lurks around every corner, so keep a watchful eye!

Now it's time to head out into the wild, defeat the evils that lie ahead, save the River Village people and claim the mantle of Turok, "Son of Stone."

Into The Jungle



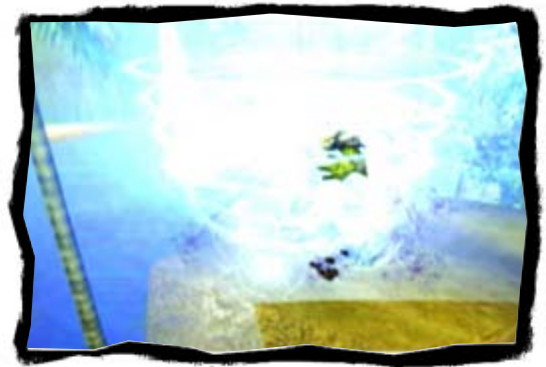
Welcome to dinosaur country Tal'Set. As you start off, remember not to be so bold. You are merely equipped with the War Club and Bow. With practice, any weapon will be lethal in your hands, so take the time to familiarize yourself with how and when you plan to use these weapons.

To start off, proceed forward down the dirt path. You will be attacked by a few compies.

Practice your War Club attack on these little guys, and swipe at them quickly. As you proceed down the path there will be a very sharp bend to the left. Come around this bend slowly and you will see a Sleg soldier standing in the path ahead. If you're quiet, take out your Bow and aim for his head. With a headshot, one arrow will do it.



As you come out into the clearing there will be an awesome sight of Stegosaurus and a waterfall. Even though these beasts won't attack unless you do first, there are still a few more dangerous creatures in the area. To the right of the waterfall is a very large rock formation. Walk toward the rocks and stay to the right. You'll notice the baboons around this area. Again baboons shouldn't attack unless you attack first. With your current arsenal it may be best to leave them alone. Follow the right side around to the back of the rock formation and locate a step up that you can reach and climb up onto the rocks. Climb onto the rock turn to the left, climb up the step and follow the rocks slowly around to the right. Watch out for drops in the path. As you come around carefully aim your arrow and take out the guy on the smaller rock ahead. You have found your first TarKeen Key!

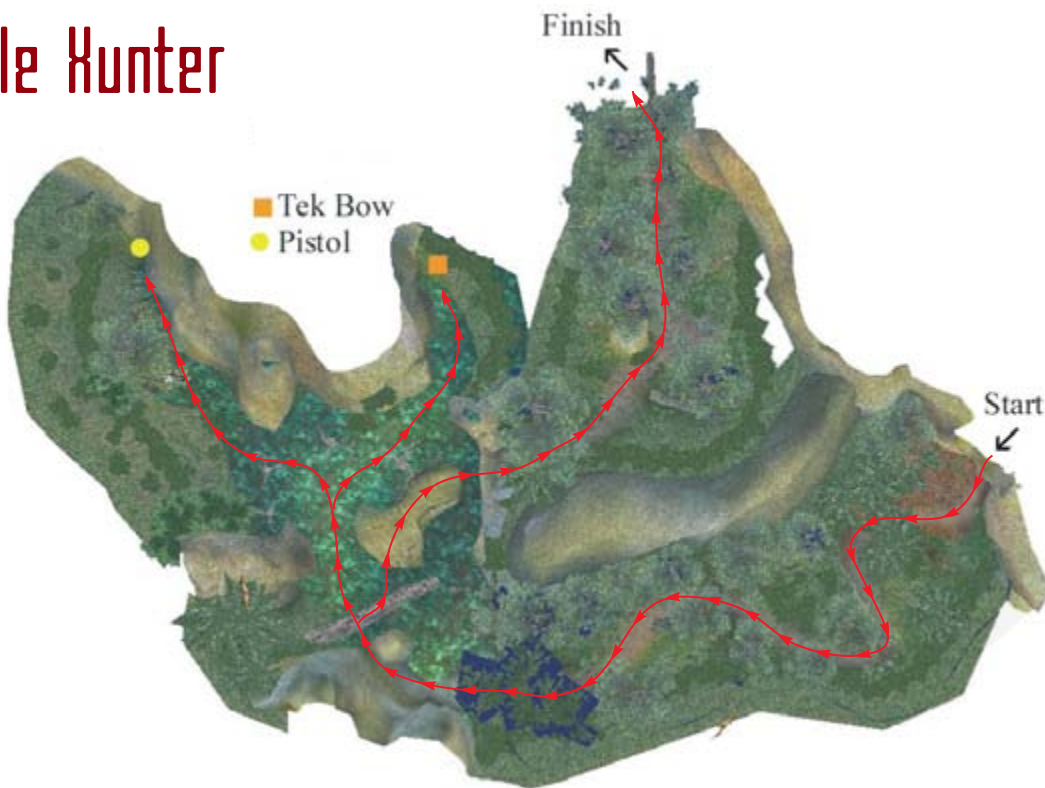


Before jumping over to get the key, follow the path around to the top of the rock formation and get the pistol. Now jump over to the smaller rock and get the TarKeen key. This triggers the gate over to the left to open.



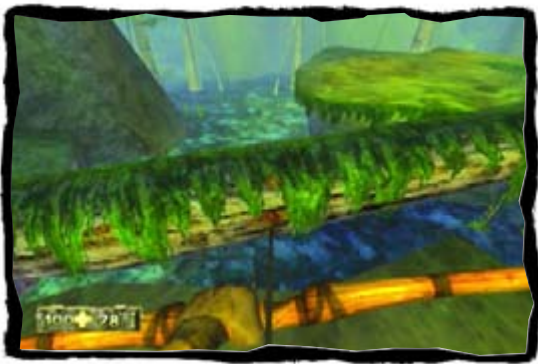
Get down slowly from the rocks and head over to the newly opened area. Be careful because some enemies have come through the newly opened gate. Dispose of them before checking some of the trees in the area for health and ammo pick-ups. Head through the door when you're ready and move on to the next level.

Jungle Hunter



You are now entering Velociraptor territory. Proceed forward through the cave and enter the surrounding jungle slowly. Take out as many of the Raptors as you can from the cave entrance, you're going to need distance to fight them. It is best to use the Bow or Pistol against Raptors.

rock platform in the water. If you go to the end of the platform, you have two choices. Your first choice is to jump across to the right and continue through the level. Your second choice is to jump down into the water and go through the waterways between to your left and right. The reason you want to do this is because here you will find the Tek Bow and the Pistol.



Continue along the path fighting as you go. Stay to the far left when the path goes down into the water. Go up the hill on the left and jump across to the rock wall. Walk around to the end of the rock wall and face the fallen trunk. Carefully aim toward the trunk and jump onto it. From the trunk jump across to the



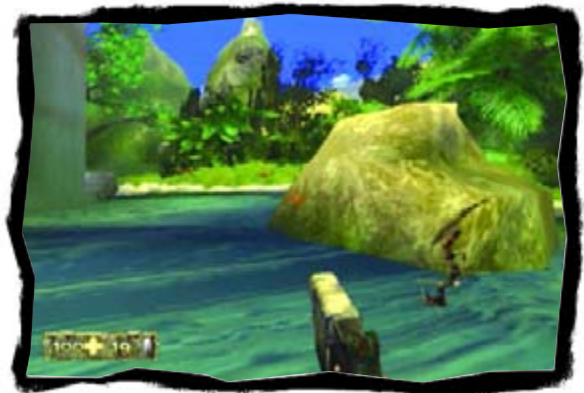
Be prepared to fight quite a few raptors on your way back to the tree trunk. From the tree trunk, go to the left and grab some poison arrows. Go back across the tree trunk and jump back to the platform in the water. Then jump to the path across the way and continue on. Follow the path again, killing the Sleg soldiers. Then duck into the tree trunk at the end of the path to exit the level.



Hunter's Peril



You begin by following the path, but this time you will quickly stray. Go along the path taking notice of all of the friendly creatures running around. They won't attack you, but don't get too comfortable because there are some real nasties ahead! You can take a detour to get health behind the waterfall if you need it, otherwise make your way into the river on the right side. Be prepared for a crocodile attack and quickly take them out before they get you. You may want to go get the health from underneath the waterfall after this fight.



Returning to the river, make your way slowly using the rocks as cover. Run quickly to the third rock because the snipers are already shooting at you. There is a Tek Bow pick-up here. Peek out from behind the rock and snipe the guys in the trees ahead. After taking them out, raid the trees for health and ammo.



Continue along the bank on the right side of the river until you come to the Brachiosaurae in the water. Jump into the water and swim to the wall behind the two large beasts. There will be some climbing vines on this wall. Climb out of the water, up these vines to the ledge above. There is a second set of climbing vines from this platform. After reaching the top proceed down the narrow pathway. As you approach the clearing ready a weapon like the Pistol or War Club. Step onto the first two stones in the circle. When you do so, they will lower and a hoard of baboons will attack. Quickly take them all out and the pillars will rise again. Carefully jump around the stone circle to the top center piece. Once on the top, jump straight up in the air to claim the TarKeen key. This opens up a passageway in the water by the Brachiosaurae.



Go back the way you came, using the newly-risen step to get back up to the pathway. Watch out for some new enemies along the way and jump back into the water. Proceed left in the water. Make sure you have enough air and then dive into the underwater tunnel. Stay to the left exiting the water tunnel and hurry up onto the bank. Quickly arm yourself and take out all of the near enemies, and then use your Tek Bow to pick off the snipers.

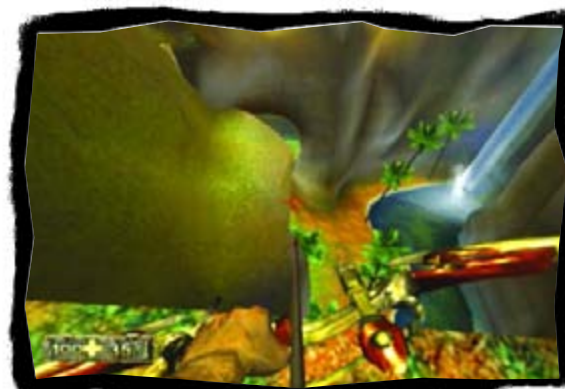
Once the coast is clear, go to the far end of the beach and climb the vines. Once on this ledge make sure all threats are dead, and then climb up the next set of vines around the corner. Again, go through the path ahead and at the end climb the vines to the plateau. Turn to the left and climb the short vines to the highest platform, and kill all the Sleg troops.



Once you're done, proceed to the right monkey climb. Walk underneath it and jump up to grab on. Cross the monkey climb to the other side. After crossing, go to the left and proceed along the small wood walkway. Follow the wooden walkway around making sure not to fall, and cross the river at the end. Jump onto the rock platform ahead and continue straight. Make a big jump across the ravine and cross the wooden bridge disposing of the Sleg troops along the way.



Now you can either follow the path down until meeting up with Genn, or you can turn right and jump the rock ledges leading you to a Tek Bow and Pistol pick-up. Either path you choose will lead you to Genn, who will introduce you to your Quetzalcoatlus and prepare you for the first set of flight levels.



Airborne



The first few levels are fairly basic. Follow Genn's bird and stay in the middle of the flight path. After flying over the lake there will be a small turn to the left but keep going since there's nothing fancy yet. A little further on there are two rock structures in a row, a small one then a larger one. Due to the course of your path, it's easier to veer to the left. Make sure to keep your guns blazing since there will be a lot of enemies coming out of these formations. You don't need to kill all of the enemies (although the more you kill, the fewer will be on your tail).

Further ahead are some ruins. Fly on the right side of the arch by the first set, taking out the gunner early on if you can. Move to the left a little, staying just to the right of the dragon's head. Then go through the second arch if you can and retrieve the health pickup. If you don't need health don't worry, simply stay to the right throughout all of the ruins. Continue on and into the cave entrance toward the right to finish the level.



Stretching Your Wings

You start off in the cave this time, and are still tasked to fly straight ahead. Veer to the left when exiting the cave, but make your way over to the right side of the flight path for the stretch of ruins ahead. After flying over the ruins, quickly fly down and to the left just over the lake to retrieve a health pickup and spy on a pooping Brontosaurus!



Return to a normal flight altitude and continue on. When entering the canopied jungle, it's best to stay up high and to the right. There is the least amount of foliage up there. Again you can shoot at the oncoming enemies, but don't do it if it's going to mess up your flying. Keeping on track is the main objective here. Getting rid of all the enemy forces will have to be done later if you can't do both.



When Genn warns you, you can go down sharply and veer to the left to take a shortcut. There's a rocket pickup here. And, once you exit the cave area from the shortcut merely stay to the left to end the level. If you choose to take the regular route, just stay on the path and follow it around to the left. You'll meet up with the shortcut, but risk getting caught in all of the branches and leaves in your way.

Dam the Defenses

Now you're getting the hang of it! Stay to the left on your way up to collect some rocket ammo. Fly carefully up the hill and prepare for an avalanche. When you see the rockslide on the left, slow down and stay high toward the middle of the path. Fly through the cave and come out into the open area ahead. Down below you and to the left you will see a transport jet. Unload all of your rockets on him. The area is wide enough for you to turn around and grab the health and rockets if you so desire.



After you defeat the transport jet, you must now destroy the dam. Unload 3-4 rockets into each of the turrets on either side of the dam in order to open the gate to the area beyond. You may need to turn sideways to make it through the gate as it opens.



You're now plunging down. Carefully veer left and right of the rock obstacles. When you reach the bottom, pull up a little to avoid crashing into the riverbed. Always remember to pay close attention to Genn's directions since she's a very effective leader. Continue forward to finish the level.

Ground Assault

As you fly ahead, keep low to avoid the rock overhang. Ahead you will see enemy jets and ships. You can destroy them if you feel up to it, but it is not necessary. Concentrate more on your flying. There is a narrow passage between two rock faces ahead. You must turn sideways to make it through. Fly over the bridge, picking up rocket ammo and health before entering the large open area.



Your goal here is to take out the five command tents. It takes about five rockets to destroy each, so swing around and pick up more ammo when you need it. There are many other enemies in this area. You can kill them to make life a bit easier, but you don't have to. When you've completed this objective, fly into the pipe opening at the end of this level.



Mine Fields

Flying has suddenly become much more dangerous! Your objective is to avoid the mine traps placed all over this level at all costs. Carefully proceed forward, shooting the balloons that hold the mines to get them out of your way. There are perilous paths ahead, so weave carefully between the trees, mines, and canopy.



Stay to the left when you see the ruined temple and beware of the black smoke clouds erupting because they will send your Quetzalcoatlus off course. Fly carefully under the dropship. You're safe for now, but you'll have to fight this bad boy later! Fly through the vines and into the next area.

Cheat:

Invisibility – slleugh

Ancient Ruins

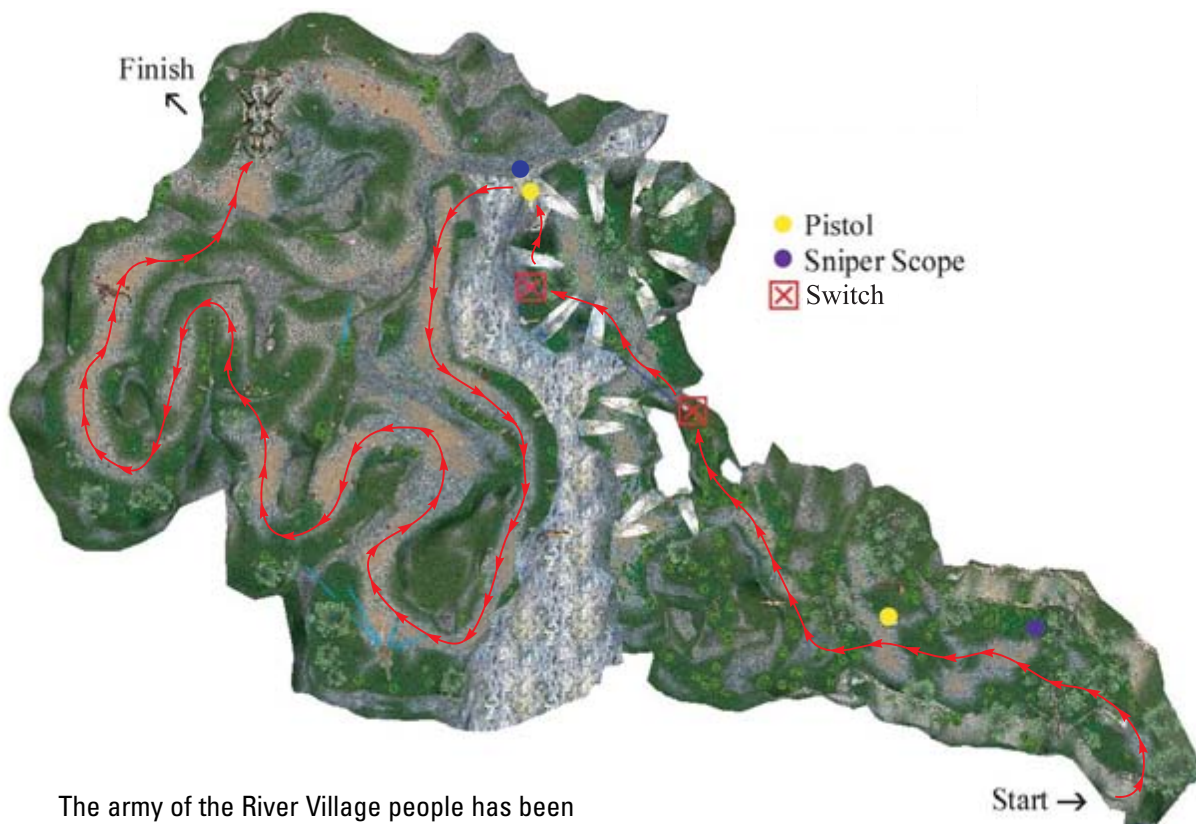
You've reached TarKeen's Temple. First, explore the area. You might want to take out some of those pesky turrets while you're at it. Start with the first one you see on the left, and fly carefully around the left side of the temple. There are health and ammo pickups in the smaller temple buildings, so stock up before the big fight ahead.



After you've thoroughly explored the temple area, the dropship will appear. Make your way behind the dropship, firing at its main body. Be sure to dive down for health if you need it. The health pick-ups will have respawned in the smaller temple buildings. Unload your ammo into the airship until it explodes. Stay on your path and you'll exit the level.



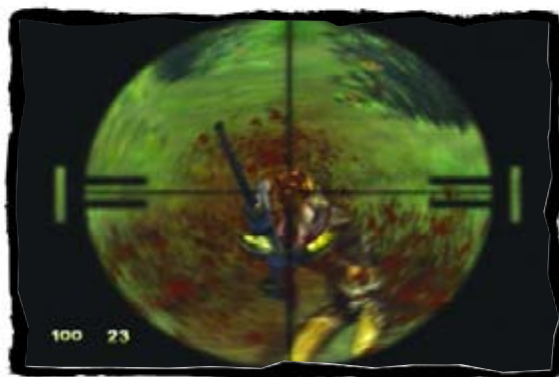
Mountain Ascent



The army of the River Village people has been decimated by Tyrannus' Sleg horde. The mountainous territory that lies ahead is crawling with enemy troops. Snipers and soldiers are hiding around every bend. Your mission is to ascend the mountain removing the enemy threat and locating the entrance to Tyrannus' fortress.

Proceed forward past your fallen comrade and up the small hill onto the rock ahead. Retrieve the sniper scope add-on for your pistol and drop down into the area where the compies are feeding. At present, they are content with the remains, so you don't need to fight them. Should you kill one of the feeding compies be prepared for an all out feeding frenzy with you as the main course.

Make a left before the next area, and follow the path around until you see a ramp on the right. Go up the ramp and shoot the enemies ahead. Then proceed forward, jumping across the ravine onto the next cliff. Enemy resistance up to this point is light, however the main body of the Sleg forces lay just ahead.



Once you've crossed the ravine, you will see the first of two switches. Touch the switch to trigger it, and then drop down into the area beyond.



Straight ahead of you, you will see a stone head that will be your entrance to the path leading up the mountain side. To the left of the head is the second switch. After hitting it, the mouth will open. Move inside and continue on. Go slowly up the cliff, carefully picking off Sleg soldiers from behind the shields and Sleg snipers from the cliffs. The concentration of enemy troops is beginning to build, so be sure your fighting skills are honed and ready. As always, headshots produce better results. If you're having trouble, try turning on the Auto Aim in the Game Options. Using the Auto Aim feature will greatly enhance your shooting accuracy, allowing you to ascend the mountain quicker.

Restock your ammo supplies at the fallen Stegosaurus and continue up the mountain. Around the next bend, take your time and pick off all the snipers. There is a good amount of explosive arrow ammo in the area, so don't neglect to grab it and use it.



When the path narrows between two rock faces, be prepared for a large open area ahead. Again, pick off the enemies and restock your ammo. Pass through the open area and make a left to exit the level.

Summit Battle



Now that you have reached the mountain summit, the perilous canyons that lie ahead are filled with enemy snipers. In order to advance, you are going to have to eliminate the enemy hordes. Beware, the terrain is treacherous and the slightest misstep along the canyon ledges will result in certain death.

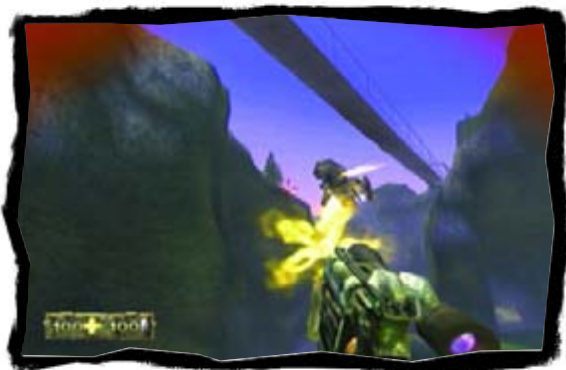
When you begin the level, get out your explosive arrows and prepare to face an enormous Tyrannosaurus Rex! You may want to save that large health directly in front of you until after the fight. When the T-Rex attacks, back up and aim the arrows low to hit the T-Rex with powerful splash damage.



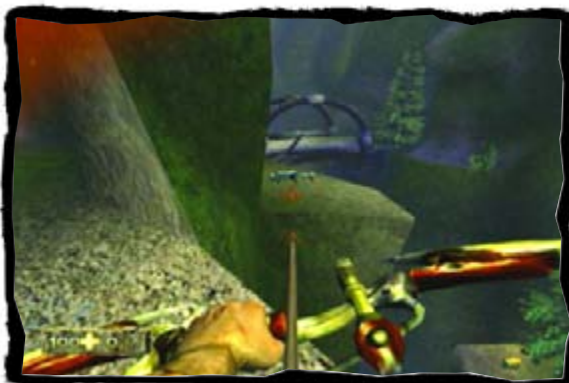
Once the T-Rex threat has been eliminated, proceed down the path, staying to the right. Kill the unsuspecting enemies nearby and snipe the enemies on the distant cliff. Again, headshots are very effective in eliminating this threat. Next, move to the left and restock your ammo and health by the waterfall. Make your way slowly down the river, letting the barricade be blown up by Sleg troops before you near it. Kill the oncoming enemies making their way up the river toward you. Grenades come in handy here. Now head down the river and toward the rocks on the right for some extra pick-ups.



Continue to the water's edge and snipe as many enemies crossing the bridge as you can. The more you get here, the fewer you'll have to fight later. The troops are moving quickly across the bridge making sniping a difficult task. Do the best that you can, then head to the left into the cave. Go down the narrow path until you reach a sharp right turn. Wait here for the dropship and fire a few explosive arrows into it. Watch out for the enemy snipers across the canyon by the small bridge. They have you in their sights. When the dropship goes down, continue on the path, taking out the enemies in front of you.



After passing underneath the waterfall, there is a cave on the right. First, drop some spiked mines further up the path and then duck into the cave. From the cave, turn to the left and jump across to the rock platform to acquire the Shotgun. Now, jump back again to return to the path and cross the bridge. The bridge is heavily fortified, so prepare for an intense battle.



After removing the threat at the bridge, go slowly to the right and look down. Jump onto the rock below with the large health on it (you will take damage). Slowly circle down the rock ledge, acquiring health and ammo while picking off the enemies in the water below. If you need to restock more ammo, head back up the river to the waterfall. Otherwise, continue downstream.



Eventually you'll come to a clearing with a dead Brontosaurus. Feasting on the carcass are a number of compies and a few dangerous Axe Beaks. Dispose of them and climb the ladder at the back wall. Move along the canyon ledge to your right and use your Tek Bow to take out distant enemies. Then continue along the path. Jump across to the next plateau moving quickly, taking out the nearby snipers. Move to the left to avoid the rockslide. Be prepared, since there are many enemies in ambush. The ascent leading to

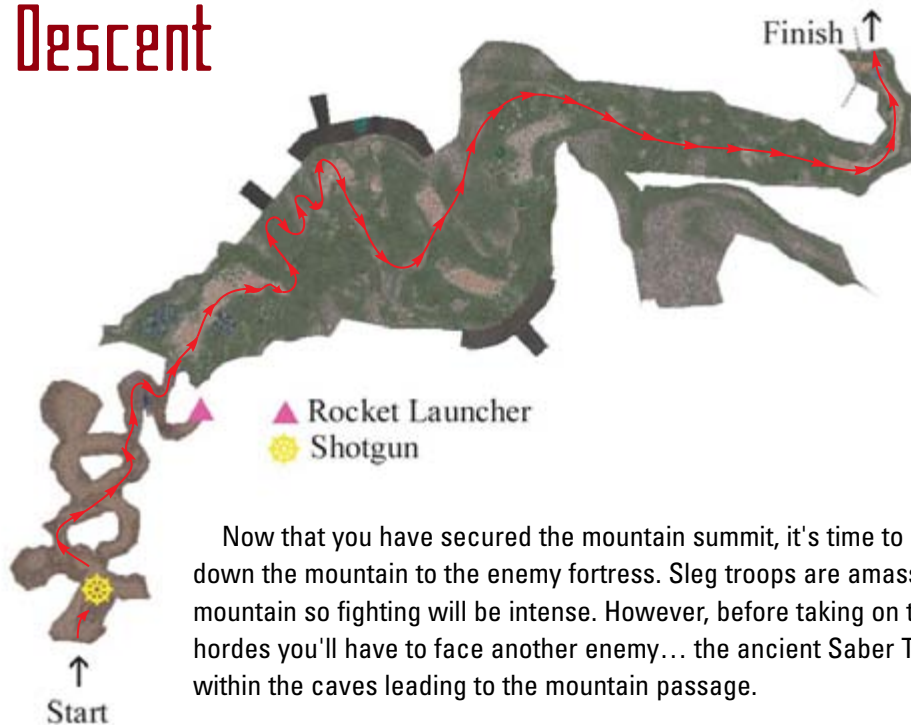
the summit bridge narrows in many places limiting your ability to find cover when attacked. Rockslides abound and certain death along the ledges is just one misstep away. Continue up the left side, triggering and avoiding another rockslide. Move forward up the narrow paths until you reach a cave. Come around the bend to trigger the final rockslide and retreat to avoid it, then continue on.

As you continue along the path, you'll reach a summit ledge where you'll see three dropships on the left. Here comes the fight of your life! Take out the enemies on your way, but make a sharp right turn toward the turret gun. Kill the soldier manning the turret, and commandeer it. Simply hold down the fire button and kill the rest of the enemies in this area, including those crossing the summit bridge.



Once the Sleg troops have been eliminated begin to cross the bridge, keeping a careful eye to your right. As soon as you see the dropship rising, head back to the turret and take it out. You may now cross the bridge safely. Once you reach the other side of the bridge, run to the left staying close to the path. When you reach the clearing with the wide cliff on the left side, go slowly to the edge and drop to the smaller ledge below. Jump across to the vines and climb up to continue. Pick up the Rocket Launcher and climb the vines at the end to return to the path. Continue forward and finally down into the caves to exit the level.

Descent



Now that you have secured the mountain summit, it's time to battle your way down the mountain to the enemy fortress. Sleg troops are amassing along the mountain so fighting will be intense. However, before taking on the dinosaur hordes you'll have to face another enemy... the ancient Saber Tooth tiger living within the caves leading to the mountain passage.

Almost immediately upon entering the caves, you will come face to face with the first of many Saber Tooth tigers. Quickly pull out your pistol and begin shooting. You will find your pistol is the most effective gun against these beasts. There are many caves off the path that all contain tigers and pick-ups. If you choose to stray within these caves, you do so at your own risk!



To continue, take the right path at the fork then the right path again at the next fork. Go down and take the left exit out of the cave. Before you do, however, you may want to pick up the Rocket Launcher, which is being heavily guarded in the dead-end tunnel on the right just before the cave exit. Upon exiting the cave, pick off the distant cliff snipers and follow the path down.

You should advance slowly, since there are many lurking enemies. Continue battling your way down the mountain until you reach flat ground. Once you've reached the bottom, quickly make your way through the clearing to the un-manned machine gun turret. Use the turret to dispose of enemies coming at you from both the left and right passages until they are all dead or the turret is destroyed.



Now that the battle in the clearing is over, proceed down the left path. Just before the wooden fortress gates, you will face an Ankylosaurus tank boss. Lob some grenades over, use your Rocket Launcher or blast your Shotgun, being careful to avoid his lethal missiles. Once the tank boss had been eliminated, go to the wooden gates to exit the level.

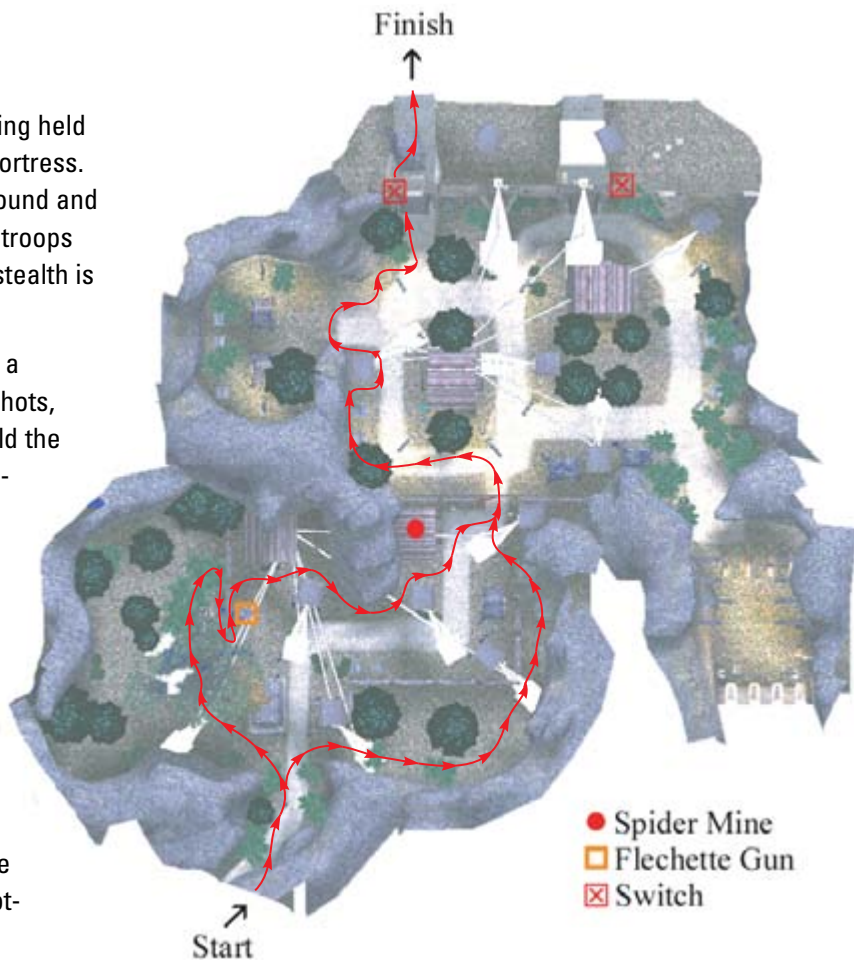


Infiltration

The chief of the River Village people is being held captive deep within the bowels of the Sleg fortress. Your mission is to infiltrate the enemy compound and locate where the chief is being held. Enemy troops heavily guard the compound entrance, so stealth is your key to success.

The strategy in stealth levels is to use a scoped weapon in order to score headshots, while continuing to go undetected. Should the Sleg soldiers become alerted to your presence, be prepared for massive firefights.

From the start, pull out your Tek Bow and snipe both tower guards and their spotlights. There are two ways to access the compound, one to the right and one to the left. Should you choose the right path, be prepared to be ambushed. Your best bet is to enter through the left side of the compound. Go around the left side of the fortress and climb the fallen tree on the right. From the tree, take out all visible Sleg soldiers and spotlights inside the compound.



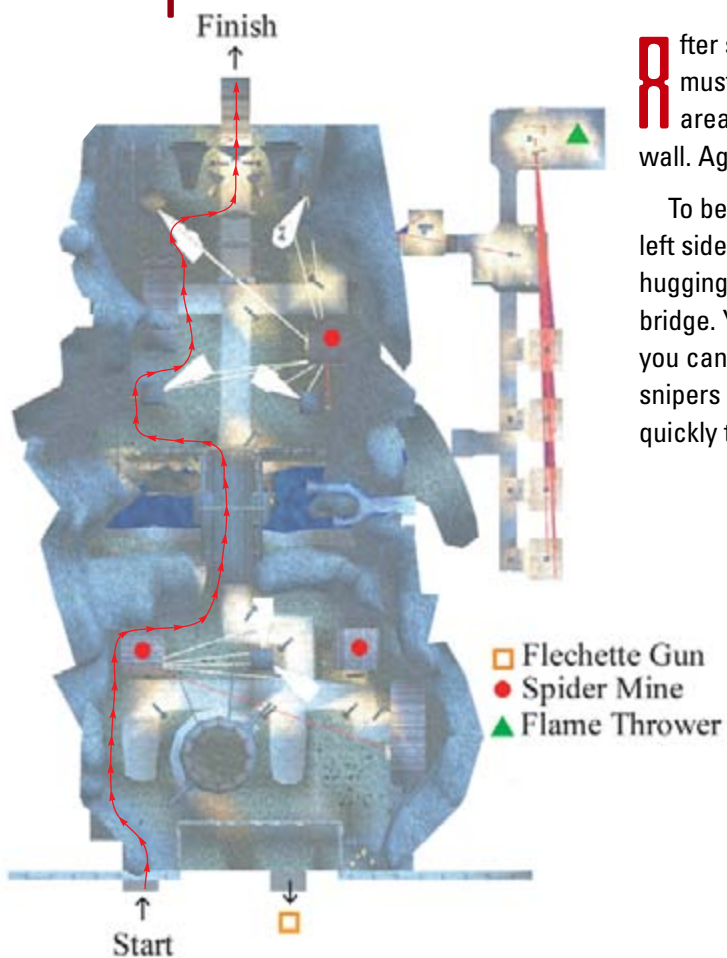
Jump onto the perimeter wall and over to the large box to acquire the Flechette gun. Then drop behind the box and go around the left side. After going all the way around to the left, you will come to a switch on the gate in front of you. Press it and go through the door that opens. Your main goal within this part of the compound is to move as quickly as possible through the area without being detected. If you stray within the area the alarms will activate.



Passing through the open door, immediately duck to the right, taking out distant enemies while restocking your arrow supply. Once the path is clear, follow the left perimeter around again. When you reach the tower with the spotlight, make a quick dash across the road to the gate. Should you alert any guards, duck into hiding and kill all of the guards that have seen you. In due time, the alarms will turn off. Only then can you hit the switch to open the gate and exit the level.

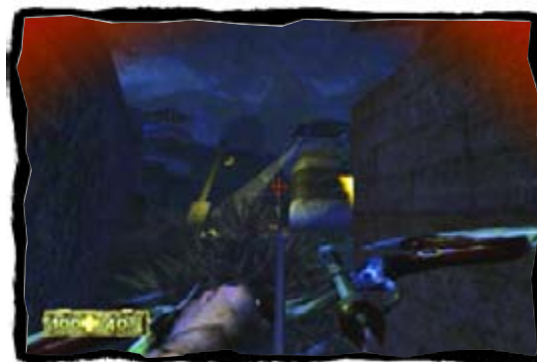


Compound Wall



After successfully entering the Sleg compound you must now pass through the heavily fortified supply area making your way to the large compound wall. Again, stealth is the key.

To begin, run up the incline and into the alley on the left side of the building. Go around behind the building, hugging the left wall, and climb the slope of the wooden bridge. You can't avoid being seen by a few guards, but you can pick off the ground patrols and guard tower snipers from the top of the slope. Once again, moving quickly through the area is your best bet.



Once the alarm has stopped, hit the switch and enter the next area. You will again inevitably attract attention, but there are lots of goodies to be obtained after you fight the guards. An upgrade to your Shotgun can be found by taking a sharp left from the beginning and descending the wooden ramp to the barge in the water below.

When you return to the upper level, fight your way to the right side. There you will find an enemy wielding a Flame Thrower. When killed, he will drop the key to the armory. Should you choose to enter the armory you will be rewarded with the Flame Thrower and a number of ammo pick-ups. The armory is crawling with soldiers so be prepared.

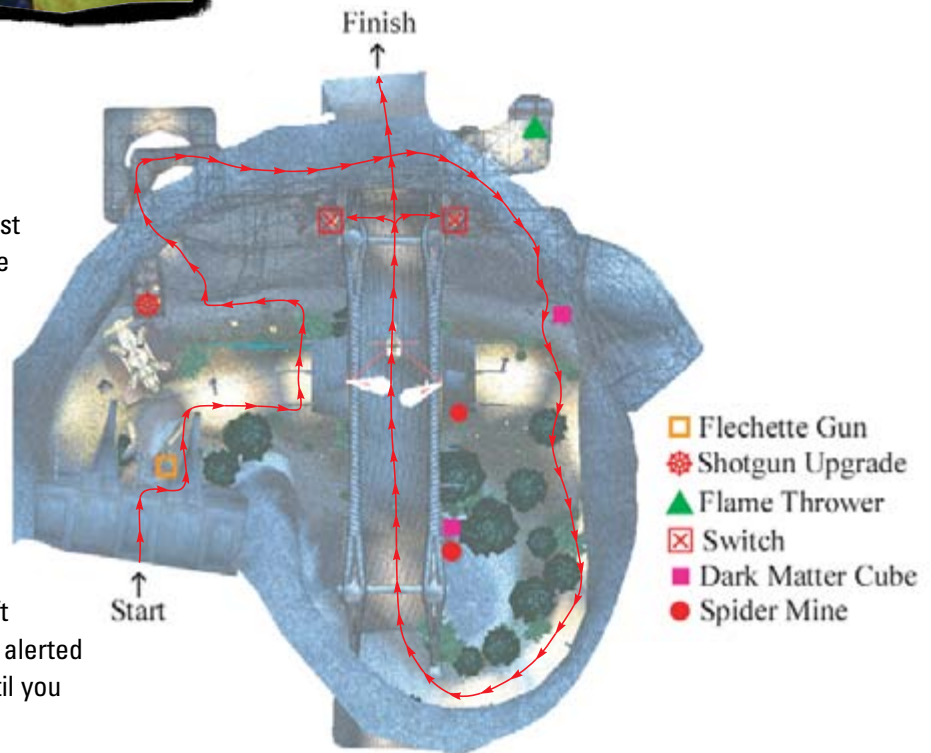


Once you're finished stocking up or if you choose not to go through the armory, continue up to the main entrance. Once the alarm stops sounding, hit the switch to continue on.

Blockade

Now that you have successfully breached the fortified wall, you must find a way around the road blockade ahead. The bridge at the top of the area is heavily defended by Sleg troops, however you must defeat the enemy horde to progress.

As you begin this level, turn to your right and run up the shadowed hill along the wall, picking up the Flechette Gun as you go. When you reach the fence, cross over to the left side. Fight any enemies that you've alerted and follow the wall back down until you see a cave to the right.



Within the cave entrance you will find paths to the left and right. The left path has more enemies than pickups, so your best bet is to choose the right-hand tunnel. However, should you choose the left path, you will ultimately find the Shotgun upgrade on the ledge at the end.



Now, continuing down the right hand tunnel, use your scope to pick off enemies in the left branch. Then go in and get the Flame Thrower. Now head back into the main right hand tunnel. You can take the left path at the end, up a precarious ladder to set off a rockslide and obtain your first Dark Matter Cube, or simply exit the cave out the right opening.



Emerging from the cave, turn to your left and creep up the hill. Get as many pick-ups as you can because a huge fight is coming up! Move cautiously onto the bridge, killing enemies as soon as they come into view. This includes the snipers in the tower and an Ankylosaurus tank boss. After crossing the bridge, drop down to the right onto a ledge and enter the bridge tower. Climb up the ladders and hit the switch at the top.



Return to the ledge and cross over to the left bridge tower. Again, climb the ladders and hit the switch. When you drop down this time, instead of exiting the tower, go through the hallway back up to the bridge. Go through the gate to exit the level. In addition, should you wish to explore before exiting the level, you can cross the lower span of the bridge to reach a secret tunnel. At the end of the tunnel you will find a number of health and ammo pick-ups. Beware, the lower level is heavily fortified, so take this path at your own risk should you choose to do so before exiting the level!

Entering the Base

Your final aboveground compound area before entering the underground fortress, requires you to free the hostages and make your way past the fortress gate.

As you begin, head to the right and dash across the yard to the far-left corner. You'll set off the alarm. From the corner, kill all of the attacking enemies and wait for the alarm to stop. Now you're free to hit the switch next to the gate and proceed into the next area. The second gate will open only after the first gate closes completely. Duck into the right alcove then sprint across to the left of the guard tower. Hug the left wall and go around the water. You can jump in the water to reach a secret passage where a Dark Matter Cube and Spider Mine are located.



Look for a door with a torch on either side across the way. Go in the door and go through the door on the other side. In this room are your four trapped comrades. Hit the console on the far end to free them. Turn around and face the door you came in, but instead take the right door to exit.



Go through the door on the other side of the room, and dash across to the door to the next building. Exit through the door and move into the open courtyard. Look up and kill the four enemies on the roof before they eliminate you. When you're finished, the door to the next area will open. Pass the Quetzalcoatlus cages and make a right. Cross the courtyard and enter the door with the two torches. In the next room, kill the sleeping Sleg soldiers and leave through the door beyond.



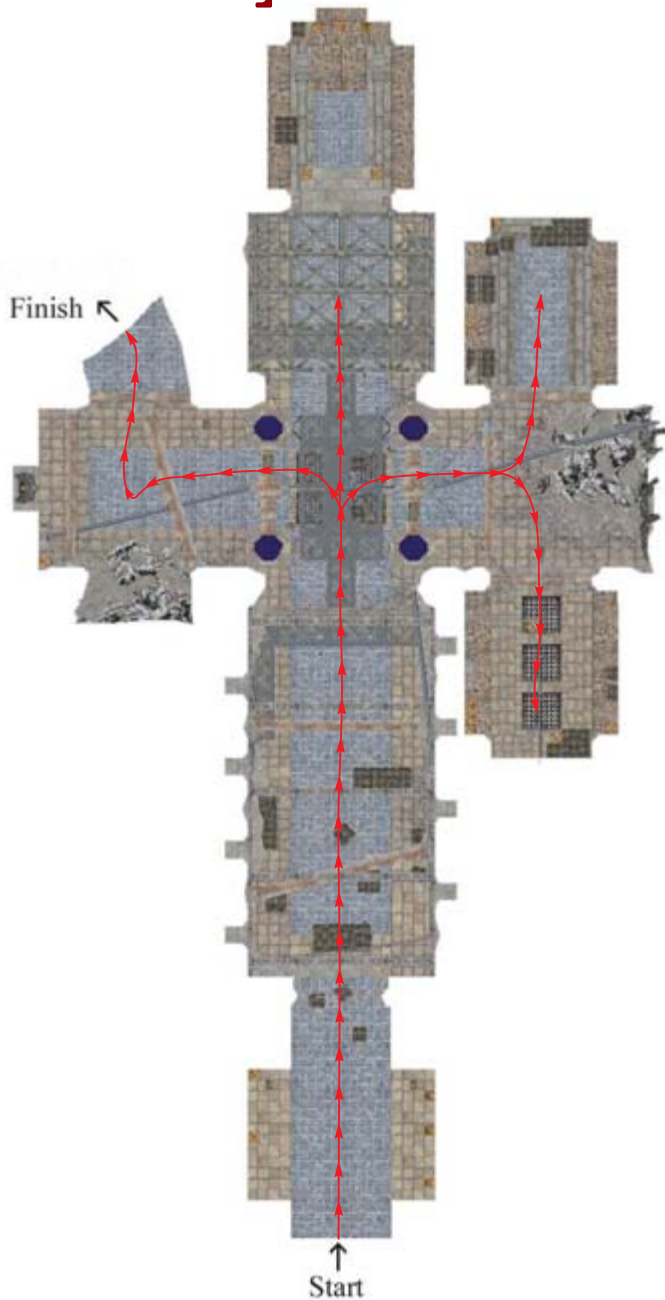
You can make a left around the outside of this building to get a Dark Matter Cube, then return to the courtyard for a massive battle! Make your way over to the building to the right of the one from which you came in, and enter the sliding doors (without torches). A large, well-armed enemy awaits you in this area. Avoid him if you can, kill him if you must.



After the encounter, forge ahead and make a right up the stairs, grabbing the Flame Thrower along the way. Then turn right and climb up the ladder. Jump on the boxes and monkey-climb across to the other side of the fortified hall. Drop down onto the platform and then to the ground below. Make your way to the center ramp and through the door leading to the Sleg fortress entrance.



The Sleg Fortress



You've finally made it inside! Now the going gets tough. You've reached the security control station. In order to proceed you are going to have to take control of the security system and remove the enemy threat.

The first thing you want to do is stock up on ammo in the starting area. Break all the wooden crates to fill up your Shotgun and get that Shotgun upgrade if you don't already have it. Then head forward between the boxes to the open room beyond. The area is shaped like a cross and you're coming in from the south end. Keep that in mind, so you know where the next batch of enemies will be coming from. The first door that

opens is from the east wing (on your right), so go ahead and kill all the Slegs coming out of this area. There are several ways you may want to do this. You can back up and lay spiked mine traps for them to walk into, or you can let them cluster and take them out with explosive arrow splash damage. Another way to deal with the threat is simply run straight at them with guns blasting. Depending on your style of play, you may want to mess around with different tactics. Keep in mind that these troops know you're here, so don't try to hide because it won't work! Another good idea is to keep one enemy alive (preferably one that has already surrendered) while you go loot the wing they entered from. This will give you time to get your health and ammo back before the next wave of enemies.



After you've killed the last enemy be ready for close combat because the next wave of enemies is coming from the other set of doors in the same wing. Turn around and blast them! If you're really sneaky and patient, you can lay traps for the next group of enemies before they even come out. Leave one enemy from the wave alive and proceed to the next set of doors. Throw down some spiked mines or some napalm from the Flame Thrower. Then kill the last Sleg and watch the next batch of enemies die almost instantly!



After fighting the second batch of enemies from this area, the north wing will open up (to the right of the area you are in now). Again, waste all these enemies and restock from the wooden crates. Once you've completed this task, the commander is going to come after you himself. He's tough to kill and deadly accurate so don't hesitate to use your major firepower on him.

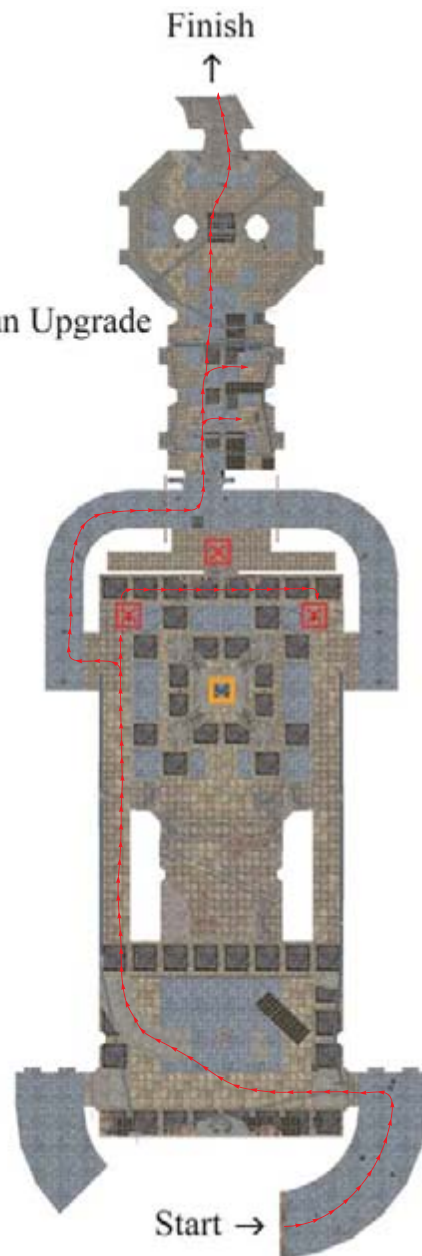


After you finally eliminate this guy, you have one last task, destroy the enemy spawner. The more time you take, the more enemies are going to appear, so don't hesitate to wipe this out as fast as you can. Make sure to keep your distance however, because if you're anywhere near it when it explodes it will take you out too! When the spawner is destroyed the gates to the west will open. Don't forget to do as much restocking as you can before you leave. There are a lot of wooden boxes with goodies on this level. When you're ready, head into the newly opened area and up the ramp to the right to exit the level.



Sweep the Halls

- Mini Gun Upgrade
- ⊗ Switch



The Sleg fortress is heavily guarded. However, you need to press on with your search for the Wise Father. Now its time to sweep the halls.

You begin the level by continuing up the ramp. There is a large group of enemies around the corner to the left, so be prepared to face them. You can duck down behind the boxes on the left and take them out one by one if that's your style. Or, you can lure them into the ramp and take them out as a group. Often the best way to play is determined by how much ammo you have. Fortunately, you're about to discover something that will make your life much easier.

After you've finished fighting the first group of soldiers, stay behind the boxes and pull out your Tek Bow. From here you can take out distant enemies on the balconies. This way you don't have to face them at close range.



Once you've done this, head up either set of stairs to the upper balcony. Go all the way to the end. There is a switch here and another one on the other side of the balcony in the same position. Hit both switches. Now drop down to the area below. In the center of the structure is the Mini-Gun upgrade for the Flechette Gun. This weapon adds a great deal of firepower to your arsenal and will help you tear through Sleg troops even faster.



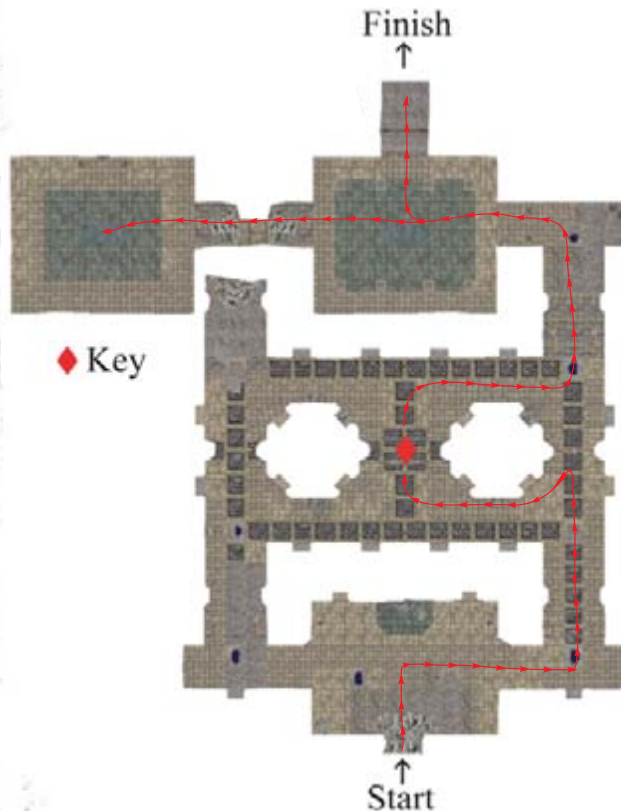
Now you can head into either doorway and down the ramp to the next section. Once you get to the bottom, the doors close behind you, temporarily trapping you in this area. First take out any enemies, then go up the ladder and explore for goodies. After you've finished, drop back down and go into the alcove to hit the switch to open the door.

There are some big enemies ahead, so you might want to take this section slowly. As soon as you enter the doorway, duck into the first cage on the right. Take care of the enemy here and restock. Do the same with the second cage. Now you can take the last area by

force, or you can get a surprise jump on the enemies here. Climb up the boxes from the second cage and jump over the fence into the last section. Since they're all guarding the doorway, it will take a few extra seconds for them to see you. Those seconds may mean the difference between life and death! Once you're done, go into the tunnel in the far end of this room to exit the level.



The Search Continues



You've made your way through a big chunk of this fortress and there is still no sign of the war plans or the Wise Father! But never fear you're getting closer. Your first step is to continue through this tunnel until you see the room beyond. Kill the Sleg soldiers and be prepared for an onslaught of teleporting Monks! The best way to fight these enemies is to run into the room and then run back into the tunnel and take them on one by one. If you back up quickly enough, they will teleport just in front of you every time, making it very easy to kill them with the Shotgun. You can also pick them off from inside the water fountain, since they can't teleport into water.



Once they're all dead, go through the passage that opened up (on either side). Proceed directly into the next cross section. You will notice there is a TarKeen key in the middle of this area. Make sure you have plenty of health and ammo stocked up before you grab the key because that is not actually a TarKeen key. It is a fake key, and has been placed there by the evil Monks. Once you collect the key, quite a few of them will spawn, but you can take them out quickly with your Shotgun.



After you've finished off all of the Monks, the real TarKeen key will appear. You can collect this and go out the right hallway. There are a lot of long hallways in this level, and long hallways mean Rocket Launcher enemies on alert. When facing them you have a few options. You can time it so you run toward them after each shot (since it does take a little time to get off the next one). Or, you can send your own rocket down at them. Another option would be to strafe out of the rocket path while you're running toward them. Any of these tactics will work. It's always smarter to take a peek down a hallway before you start running. Impatience will be your downfall.



Now proceed down this right hallway and make a left at the end. There's a room with a statue in the middle of a pit of water. Be prepared for some Monks ahead. When you make your way fully into the room, the door will shut and the torches on the statue will light up. You'll have to maneuver around the room eliminating the Monks. Be particularly careful of the Monks that stay back and shoot fireballs. They're almost as lethal as Rocket Launchers.



Once you've taken out the waves of Monk enemies, the torches will go out and the statue will lower itself to reveal a water pit below. Dive in and head down the tunnel (make sure to get the health on the way) and surface in a very similar room, but with a very distinct difference. First you will have to deal with more Monks. Once they're defeated, you're free to walk over to the wall and hit the circular switch with the old man's face on it. Now you can swim back to the first room where the door has opened. There's a Rocket Launcher enemy there now. Your best tactic is to try to run past him. Get out of the water quickly and dodge behind him and into the tunnel to exit the level.

The Bowels of the Base

Now it's time to enter the bowels of the Sleg fortress. You start off at the top of a tunnel with a bunch of traps in the hallway in front of you. The key to passing the traps is to run right after the two pieces clamp together and before the fire shoots out. After you make it through the first set, duck off to the side and gather some of the arrow pickups. Slowly go back into the center of the hallway and aim arrow at the enemy below. You're going to want to do this so that only a portion of the enemy is showing, otherwise he's going to use his Mini Gun and blast you out of the way. Your only other alternative is to jump back into the center of the hallway and use some heavy firepower like your Mini Gun or rockets.



After you dispose of this guy, run past the next set of traps and prepare for a close up fight with another enemy. Then you can head into the hallway and make a left. If you look down these hallways, there are wooden pillars in the middle. You can shoot them, and if you time it correctly, it will land on some of the enemies in the hall.

Sometimes, there are rooms at the end of hallways beyond the point you will have to make a turn. You can explore these rooms for health and ammo pick-ups. Before making a right turn down the hallway continue straight to explore one of these such rooms. Now proceed back and make your turn to continue on.



As you move forward enemies will try to trick you by coming out of small alcoves in the hallway just as you approach them, so keep your weapon at the ready. As you proceed, look carefully at the two alcoves on the left, and remember their appearance for later.

At the end of the hallway, make a right and approach the wall switches. Make sure you hit both of them and return from whence you came. The first of the two walls previously discussed has been removed, so turn right into that area. There are many Sleg troops ahead, so you may want to set up some traps for them, or get out some heavy-duty firepower. When you reach the end of this section, you have two choices. You can go to the left toward the exit, or go to the right to unlock a secret area. If you choose to unlock the secret area, you are in for more battle, but it will get you some rockets and some extra ammo. If you go to the right, go to the end and make a left into the

dead-end hallway. You'll see some boxes here that you can climb on. Look carefully at the ceiling and you'll notice another old-man-face switch. Hit that and jump off the boxes. The switch will open the other of the two alcoves you saw earlier.



Next, head down the hall and make a left into the new hallway (the first one will have closed to help avoid confusion). When you enter the hall, the doors will close behind you and force you to fight two Monks. They can be disposed of quickly. Then go out the doorway to the hall you came from and make a left to go toward the exit.

At the end of the hall there is a right turn that leads to some rocket enemies. Be prepared when you make the turn. Go down to where they were and make another right to enter the room with the big cage and the elevator. Go around the left side of the cage and hit the switch at the back of it. After a few seconds the elevator will rise. While you're waiting, you can go into the area behind the boxes for some pick-ups. When the gate opens, go inside to exit the level.



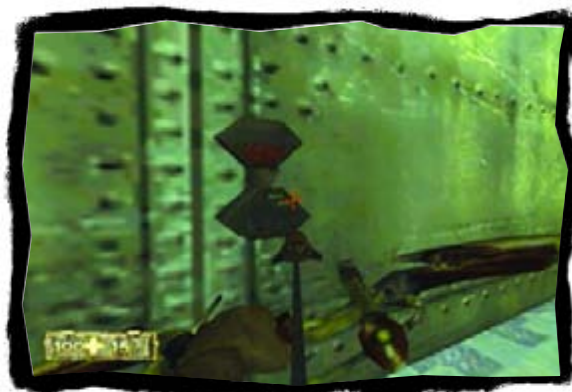
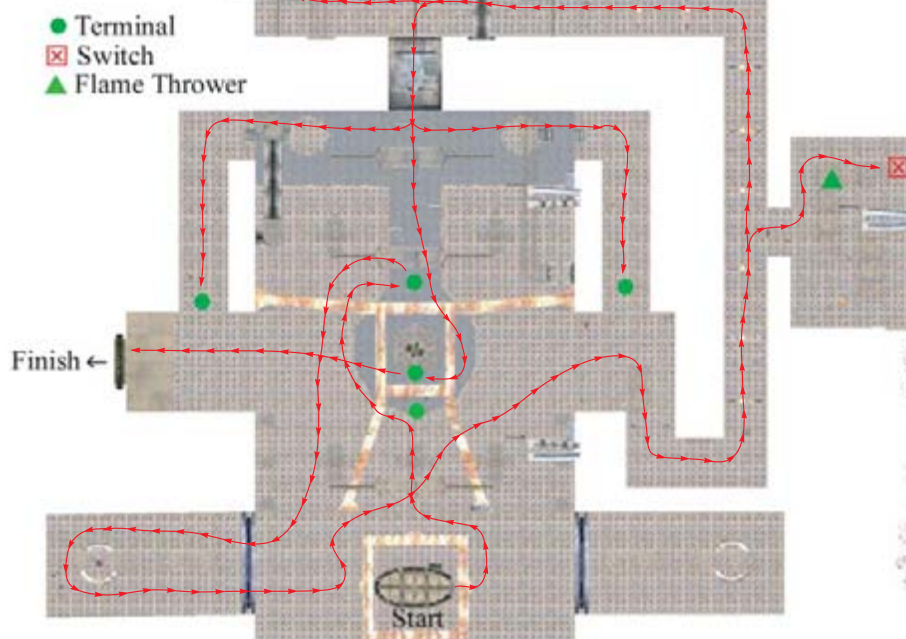
Reactor Core

Now that you have reached the reactor core you must shut down the security grid in order to locate and destroy the six control terminals.

This level has a lot of enemies in it, so be prepared and always keep your eyes open for hidden health pick-ups. It might be hard to keep track of everything because there's a lot going on here, but pay attention to the trail of enemies and blast your way through them. When you exit the elevator, you can approach the center structure. You'll notice four steam vents around it with health on them. Keep those in mind as you fight on. There are also health and ammo pick-ups around the center structure. But for now you should concentrate on the consoles. There's one on the near and one on the far side of this core. Destroy them both with any weapon of your choosing.



Now, as a result of your destruction, a garage door has opened. Head over to it quickly and shoot the side of the spawner. As soon as you damage it enough so that it no longer functions, it will retract into the ground. At the end of the garage there is a wall switch. Hitting the switch will open another door in the main room through which you can exit the area.



The door is on the other side of the main room from where you are now. Go over there and go into the right doorway to continue on your quest for the consoles. Go up the ramp and into the room at the top. There are a few different enemies in here that you need to dispose of in order to explore. Do so quickly and climb up the boxes to discover the Flame Thrower. Then drop down in the far right corner and make sure you hit the switch. The switch will open the other side of the ramp when you exit.



Exiting the room, make a right down the ramps and go through the halls to the room below. There's another console in this room but it's all the way on the other side. Cross the room any way you prefer. Both ways will trigger the same amount of enemies, and you're destined to fight all the ones in this room anyway. On the far wall is a ladder, climb it carefully and destroy the third console. Don't forget to hit the switch on the wall, because you can't proceed without doing so.

Proceed back down the ladder and prepare to leave the room. The exit is on the right side, so head around and through it. When you reach the next area, you'll be on the other side of the fence in the room you first started in. Keep your bearings since the exit is very close to the entrance. You have the choice to go up the left or right ladder. It doesn't matter which one you pick because you're going to have to climb the other one next. Choose a ladder, and at the top climb the ensuing ladder.

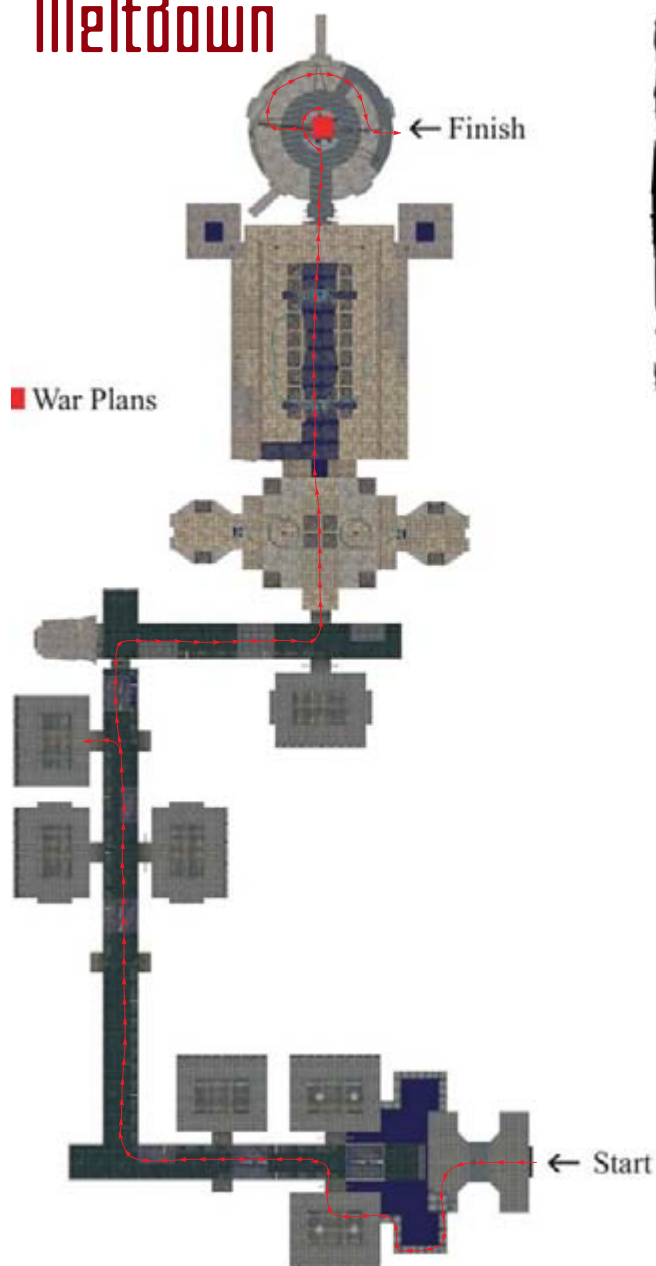
You may need to turn around and pick off some enemies first, otherwise they'll catch you in the vulnerable position of climbing the ladder. At the top of the ladder is a small hallway with some enemies, some pick-ups and a console. Destroy the console and then head to the other side to do the same.



After you've destroyed the fourth and fifth consoles, return to the middle of the level. You're now on a platform above your starting point. Head toward the center structure and destroy the consoles on the far side. Once you have destroyed the sixth console, pandemonium breaks loose. The reactor core has been neutralized and the Slegs aren't too happy about that. Jump down from the center platform and rush to the exit.



Meltdown



From the room you drop into, go out the door and make a left into the hallway. Now sprint down the hall, trying to avoid the steam vents and fire bursts if you can. If something happens to you on a particular side of the hall, make sure not to be at that location the next time you play through, since it was probably some part of the building exploding. Also, if one side of the hallway is safe for a long time, you may want to move. At the end of this hallway get the large health if you need it, but then make a right and keep going. At the very last part of the hallway, there is a door that will get blown off. Keep going straight and through it to continue on. Keep rushing through, but definitely take notice of what's going on around you. Slegs are flying everywhere, pieces of the building are being tossed about. Take a right at the end of this hall, and finally duck into the last room on the left.

Now that you have destroyed the reactor core the base is becoming unstable. It's time to find the war plans, free the Wise Father and exit the fortress.

The building is falling apart, which means you have to get out of there, and fast! You have a few seconds to collect yourself in this room, but you want to get through the building before it collapses. Turn to the left just past the partition and jump up onto the boxes. Go through the vents, and drop down into the first open room. The goal now is to just run, don't worry about shooting enemies. They're still trying to shoot at you, but they're not the brightest creatures in the world and they will soon die as a result of the falling building.

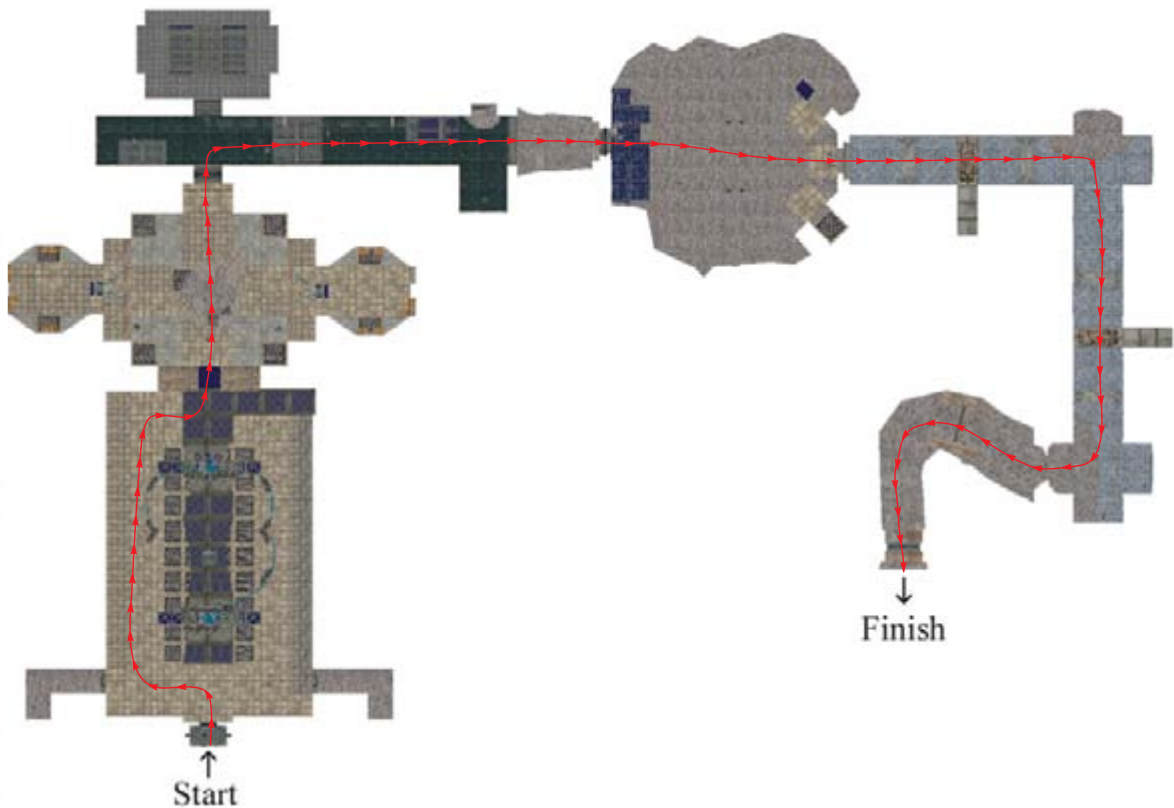


Once you enter this room, the rush is over, but the danger is not. Two enemy spawners have appeared. You're going to have to shoot the spawner sides to force them to retract. Alternate going into the side rooms for pick-ups and health. There should be more than enough to get you through.

Once both spawners are destroyed a door opens through which you can exit. Go through these doors and across the entire room to the far end. Look at the right or left side and you should see the entrance to a small hallway. Go in that hallway and follow the ramps up to the top. Proceed around the perimeter of the balcony to the next room. You've now entered a very official-looking room. Looks like you've hit the jackpot! Go to the center and circle around to the left and down the ramps. Go to the middle console when you reach the bottom and retrieve the War Plans. Turn around and enter the elevator to exit the level.



Interrogation



You must now protect the War Plans with your life as you continue your search for the Wise Father.

Enter the large room slowly and hide behind one of the columns on the left or right side. You're going to need to take out the distant snipers with your scoped weapon. But there are ground enemies heading toward you so try to do it quickly. The best way to do it is to blow up the speakers the enemy is standing on. You can shoot it with any gun that has range and it will blow up; speaker, sniper and all. Now you can switch to a more practical weapon and dispose of the closer troops. Take care of all the enemies in this room since you're going to need to take your time in the room beyond.



As you can see, these rooms look familiar, since they're the ones you ran through on the previous level. They're just in a lot worse condition this time around. The next room contains some big enemies. You will need to use a powerful weapon against them. Eliminate them and head through the door beyond. As soon as you have, make a right into the hallway, avoiding some left over steam vents and a plague of Sleg soldiers. Continue straight down the hall and into the garage door that opens at the end.

In this area, there will be no rest for you because of three very large enemies. Pull out something intimidating like the Rocket Launcher or the Mini Gun and waste these guys. Only after you have killed all three, will you be able to leave.

Go through the door and carefully into the next hallway. Your threat for now is no longer Slegs, but cleverly devised traps that can be more lethal. These traps will get you when you least expect it. Move forward with care. Watch the timing of the blades. They recess six times and then shoot back up quickly. At about the fifth drop of the blade, it is at a low enough level to jump over. So being wary of the fire spurts, time your jump and quickly get on your way. But don't go too far ahead of the blades, since there is a hidden trap just ahead.



Also, there is a battering ram in this hallway that will knock into you at full force and do some serious damage! Go carefully forward so that you trigger the battering ram before you're actually in its way. Then when it has been released, you are free to go around it. Watch the timing of the blades at the next trap. After avoiding the traps turn the corner in the hall, and you'll see an exact replica of the set of traps you just passed. Repeat your performance on these traps, keeping in mind the lethal battering ram. When you reach the end, make a right into the tunnel to exit the level. Beware of the flame throwing Sleg on your way out.



Rescue the Wise Father

Now it is time to free the Wise Father from his holding cell, then safely escort him out of the base with the War Plans in order to save his village.

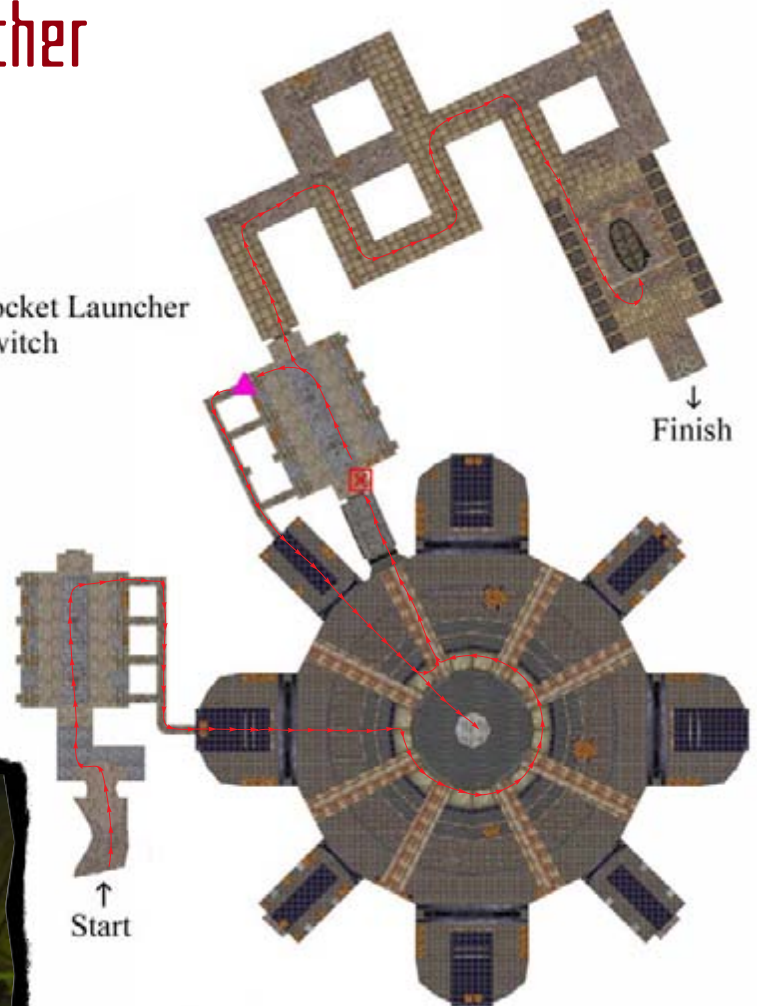
Continue through the tunnel system and dispose of the enemies in the room beyond. Make sure you restock from the wooden crates found around the perimeter of the room. When you're ready to move on, duck into the tunnel with the broken gate at the far right corner. Keep low and move through the ducts. You'll pass underneath several rooms that you're going to see later.



When you get to the central section, you'll be passing underneath jail cells. Here you'll not only meet up with a really sick prisoner, but also the Wise Father. Crawl onward through a set of tunnels that look similar to the ones you just came through. In one end of the room there will be a keypad on the wall. Press it to open the door. You are about to be besieged by enemies!



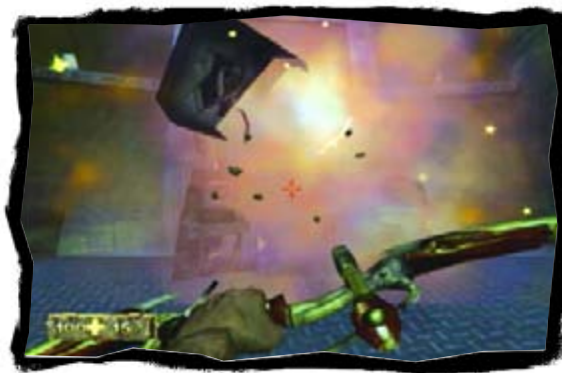
▲ Rocket Launcher
 ☒ Switch



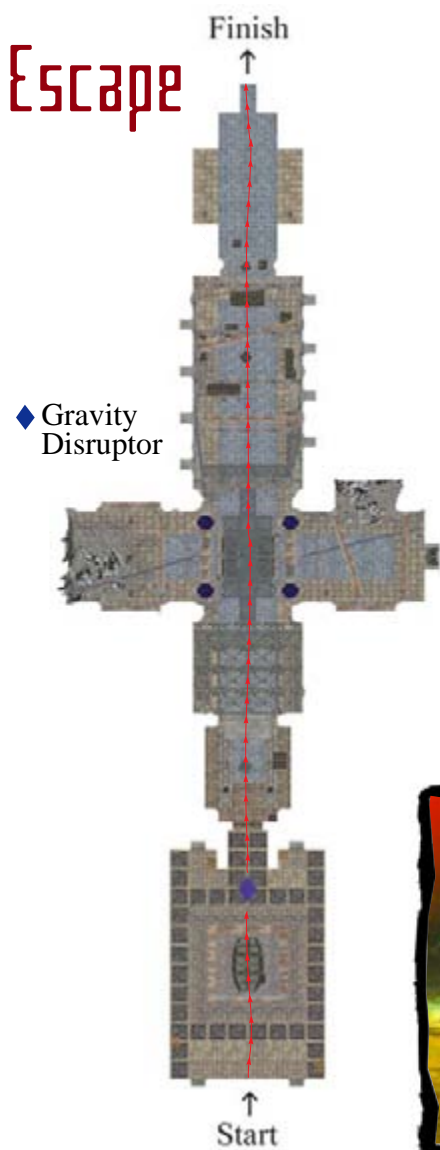
When you walk in, there'll be quite a few enemies lying in wait. Each time you take out one wave of enemies, a door opens with reinforcements. The key to survival is to attack at the source. Take out the enemies as the door is opening. Do this by using weapons with high splash damage such as exploding arrows or the Rocket Launcher. You can also lay down a few Spiked Mines or napalm as traps. You'll hear a rumbling sound right before a door is about to open, so keep alert, that way you can get the drop on the bad guys. Fortunately, within each garage are supplies to stock you back up. Make sure you leave at least one enemy alive while you restock, or else another door will open and there will be enemies everywhere. Exploding barrels are located throughout the area that can be shot to create damaging explosions. Take advantage of these. Don't hesitate to pull out your big guns for this fight. Save your Swarm Bore for the larger enemies, since it's the best weapon to take them out in one shot.



Once all the doors have opened and you've killed all of the enemy forces, the doors in the center will unlock, leading to the elevator inside. Get in the elevator, and at the top destroy the four consoles. This unlocks the jail cells.



Return to the ground floor and hit the keypads to the jail cells one by one. After you've freed all your comrades, find the Wise Father standing near the exit. He'll follow you through. Keep your weapon out since there are a few more enemies to take care of. Don't worry, the Wise Father will hide if things get rough. Follow the path until you reach the intersection and make a right. Return into the gated room with the elevator. Enter the elevator car to exit the level.



It is time to escape the base as fast as possible. All of the Sleg troops have been alerted to your presence and are gunning for you.

Exit the elevator and you'll meet up with the Wise Father. Go around to the back of the gate and pick up the Gravity Disruptor. The doors will then open to the next area. If you notice, this is the same area you played through in the first part of this chapter. This time you've just got to run straight through, passing underneath the commander's platform and escaping out the door at the end. The Wise Father will be behind you the entire way.



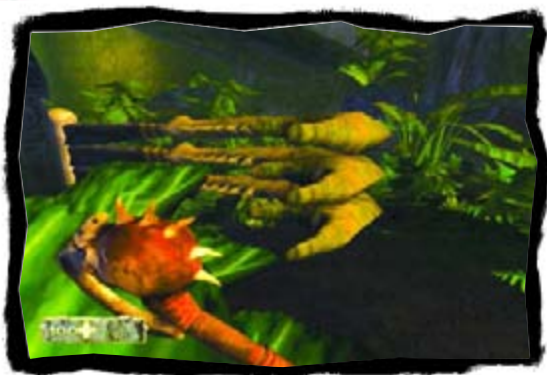
Shadowed Lands



Now that you have successfully retrieved the Sleg army War Plans and rescued the Wise Father, it's time to find the entrance to the temple of the ancients. To gain entrance, you'll have to seek out and find the TarKeen keys.

These levels are a little trickier since you're going to have to not only find your way through lush jungle but avoid a lot of hidden traps. Fortunately by now, you've developed a keen sense for these types of things. The first thing you want to do when you start, is head over to the right wall and follow it. Before the entrance with the two stone pillars, you'll see a tree trunk on this side. Jump onto it and climb up the trunk. Then jump over to the stone wall attached to the right pillar. From

here you have a pretty good view of what this structure actually is. It's a trap! On the left side there are claw-shaped attachments to the pillar. If you walk through the two pillars normally, it will close in on you, taking out a chunk of your health. You're going to have to always avoid them if you want to survive.



Now, look ahead and you should see the fallen tree trunk that appeared in the cinema. You're going to need to get up there to get your first TarKeen key... But not from here. Continue forward and make a left after the tree. Make sure that as you're coming around this tree you make a wide left (go close to the Stegosaurus), since there is another trap nearby. This trap comes without warning. It is a huge rock that drops out from the trees when you get near it. By moving slowly you will always trigger the trap before it lands on you, and by running quickly you'll most likely outrun it. In either case, be careful since there is one near the large tree.



Head to the wall just past the Stegosaurus and you'll see some stairs in the form of fallen pillars. Climb up them and then turn around at the top one. There are dangling vines on the rock face ahead. Jump onto them and climb up to the upper ledge. When you reach the top, turn directly to the left and follow the ledge around. You'll be heading back toward the beginning on this narrow ledge. Here you'll see the TarKeen key at the top of the fallen log which you saw in the beginning. Collect it and head to the end if you need ammo and health. Otherwise turn around and prepare for some raptor fights.



Head back and follow the right ledge this time, past the place you climbed up to this level to a small path between a big tree and a wall. If you squeeze through here and head straight, you'll see the second TarKeen key on the top of a tree stump. There are a lot of little compies around this stump so be careful. When you're ready, walk to the edge of the ledge by the tree stump and look down. There's a platform sticking out below. Drop down onto the platform. Now crouch into the tunnel on this platform and then climb the ladder at the end to come up through the hollow tree stump. When you reach the top of the ladder jump out of the trunk toward the TarKeen key to collect it. Now, drop down from the tree stump and return back to the ledge you climbed up from initially.



Leave this area and go through the now-opened gate. On this side, you'll fight some Saber Tooth tigers and then a few Monks. If you're low on health at any point, there is a secret area on the left side of the temple behind a tree root that will help you out. Once you've disposed of both sets of enemies the temple door opens. Go through to exit the level.



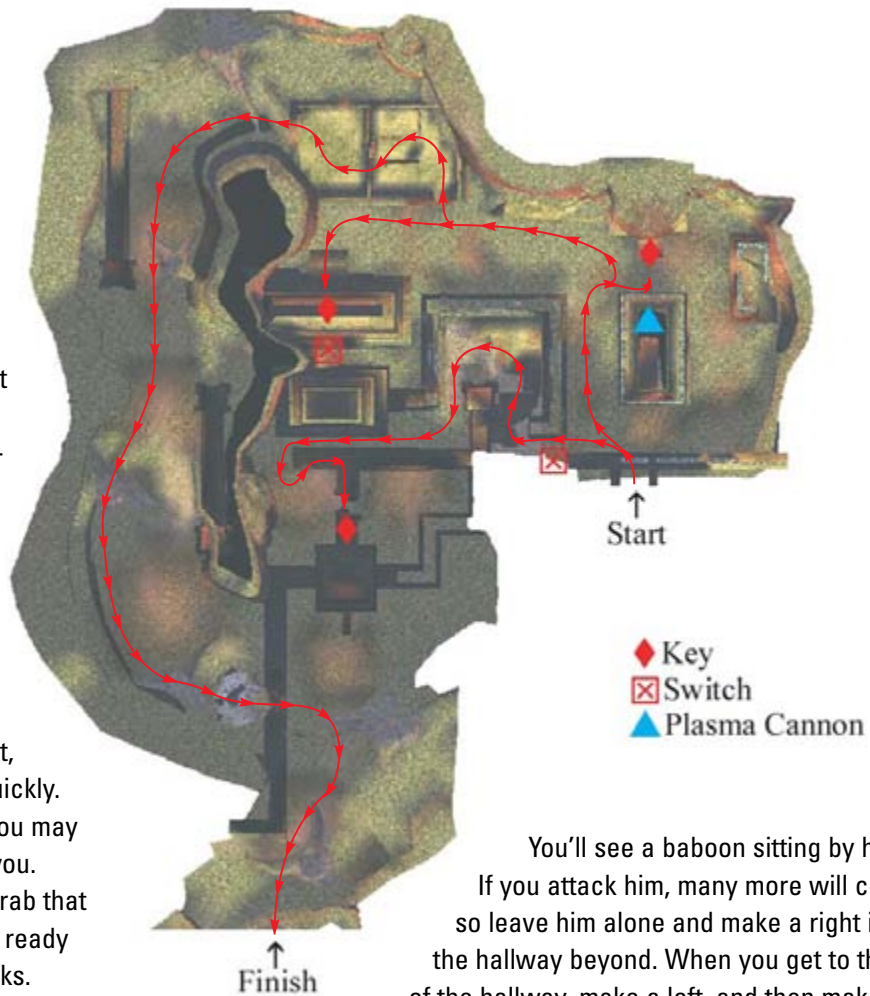
To proceed, go straight ahead away from the ledge and into the heart of the forest. There will be quite a few raptors in this area. Notice there is a building in front of you on the right side. Attached to that is another claw trap, so hug the left wall as you walk toward it. Stay to the left as you navigate the trees ahead. You will come across another building with claws attached, so stay all the way to the left to avoid both that trap and the stone dropping behind it.



Ruined City

You are now in the inner sanctum of the ancient ruins. Beware, there are many enemies lurking within the jungle.

Continue down the temple hallway until you arrive at the opening. Exit and then make a left, following back along the temple wall. You should arrive shortly at the corner where the walls meet. There you will see an injured friend. Speak to him and then let him kill all the incoming raptors. He's a good shot despite being hurt, and he will dispose of them quickly. At the beginning of the area, you may see a TarKeen key in front of you. You are better off waiting to grab that key until later, unless you're ready to battle a barrage of Monks.



You'll see a baboon sitting by himself. If you attack him, many more will come, so leave him alone and make a right into the hallway beyond. When you get to the end of the hallway, make a left, and then make another quick left to climb up the ladder onto the temple walls. Again, there are a lot of baboons in this area, so beware. From the top of the wall, go down to the intersection and make a right. Jump across the gap to collect the first TarKeen key. Go inside the temple to stock up on health and grenades.



After he's done, go through the wall that he opens. You can jump up onto the small ledge to jump across to the platforms, getting supplies and encountering fewer enemies, or simply go in the regular way. You'll meet up with some angry baboons no matter which way you choose. Simply jump up onto the platform closest to ground level and they can't reach you. Then continue down the path.



Next, run all the way back to the beginning of the area (where your injured friend was) and make a left. You should see a TarKeen key sitting on the temple in front of you, below the giant stone face. Grab it. Because you collected the keys in this order, you avoided a confrontation with a large group of Monks. There are also some plant-eating dinosaurs in this area. They won't attack you unless you attack them first. Facing the stone head, make a left and travel to the end of this area. Make a left at the ramp, going into the temple to get the third TarKeen key.

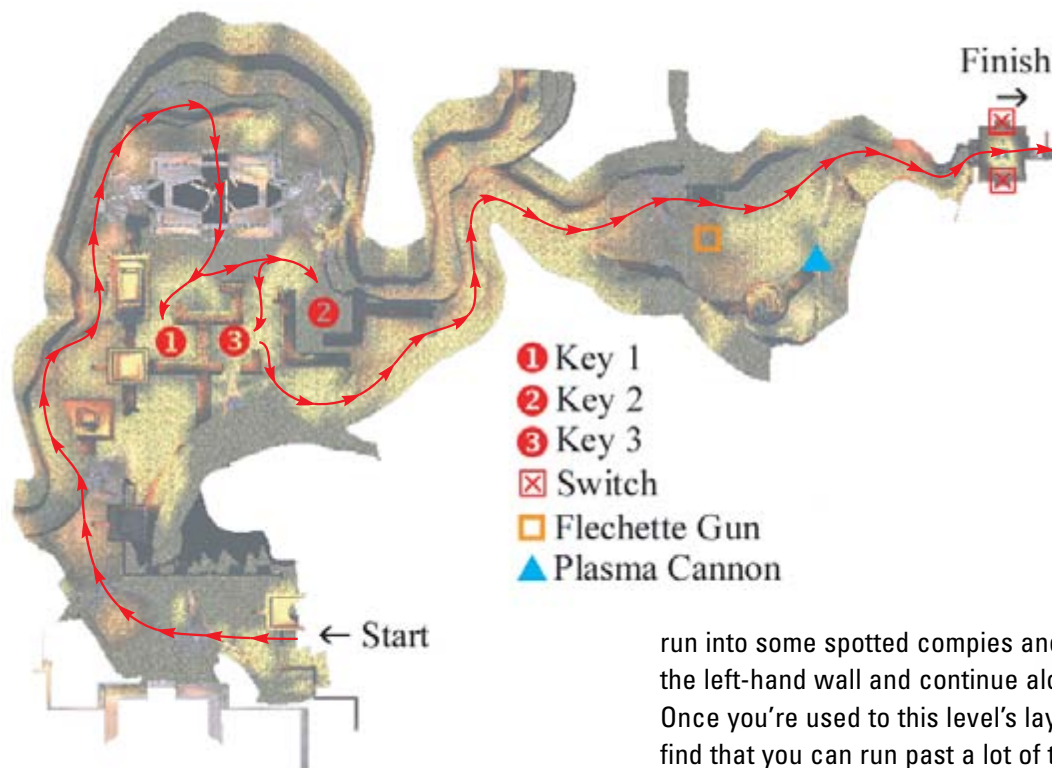
Behind the temple is a secret switch. Step on the switch to activate the moving column in front of the temple near your wounded comrade. Return to the temple and time your jump on the column. At the top of the temple you will find the Plasma Cannon.

To move on through the level, approach a yellow stone wall. In the right side of this wall is the entrance to the next area, a maze. Inside the maze, turn left, then left again and crouch through an opening to the right to get to the exit. Leaving the maze, make a left and continue on.



Again, you'll face quite a few raptors so keep on the alert. Run through the jungle until you encounter the Axe Beaks. Beyond them is a pile of stone rubble that you can climb up to get to the next area. Make a right through the gate that your TarKeen keys have opened to exit the level.

Sentinels



R as you pass through the deepest recesses of the dark jungle, you are going to encounter dangers that even the Sleg army fear. Proceed with caution!

You're now in the deepest, darkest part of the jungle. You'll see some enemies here that you've never seen before, nor will again. Run forward past the big tree, following the outer walls of the temple. You'll

run into some spotted compies and raptors. Hug the left-hand wall and continue along the path. Once you're used to this level's layout, you'll find that you can run past a lot of these dinosaurs without fighting them, because you'll soon reach an area where they can't follow you. If you stay to the left, you'll reach a mine shaft. Go through it and follow the path around to the right. Keep following the path until you get to the next mine shaft. After this, you'll have reached the area with the statues.



There is a TarKeen key puzzle here, so pay careful attention to the layout. Look in front of you and you'll see three sections separated by temple walls. In each section there's a circle of stone statues. The first section you should go to is the one on the far right. As you run to the right, you'll cross a path bordered by more stone statues. The last one on the left has fallen over. Cross over it and into the far right area, where the first TarKeen key is located. Once you grab the key, all the nearby statues will come alive, so have your finger on the trigger.



Now a key will appear in what was, at the beginning, the far left section. It's to your right now, so head that way. Collect this key, then do the same in the middle section. Once you've grabbed all three keys, the gate opens so you can exit the area. To get to the gate, go out the opposite side of the middle section. Turn to the left and follow the outside of the perimeter wall to reach the gate.



After the gate, there will be snipers on the cliffs beyond, along with dangerous rockslides. Use a weapon with a scope to get rid of the snipers. Move forward slowly to trigger the rockslides, that way you can back up quickly when they come. Once the coast is clear, continue along the path. When it starts to widen, walk toward the first tree on your left to pick up a large health, then forward into the clearing and through the temple doorway to further restock. Along the ledge of the temple you will find the Plasma Cannon.



Come out of the temple doorway and look to the right, where you'll see some Sleg soldiers. Dispose of them and climb the fallen tree. From the tree, jump onto the ledge and follow the trail around until you reach a ladder. Climb the ladder and enter the temple. The door will immediately close behind you and Monks will appear. After you've killed them, you're free to hit the switches on the sides of the temple walls. These switches open up the doorway to the elevator. Get in the elevator to exit the level.



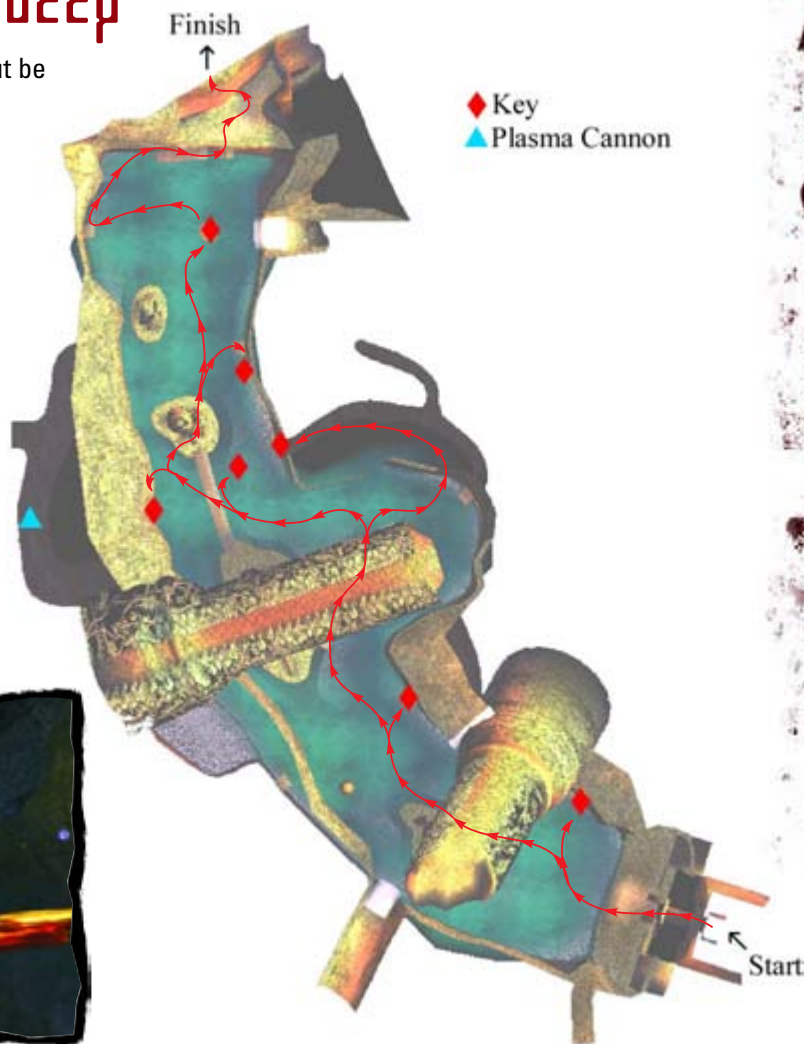
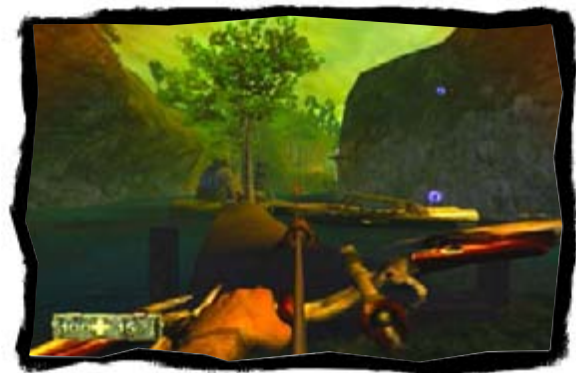
Death From The Deep

The waters ahead may look still, but be cautious. You will have to collect the keys to raise the pillars in order to proceed forward.

As the level begins, a stone door will open in front of you. Go through the door and get out your Tek Bow. Sniping is the name of the game here. From the first ledge, you can snipe several enemies on far-off cliffs and islands. Once the coast is clear, jump into the water below. You'll see majestic Plesiosaurs swimming around. Don't get too close, their size alone makes for a painful encounter.



Once in the water, swim to the right cliff edge. There'll be a ladder hanging down to the water's edge. Climb the ladder and up onto the small platform to get the first TarKeen key. Jump back into the water and swim over to the first island. From here, again take out the distant enemies, and enter the water again. Swim over to the right side and climb the ladder to reach the second TarKeen key. Dive back into the water and swim to the next island in the chain. You can see a lot of TarKeen keys from here. Notice that there are two bridges connecting to smaller islands.



The first bridge leads to the right. Go this way, and jump into the water, swimming straight to the far wall. Climb the ladder, and at the top you'll find a tunnel. Enter the tunnel and fight the Monks the lie within. You'll come to an intersection. The right path has some small pick-ups, and the left path leads to a TarKeen key. Jump out into the air to get the key, and you'll fall into the water by the island with the two connecting bridges.

Climb back up onto the bridges and onto the boat to get the fourth TarKeen key. Exiting the boat, make a right to finish crossing the bridge and to reach the furthest island. From this island, look to your left. There'll be a TarKeen key on a platform next to the left rock wall. Swim over to it and grab it. While you're swimming, you may have noticed an underwater tunnel. Go into this tunnel to get the Plasma Cannon, but be speedy since you'll lose health from the time spent underwater.



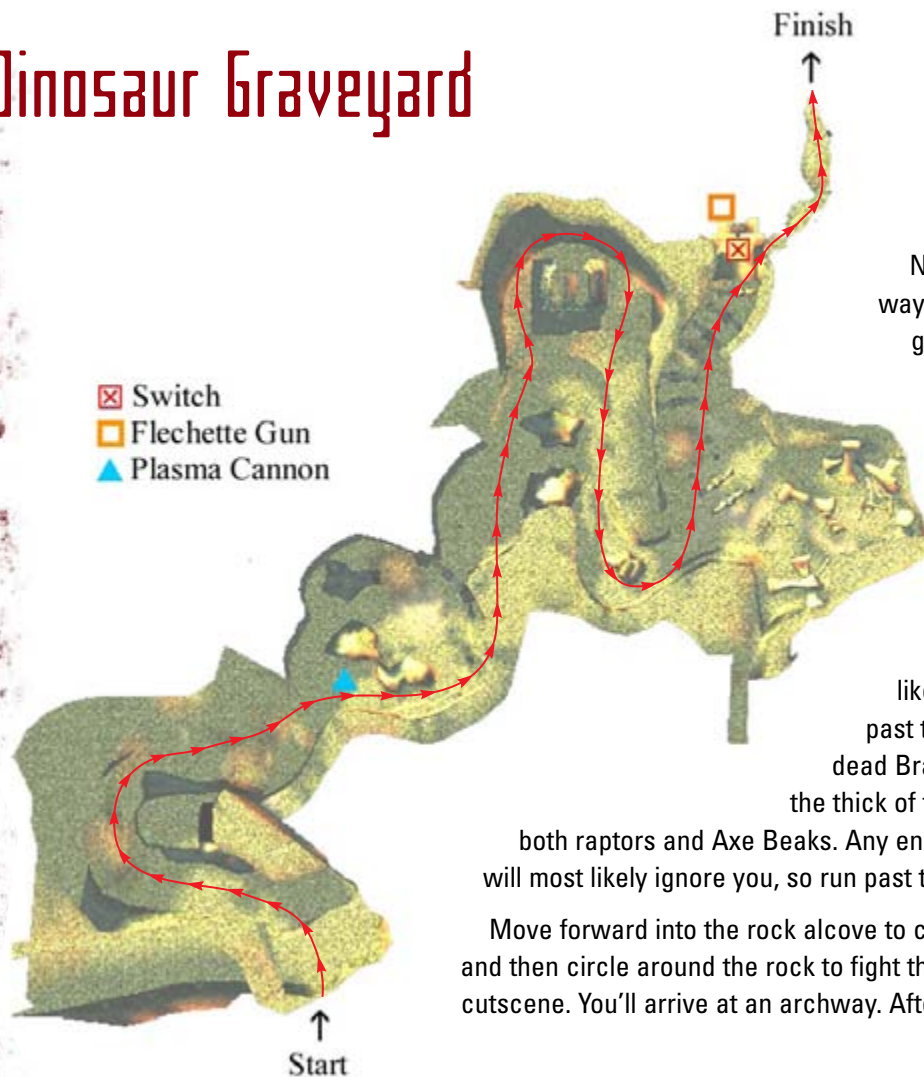
Next, return to the small island at the end of the last bridge. Again, you'll have to snipe a lot of enemies, and you'll see the remaining TarKeen keys in the distance. The nearest key is to the right on a wooden platform. Climb the ladder from the water to get to the first platform, and then jump onto the ladder that leads to the higher platform that has the key on top. There's one last key to get, and it's on the smallest island next to the

waterfall at the very end of the area. Here, you'll also notice the stone platforms that have appeared as a result of collecting the keys.



Swim over to the stone platforms and jump across them. Always hold the jump button longer if you're coming up short on your jumps, and always position yourself carefully before trying each jump. After you negotiate the stone platforms, climb up to the next area and drop down into the tunnel to exit the level.

Dinosaur Graveyard



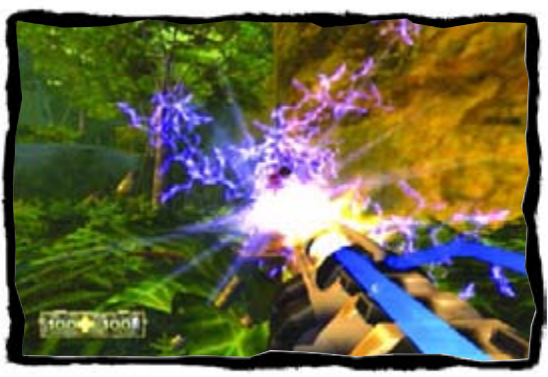
Now you must make your way through the dinosaur graveyard, but be wary. The Sleg army is waiting for you in the shadows.

Come out of the tunnel and climb the ladder up the left rock wall. There's a lot of fighting in this level, but not a lot of maneuvering like the previous level. Run past the compies feeding on the dead Brachiosaur. Continue through the thick of the jungle, encountering

both raptors and Axe Beaks. Any enemies feeding on corpses will most likely ignore you, so run past them.

Move forward into the rock alcove to collect the Plasma Cannon, and then circle around the rock to fight the enemies you saw in the cutscene. You'll arrive at an archway. After going underneath the

archway, there'll be enemies hidden behind rock shields. Pick them off carefully and be sure to pick up any items behind the shields.

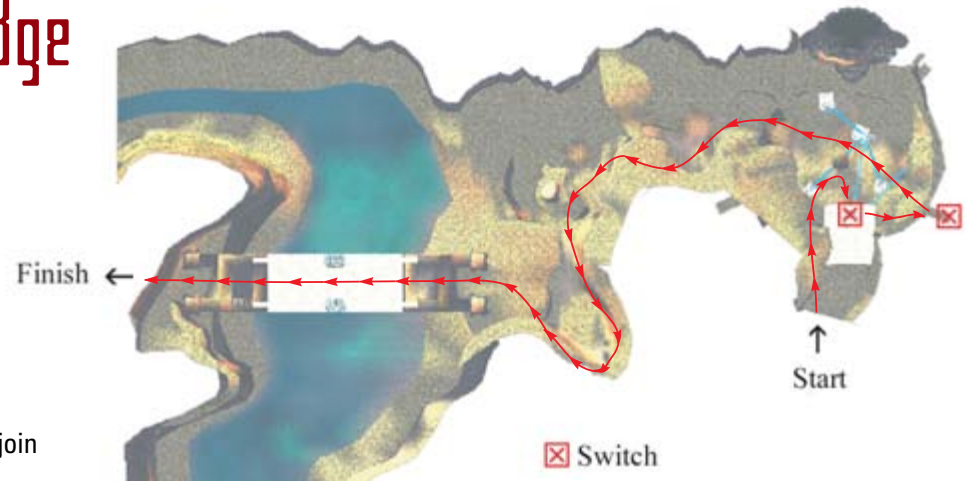


When you reach the rock ahead, stay to the right, and take the first right turn to get to the next path. More enemies with rock shields guard this path. Remember, this section is mostly fighting, so proceed with caution. After you leave this area behind, you'll

come upon the dinosaur graveyard. Enter the graveyard if you want pick-ups, otherwise make a left under the archways to progress. When the pathway ends, you'll see two blocked-off tunnels and a switch between them. Hitting the switch opens the right tunnel and also releases a group of compies. Go into the right tunnel to exit the level.



The Bridge



The Sleg army has captured the bridge. You must join forces with your allies and hold the bridge until it can be destroyed.

Exit the tunnel and drop down into the clearing. Quickly jump up onto the base of the nearest pillars, because an army of compies is hot on your trail. You'll have a height advantage here, but won't be completely invulnerable. Let the compies build up around you and pick them off with explosive arrows. The splash damage will hurt many of the enemies at once. The next wave of enemies includes raptors. Continue killing the enemies from your position on the pillar. The raptors will climb on top of each

other in an effort to reach you. When you've neutralized the attack, walk around the outside of this circular area to pick up health and ammo.



Now you'll see that the platform you dropped off of is in the shape of a monster's head with an open mouth. Walk into the mouth and stand on the switch. The cutscene that this triggers will spit you out of the mouth and give you a hint as to what to do next. Re-enter the mouth and position yourself behind the switch so you can run out quickly, because when you hit the switch again the mouth will close on you quickly.



Not only does the mouth close, but a set of stone doors opens ahead and to the right. The run from the mouth to the stone doors has to be carefully timed to make it through. Once inside, hit the switch on the wall and turn around. Go back through the doors and jump over the fallen statue in front of you. Stay to the left and then jump over the next fallen statue. Run through the open gates in front of you, which will also close after a short amount of time.



On the other side of the gate, walk forward until you see a dirt ramp leading to a ladder. Climb the ladder and walk around the ledge. There'll be a lot of angry baboons up there, so plan your movements carefully. From this ledge you can jump across to another ledge. Follow the circular path around until you see another ledge. Give yourself some room to make this long jump. Once across, you'll see a ladder on your right side. Climb up the ladder and you'll be on the bridge. Cross the bridge slowly to avoid falling rubble and to exit the level.

Back to the Skies

It's now time to return to the skies. The skies have grown deadly. Rain down fire on your enemies and keep your eyes peeled for rewards along the way.

You're back on your Quez, but things have gotten a lot tougher. It's time for you to use some advanced techniques in order to get through. The first thing you need to remember is to slow your bird down constantly. Flying slowly will allow you to make much more difficult maneuvers when something comes up on you. You'll also be using your turn buttons frequently. Whenever you get too close to a ledge, try to turn away from it using both the directional control and the corresponding turn button. Your Quez will go on his side and will be less likely to hit a rock face.



As you head forward in this level, you can use such a turn on the first bend in front of you. Stay to the right and aim through the rock archway. There is an overdrive pickup behind it that you're going to want to get. Make your turn and get back into the middle of the pathway. Another tactic in this level is shooting rock columns. A lot of the columns can be shot down and they will crush Sleg turrets and tanks beneath them when they fall. This will help you to save your rockets for bigger fights.



Continue ahead and you'll see flack being shot into the air. If you fly through this, you'll be faced with a lot of turbulence, so either shoot down the source or avoid it as best you can! There's also a health pick-up located between the ribs of a dead Brachiosaurus. It will take some serious maneuvering to get in and out of there without dying, so it's probably best not go for that health. Don't worry though, there will be more later.

Just after this area, there will be a bunch of parachuting Slegs with lasers. Simply shoot down their parachutes, and they will fall to their deaths. These particular enemies don't offer too much of a threat though, so if it's going to be too difficult to get them, concentrate more on your flying. There's that health pick-up you need just ahead on the right and in a much easier location. Make sure to get that unless you've taken no damage thus far.



As you're flying through these canyons, you want to shoot down the turrets as often as you can. They'll do the most damage to you, and they will also turn around to attack after you have passed. Taking them out is the key to losing as little health as possible. Ahead the path splits. The right path has fewer enemies attacking you, but it is narrower and more difficult to navigate. Depending on if you're better at fighting or maneuvering will dictate your path choice. They shortly meet up in the same place, though, and you can continue on. If you're having a lot of trouble staying alive, try moving your bird up and down rapidly. Stay on a straight course but merely move him around that path line so that all fire toward you will be off track.



You see a transport in front of you. Try to take it out with your rockets and continue on. Again, you will come upon a split in the path. This time the left side of the split goes through a cavern. There are equal enemies to fight on either path, but the cavern path is shorter but more difficult to traverse. If you're daring head through, otherwise follow the long way around until the paths rejoin.

Toward the end you will see a cavern at the bottom of the path. You're going to have to dive, since the path takes a severe dip. Level out as soon as you can, but if you stay near the bottom of the cavern (near the water), you can grab a lot of pick-ups. Otherwise you're going to have to dispose of some of the mine fields that are in your path. When you see the wall closing in on you, steer upward swiftly to get out of the cavern.



Fly onward, and you will arrive at the final split in the path. This is much like the last one. It is safer to go around to the right than try to take the trickier shortcut. Continue around the path to exit the level.

Combat Run

The canyons are swarming with Sleg troops. It's going to take some slick maneuvering to proceed through the level. Fire at anything that moves.

You've got to move quickly to dispose of as many Sleg forces as possible, so keep heading forward at all costs. The first thing you'll see are some Sleg infantry on the ground, so fly low and take them out with your machine guns. Shortly after you'll see tanks, but those will require rockets before you pass them. Be very careful when you see archways or structures made of boulders, because if you or anyone shooting at you hits them too often, they'll topple on you if you're nearby!



Soon, there will be a sharp left, that takes you through a shortcut. This particular shortcut is very tricky to navigate through, but may be worth it because there are very few Slegs to attack you. Take it this path if you think you can handle the fast maneuvering required to make it through the ruined city. On the long path there will be an archway composed of boulders, so keep your eye out for it and all the enemies. If you think it's too shaky, fly over it to be extra safe.

You'll then head into a small cavern that is filled with stalactites, stalagmites and columns. Avoid all of them carefully. Soon the stalactites will begin to fall, and they'll skewer you if you're underneath, so slow down or speed up to get past them. Be careful because flying too fast will force you out of control.



When you pass the first building archway into the huge open section of the cavern, fly up to the left side to avoid the falling stalactites and boulders. There's a small crevice up here to fly through but it will only lead you back to the main path. At the end, you'll come back out into the main canyon path and fly through a similar structure to the one you saw at the beginning to exit the level.



Raining Fury

You are quickly approaching the enemy stronghold. You must lower the shields in order to destroy the power core, and take out the installation.

Go quickly into the area ahead, using your speed to avoid the fire from the dropship behind you. Navigate over the middle of the archways ahead until you reach the large open area. Take the left route around the center structure to grab the health and rocket pick-ups.



Up ahead there is a split in the path. The left path is more difficult to navigate through but is significantly shorter. Continue down the path using all of your previously cultivated expertise until reaching the narrowest part of the path. Turn sideways to get past and out into the open arena area.

In this area are four generators that are providing the shields to the Sleg base. You're going to want to shoot them down. There are, however, a lot of things firing at you. Your best tactic is to carefully fly around taking out all the turrets that are firing at you. Stay on the perimeter so you can pick up the healths that are located on opposite ends of the base near the rock cliffs. You should also make sure to restock your rockets and overdrive from the roof the Sleg base. A great tactic here is to make sure you're firing both your rockets and machine guns at the same time. You do twice the damage!



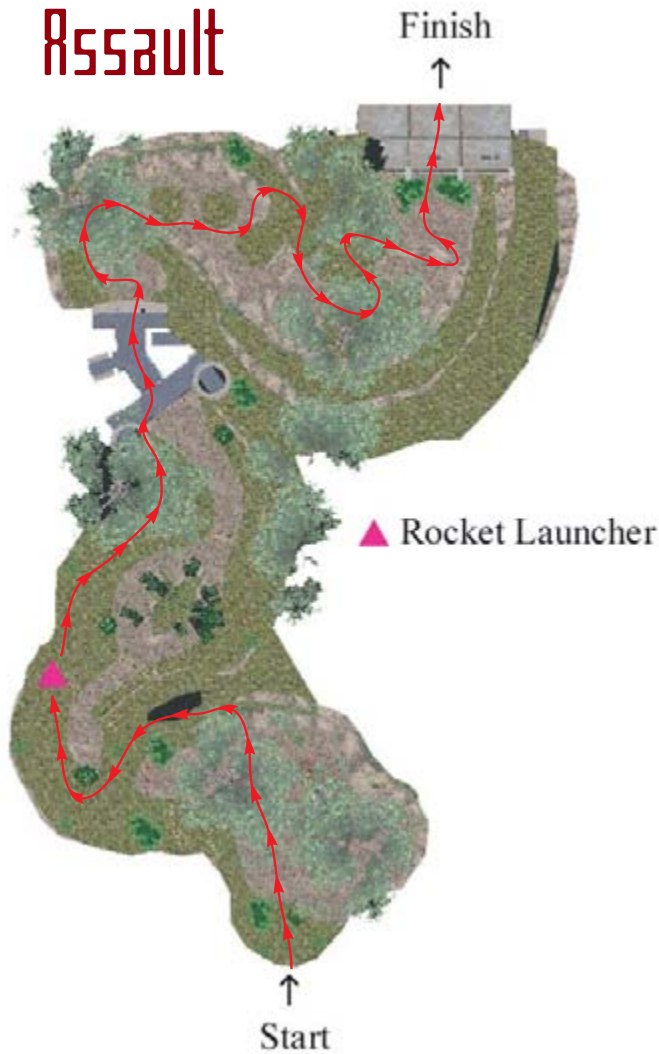
Once you have sufficiently reduced the smaller forces (especially the blast explosion structures), you're free to take on the generators. It takes quite a few rockets to barrel through them so don't give up. Keep hitting them until they explode. Once you've destroyed all four generators, you can now destroy the base core. Head down to the middle plane and fly through the center structure, shooting at the pink power core in the center. After you've hit it a few times with your rockets and guns, it will explode, allowing you to exit the level.



Cheat:

Unlimited Ammo - madman

Assault



The chasm defenses are under siege. Sleg soldiers have captured the entrance to the city and are slaughtering civilians. You must breach the city walls and wipe them out.

You begin this level having just crashed off your Quetzalcoatlus. Pick up the large health in front of you and run ahead to join up with your comrades. The marines are engaged in a battle with some dinosaurs in the cliffs ahead. Go up and help them out, watch out because there are some big guys hidden behind the smaller troops.



Once you're done taking them out, go up to the cliffs and climb the two ladders to reach the top ledge. Make a right and go down the ledge to discover a Rocket Launcher pick-up and some more of your allies to help you fight. Remember, these guys are on a different mission than you, so you shouldn't always wait for them to come with you. There are many marines posted at different areas in the forest.

As you continue on this path you'll arrive at a Sleg military outpost with a big turret on the outside. If you wait a little, the marines will destroy the turret and the door will open to go inside. You can of course help them at any point, but it's better to save your ammo.



Enter the outpost and go up the ramp, killing anyone you see alive. Make a left at the top and go to the doorway on the other end. Make sure to restock in the room to the left before you do. If you still find you need more ammo and health, you can backtrack out of the building and drop down into the ravine. There is a lower entrance here that has wooden crates inside.

When you reach the doorway to exit the outpost, just wait in here. Pull out your Tek Bow and snipe the enemies on the distant ledges. They, for the most part, have not seen you yet, so you can pick them off with very little opposition. Make sure to only edge out from the doorway enough to just barely see the guys, otherwise they will be alerted to your presence. Considering you also have time, make sure you get a headshot to save yourself the ammo.

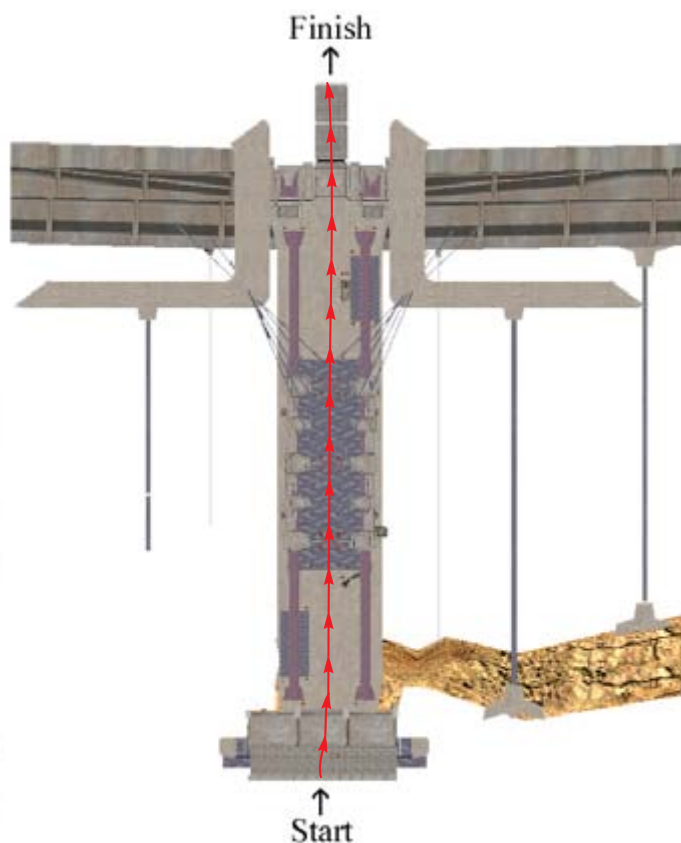


Once you're done, exit out the left doorway and head over to the tree for cover. There should be Sleg reinforcements dropped in by this time so pick them off also. Next, go up the grassy bridge and jump over to the platform beyond. Jump to the next platform and then the final ledge. It's okay if you fall down, you're going to want to be down here anyway. If you fall down to the bottom, make your way forward over the rock cliffs and swimming when you have to.



Otherwise, from above, stay on the left ledge and go forward until you reach a hole in the ground. Drop down into the tunnel and take the path around. Both ways you'll arrive at a large tree with some pick-ups in front of the big building. There are two turrets shooting at you from there, so use your rockets to take them out. Once both have been destroyed, you can go into the door that opens. Begin to head down either hallway to exit the level.

City Breach



The bridge is the last obstacle between you and the city streets. Blast through the final wall to enter the heart of the city.

This level is short, but has a lot of combat and high explosives. There's a lot of ammo and health but if you're not careful you'll blow yourself up. Try to stay back as far as you can and use your splash damage weapons for enemies in the distance. If you keep the fight as far from you as possible, you'll have a lot of fun with this level. For now the first thing you want to do is open up the bridge.

Head down the hallway to the right for some ammo restocking, then turn down the left hallway. At the end of the left hall is an elevator, which will take you to the bridge control room. Go through the door and use your shotgun on the enemies in here. Now you can head over to the turret gun (if you haven't blown it up) and shoot down some enemy ships. If you aim on the bridge you'll blow up some explosive barrels and potentially kill some enemies that you would have had to face later.



When you're done with the turret, hit the console and leave the room. The console opens up the door to the bridge, so enemies are going to be coming toward you now at a constant rate. Ride the elevator back down to where you started and exit through the open door onto the bridge.

The first thing you want to do is probably go into the small bridge room on the left. Inside there is ammo and health, and you can wait in there while you pick off enemies on the outside. In this room be careful not to fall down the hole where the ladder is. The ladder leads to various other areas with pick-ups, but is in a very precarious spot and not really worth it.



Once you've taken out most of the enemies from here, go back out onto the main bridge section. Now get out your Rocket Launcher. Use your rockets to take out big groups of enemies ahead. You'll notice by the columns there will be both large health and rocket pick-ups. This level is all about high explosive action. Forge ahead blowing your way through with your trusty Rocket Launcher.

When you reach the middle of the bridge, look up at the end and you should see three large turret guns. From this safe distance, shoot your rockets at them to blow them up. There should be enough pick-ups to facilitate that for you. Once you've blown up all three turrets, finish crossing the bridge and head through the door to exit the level.



Enter the City

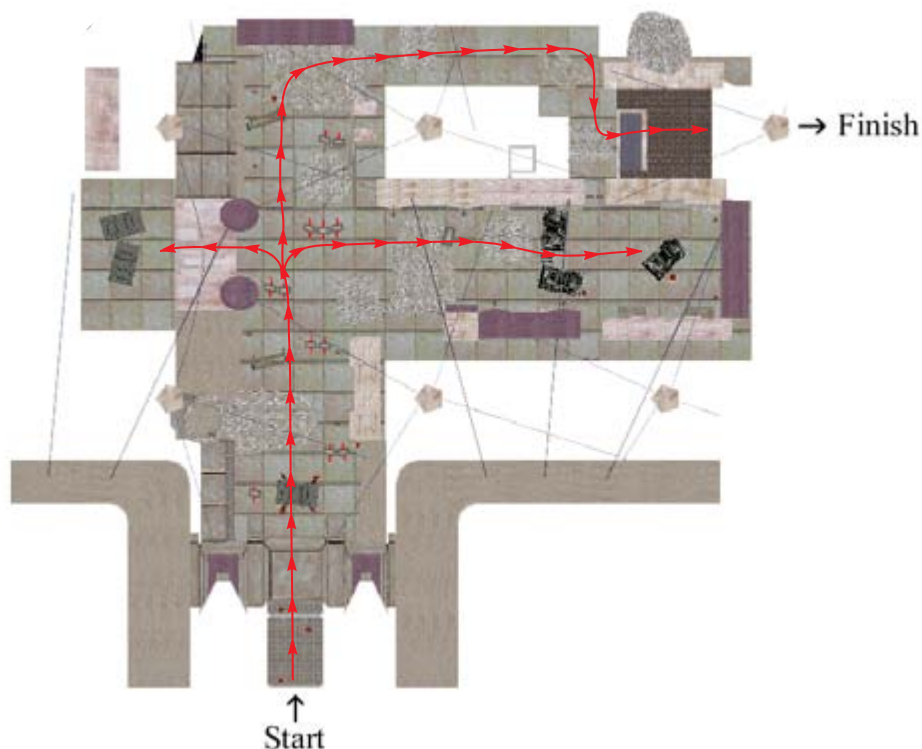
It is time to advance through the war-torn streets of the Suspended City. Be sure to kill all the Sleg troops you encounter.

You begin this level in a small hallway with a bunch of marines. These guys are very vulnerable, but also determined to help you plow through. So, depending on how much help you give them really decides how long they live. As you head forward, duck behind the partitions, throwing some grenades over to the next area to take the enemies out and keep your guys alive. This area is a lot less difficult than the next, so try to keep as many of the marines alive to help you out.



As you clear out the enemies in this hallway, the door ahead will open leading you out onto the city streets. This level is strictly about fighting in relatively close quarters. You have only three sections of the street to fight on. Each street has corners that you can hide in and restock from. Staying in the corners will help you not get shot in the back either. Clear out the area ahead and go into the left corner behind the blockade.

From this corner, turn to the right to face down the next street. There is a Sleg soldier manning a turret gun down this way. Fight the soldiers in front of him and make your way slowly toward the rubble pile on this street. Slowly go over it and use your Tek Bow to take out the Sleg manning the turret. Then head down that street killing everyone else you see.



Take over the turret gun and get ready for a big fight ahead. Soldiers will be coming from the street to the right of you as well as out of the door directly in front of you. Use your turret gun to take them all out, including the Anklysauros tank. Stay at the turret until you feel safe, and then after going through all the street corners to restock, exit this area by making a right onto the main street.

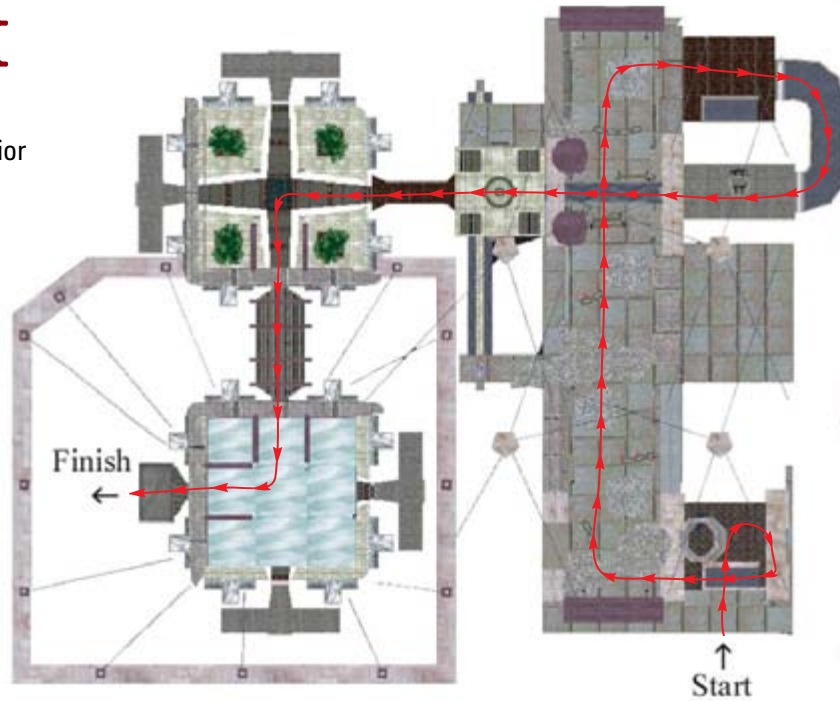


Now you'll be heading straight down from where you started. Go to the end and an alley should have opened on the right. If you don't see an alley, then you haven't killed everyone on this level. Go back and find the last guy wherever he may be hiding. Also, you can explore the room the Anklysauros tank came from for ammo and health. When the alleyway is finally open, duck into it and follow it around to the right. When you reach the end of it, there will be a small passage to the left. Duck and crawl through the passage to exit the level.

Street Combat

The first Sleg assault wave has penetrated the city's interior and the next assault wave is preparing to move in.

You begin by entering a small building that annexes the next set of streets. Walk slowly up the ramp and take out the enemies on the upper floor. From the upper floor you can look out the window into the streets. Try to take out the enemies below you first, either with your Mini Gun, explosive arrows or grenades.



Once the coast is clear, jump down into the streets. Again, this level consists mostly of fighting, so try to stay in corners as much as possible, but plow ahead as soon as the coast is clear. When you make your way out of the first area, two Anklysauros bosses will come after you. Fight them if you must, but also try to dodge into a safe area to get better positioning on them. Right in the middle of the street is a huge pile of rubble.



If you climb the pile to the left, you'll go into an alleyway with a manhole cover at the end. Shoot out the manhole cover and climb the ladder down into the sewers. The sewers are filled with all kinds of goodies, so stock up and take a breather. Walk all the way down to the end of the sewer. Climb the ladder and shoot out the manhole cover and exit out an alley farther up the street.

When you get out of the sewer, the best weapon to use will either be the Plasma Cannon or the Mini Gun since there are plenty of pick-ups for each in this section. Try to take as many guys as you can from behind. Once you've cleared the streets, three enemy spawners will drop from the

skies. They'll be at the two far ends of the street and the dead center. Make sure you take them out as fast as possible, because the longer you wait, the more enemies will come out of them. Also, don't forget you should stay as far away from them as possible, because they have a lot of splash damage when they explode.



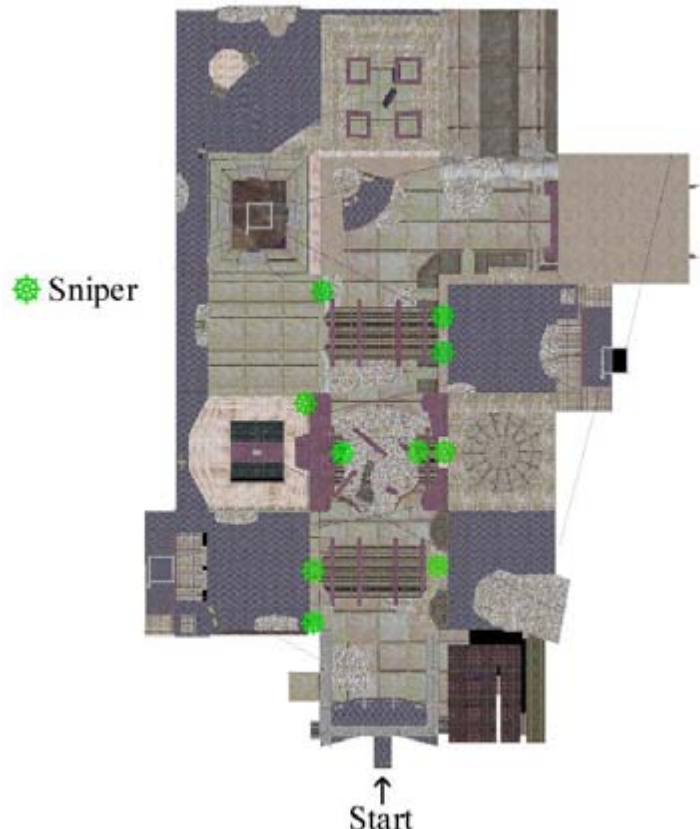
After you've destroyed all of the enemy spawners, your marines will open the door to exit the streets. Go to the opposite end of the street from the direction you came. You'll see one of the marines standing outside of it. Enter the building and go up the ramp. Walk up to the sliding doors at the top of the ramp and continue through. You'll walk around some more ramps and then over a bridge into a room with a fountain. If you've disposed of all the enemies on the way, take a breath and rest right here.

At the top of the ramp that leads out of this room is another set of sliding doors leading into a big open greenhouse room. When you walk into that room, enemies will come crashing through the skylights and attack you. Backtrack to just outside of the sliding doors and pull out your Rocket Launcher. Fire three rockets into that room from outside to obliterate everything in the room, and then collect the rocket pick-up to re-fill your launcher. Then go back into the greenhouse room and kill off any survivors before making a left through the open door to exit it.



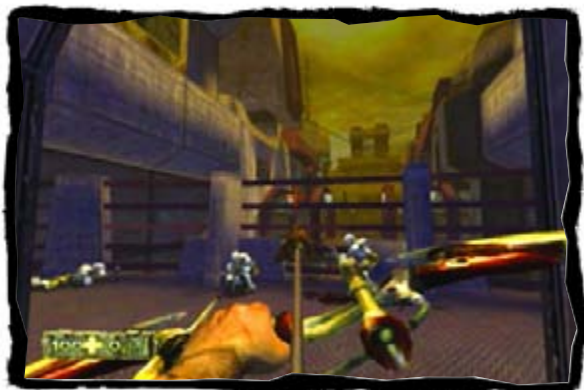
You'll pass over another bridge and enter another greenhouse room with a crashed ship inside it. Kill all the enemies that come out of the doorways, and find some treats near the crashed ship. When you're done killing, the door to the right will open up. Go through it to exit the level.

Sniper Hunting



Snipers on the rooftops have pinned you down. You must take them out. Be sure to stay out of the streets, because it will make you an easy target.

This level is extremely large, so make sure you are patient and conserve as much ammo and health as possible. You'll pick up the level right where you left off, so pass through the door ahead to meet up with your guys on the balcony, who are pinned down by the snipers. They need you to take them out! You're actually going to have to wait a little bit for the marines to open the door to the right. If you're impatient you can kill the marine on the right and take his key! But you may need him later, so it's up to you.



Enter the room and take out the soldier. If you miss him, he'll retreat for backup, so try to get him right away. Then follow the hallways around taking out the guys as you go, until you reach the room at the end. A lot of these rooms contain many enemies that will hide behind tables for cover. You can throw in grenades to take them out or run in with guns blazing.

As you exit this room, you'll cross a bridge through the outside area. Above the bridge you'll see the first sniper. You can take him out from here, but he's a very good shot, so your best bet is to wait until you can come up behind him. Enter the room on the other side of the bridge and then exit out into the stairwell. Now you can go to the bottom of the stairwell, but you don't have to. There is nothing at the bottom of the stairwell that you need to finish the level. The only reason you should go down is to get the Swarm Bore upgrade for the Rocket Launcher. The Swarm Bore upgrade is located directly underneath the stairwell on the lowest level.



There's no reason to go into the room at the bottom right now, because there's simply more enemies to fight and nothing substantial to pick up. You will notice however, that if you go into the room there is a door to exit it that leads out onto the street. You don't want to go into the streets as long as there are snipers alive. They will pick you off and you won't be able to kill them from here.

Head back up the stairwell and go all the way to the top level. From here you can see a door to exit out this level and a ladder up to the roof. Take the door first and enter the hallway to the next room. There is a small window in the hall that you can kill all the guys in the room through. Get some explosive weapons into that room to do mass damage, but above all make sure you kill the sniper. This is the guy you saw from the bridge.



Once the sniper is dead you can jump into the windowsill he was standing on. Jump carefully out of the sill onto one of the archways on the bridge to get the Gravity Disruptor. Jump back into the room and then exit out the door to your right into a hallway. This leads to another room with a sniper in it. Again clear out the room full of enemies. On the opposite wall there is a door that leads out to a small balcony, but it has been broken and is only open a crack. Through that crack you can see the second sniper you have to kill. Aim carefully through the crack or use a weapon with splash damage to take him out. Make sure you see the indicator countdown to tell you the amount of snipers remaining before you leave any room with a sniper in it.



Go all the way back through the rooms and go to the ladder toward the roof now. When you come up the ladder there will be a great deal of enemies ready to fight you, so get a weapon with a lot of ammo in it equipped. When you come out onto the roof take care of all these enemies. There is a sniper on the ledge here as well, so take him out. Turn to your left and you'll see a hallway leading down to further parts of the roof. Use the arrow pick-ups you see to snipe all of the enemies heading down the long hall toward you.

When you feel safe enough go down the hallway continue on. Take the first ladder you see up on your right to a small area above the roof.

There is a sniper up here that needs to be destroyed. Then you're free to jump back down into the hallway. There's a ladder further down with a similar situation. Climb it and kill the sniper. Instead of jumping back down though, follow the roof around to the left. From up here you can kill all the enemies on the lower section of the roof with a little more ease. Then you can jump back down.

You should be facing the elevator to go back down into the building. But before you do, make sure to go to the right to pick up the plasma battery pick-ups.

At this point you're probably going to need it.

When you've amply stocked up from this roof area, you can drop down into elevator shaft.

You're not going to be able to go back up this way so make sure you've got everything you

need before you drop down. Of course you do

not have a chance to rest because as soon as you make your way down through the elevator shaft, you'll be fighting again.



After clearing out the room at the bottom, there are two doors. There's the one to the left, which leads the long way around but has a

few nifty pick-ups. Or there's another one to the right, which takes you on the most direct route through the buildings. Both end up at the same place however, so take either or both.

After you head out of this set of rooms, you'll be on a bridge very similar to the one you saw earlier in the level with a sniper at the top of it. You're about to go through a very similar set of rooms to the area you were in before. Again, save the sniper for when you can get behind him and instead quickly cross the bridge. Go through the next room and into the stairwell. This time there is really no reason to go to the bottom of the stairwell, especially if you're full of rocket pick-ups. So head up to the top and go through this door. There's a sniper in this room being protected by a great deal of enemies. Again, try to take them out through the hallway window. Be careful because they can see you through it too. Take out the sniper in this room and then go into the doorway beyond to the hallway to the next room.

This time the door that leads to the balcony is not jammed shut, so you can open it and take the sniper out and also get a nice look around. When you've disposed of these two, head back to the stairwell and climb up the ladder to the roof. Again, all the enemies are preparing for you to come so have your weapon of choice equipped. Kill all of the guys on the roof and the sniper.

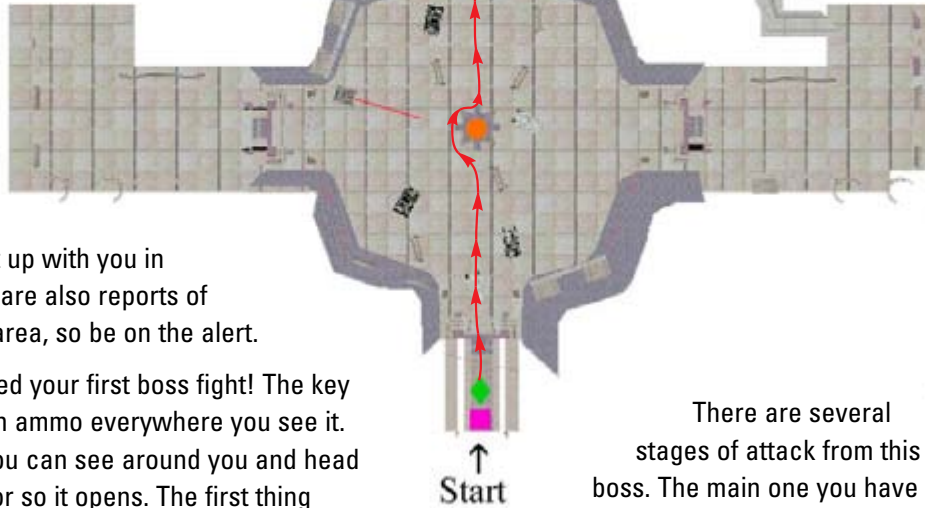


Next, turn to your left and head through the covered tunnel. On this side of the roof there will be one sniper amongst a batch of enemies, and the final sniper up the ladder on the right wall after you come out of the tunnel.

Once you've killed these two snipers, you have cleared the way for your guys to get through! Now hurry back down to the street level. You can go out of the doors now onto the street. Head away from the big hole in the street and turn the corner to the doorway your comrades have opened. Proceed through the doorway to exit the level.

Arena

- Dark Matter Cube
- ◆ Swarm Bore Upgrade
- Nuke Upgrade



Your allies will meet up with you in the city square. There are also reports of mobile artillery in the area, so be on the alert.

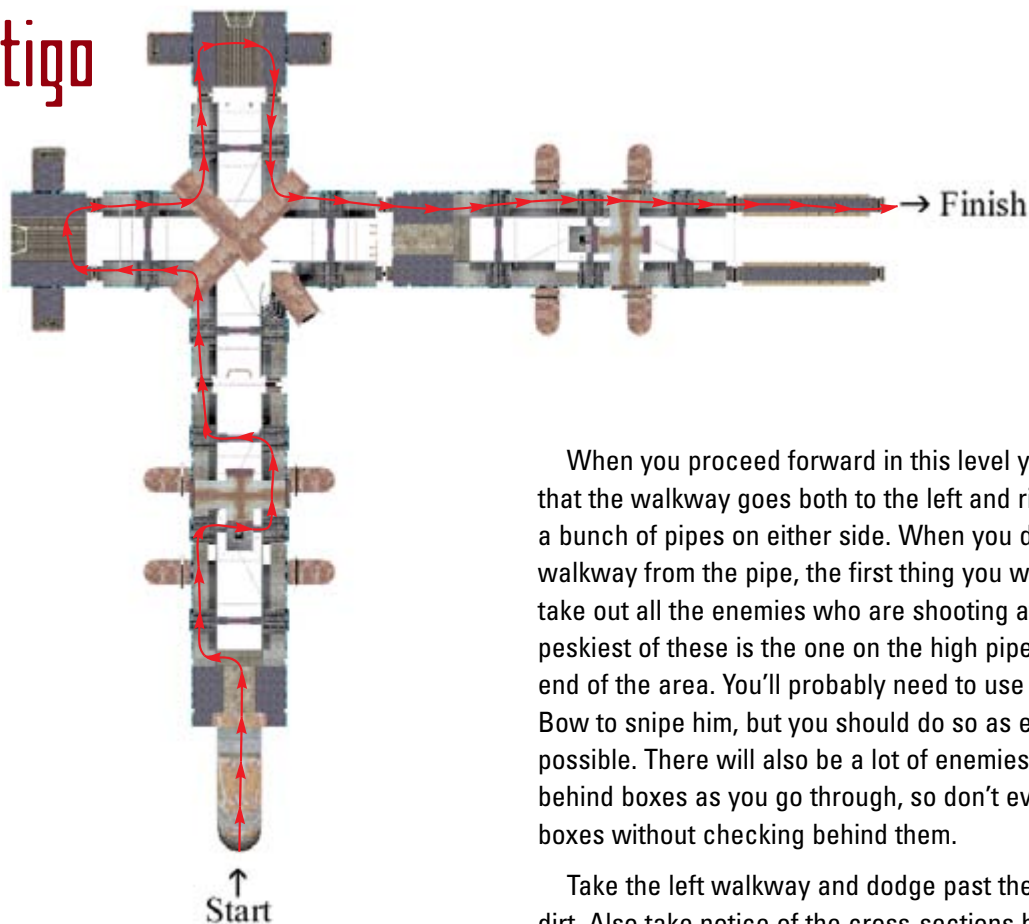
You've finally reached your first boss fight! The key to this is to stock up on ammo everywhere you see it. Get as much of it as you can see around you and head toward the garage door so it opens. The first thing you're going to have to do is kill all of the infantry arriving in this area. A lot of them are hiding behind blockades and dropping in from the skies. Whenever you need more ammo, go toward the large alcoves and shoot open the raptor boxes. Instead of raptors, inside there will be ammo and health. Once you and your marine friends have taken out the enemies dropping in, the Steracosaurus boss appears.

There are several stages of attack from this boss. The main one you have to worry about is the charge, because it is very difficult to dodge. He'll simply come at you and butt his head into you, sending you backwards. Back up as much as you can. It's okay if he hits you, you can always run around picking up health when you need it.



Let loose all your firepower onto the Steracosaurus. When he goes down onto the ground hit him as hard as you can. After you've done this three times, you will have defeated him. You can then climb the center structure to collect your reward... the nuke upgrade to the Rocket Launcher. This weapon will absolutely destroy anything in a room, so make sure to save it for precarious times. Carefully climb down from the center structure and proceed toward the exit. Go into the maintenance tunnels to progress further into the Suspended City.

Vertigo



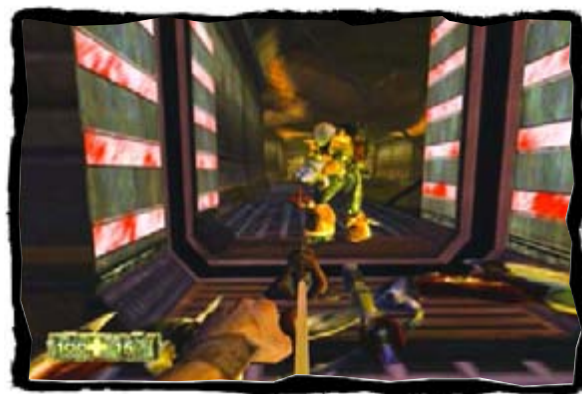
You are now entering the bowels of the city. Be sure to destroy all of the enemies you encounter. Watch your step at all costs. One misstep will send you falling thousands of feet to the chasm floor.

You are now in the heart of the Suspended City, making your way slowly around the maintenance tunnels. The key to these levels is to take your time and avoid falling off the walkways to the depths below. There's no chance of survival if you fall, so watch each step carefully. The other thing you're going to have to avoid on these levels are the pipes emitting waste. They do so at intervals, so you can run past them if you pay attention to the timing.



When you proceed forward in this level you'll see that the walkway goes both to the left and right. You see a bunch of pipes on either side. When you drop onto the walkway from the pipe, the first thing you want to do is take out all the enemies who are shooting at you. The peskiest of these is the one on the high pipe at the far end of the area. You'll probably need to use your Tek Bow to snipe him, but you should do so as early as possible. There will also be a lot of enemies hiding behind boxes as you go through, so don't ever pass boxes without checking behind them.

Take the left walkway and dodge past the pouring dirt. Also take notice of the cross-sections between the left and right walkways since they often contain pick-ups that will help you out. At the end of the left walkway the door will open with an outpour of more enemies. Take care of them on your way through. The good thing about navigating through narrow passages is that you can use weapons with splash damage to send enemies flying, quite often into the dreary depths below.



Once you're through the doorway, walk over the cross-section to the right side and camp out by this box. From here you can take out distant enemies, as well as restock when necessary. The only problem you'll face is

not being able to see some of the enemies that are behind the dirt pouring out of the pipe. You'll have to reposition yourself in order to take them all out. Cross back over to the left walkway and follow it around.

Once you've killed all the enemies in this area, the doorway in front of you will open, so if it's not open yet, you still have some killing left to do.

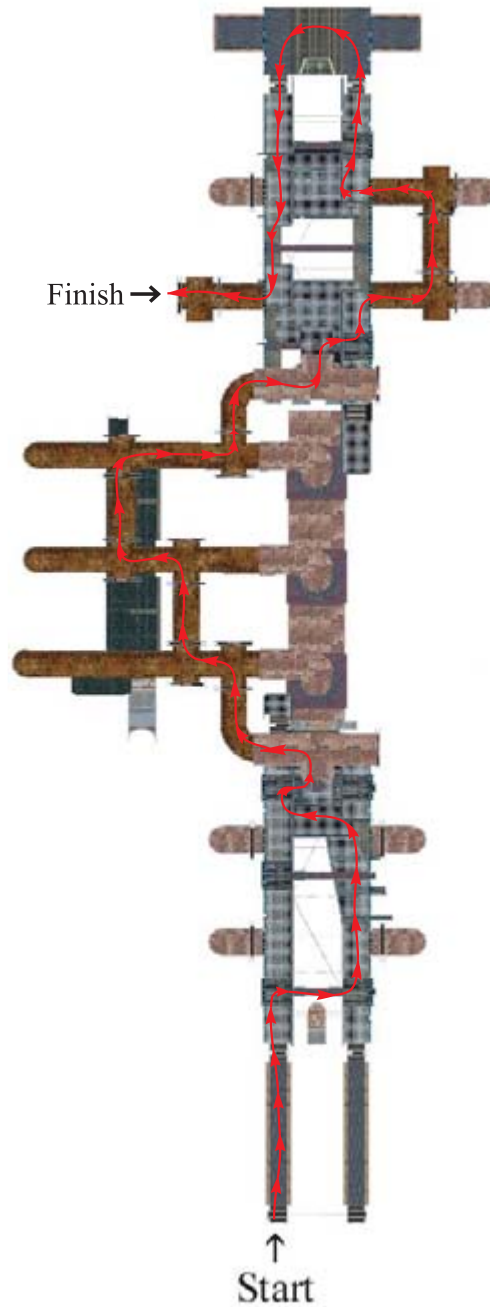


After it opens, go in slowly. There will be a sniper enemy in the balcony above you as well as reinforcements in the alcoves on either side. Take them out in any order you like, but since you need to hit both consoles, it's probably best to kill them all first. Once the coast is clear, hit the consoles on either side of this room.

Then you can walk around and exit out the right doorway and continue to follow the walkway around. You're heading into a room just like the one you were in except this time there are enemies on both balconies. Again, kill everyone in this room. You may want to throw a grenade up to get the balcony snipers, since they frequently hide out of range. Hit both consoles and continue out the right door and around the walkway. Stay on the left walkway, dodging the pipes and out the doorway on the other end to exit the level.



Beneath the Streets



Now you must locate the entrance to the maintenance tunnels and wipe out all the Sleg enemies.

You're continuing through the sewage system, but this time you'll be able to avoid a lot of fighting if you play your cards right. When you start off, go forward a little to open the door but stay in the doorway. From here take out your Tek Bow and pick off the distant enemies. Then enter the room and take the right walkway.

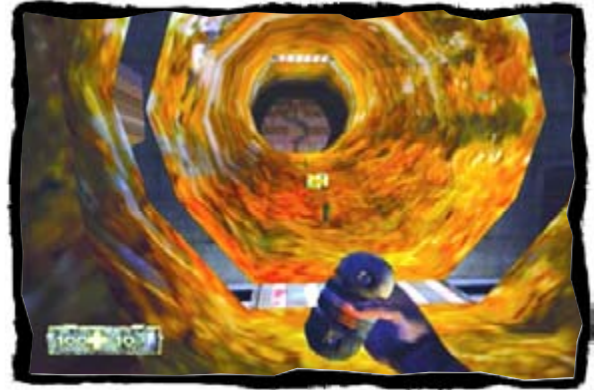


After passing the dirt pipe, make a running jump to catch the ladder across the way. If you fall, you'll land on the ramp below, so just walk up and try again. You'll see a large pipe down here, if you take the shortcut part of this section and make a mistake, this is where you'll end up. Climb up the ladder and take the cross-section over to the left walkway. Go to the boxes just before the doorway. This is where the secret area begins. If you want to take the secret area, you'll be rewarded with fewer fights and more ammunition pick-ups. If you don't move quickly through the secret area however, you'll be spit through the sewage system to the pipe you saw earlier.



If you choose to take the secret area, jump onto these boxes and down onto the cross-section. Then take the tall ladder and climb into the pipe above. The way to maneuver through these pipes is to time your movement. At intervals, the pipes will close in order to flush out the sewage through the pipe below. If you're on the wrong side of the pipe when they close, you'll go with it. Take the left tunnel and stop just before the pipe valve. Let it

close in front of you, so you have enough time to make a run for the next safe area. Once it opens, go quickly into it and make a left into the pipe system. Make the first right into the brightly-lit pipe with the pick-ups and wait there.



Then, when you're ready, go up to the next valve and do the exact same thing. Again, at the end of the brightly-lit pipe the valve opens. Head through the opening, but this time take the right and make your first left into the final pipe in this area. This path is a little longer, so don't delay when making a run for it. As you go through the pipe you'll come out on a balcony at the top of the next maintenance walkway room. Climb down the ladder and over to the right path.

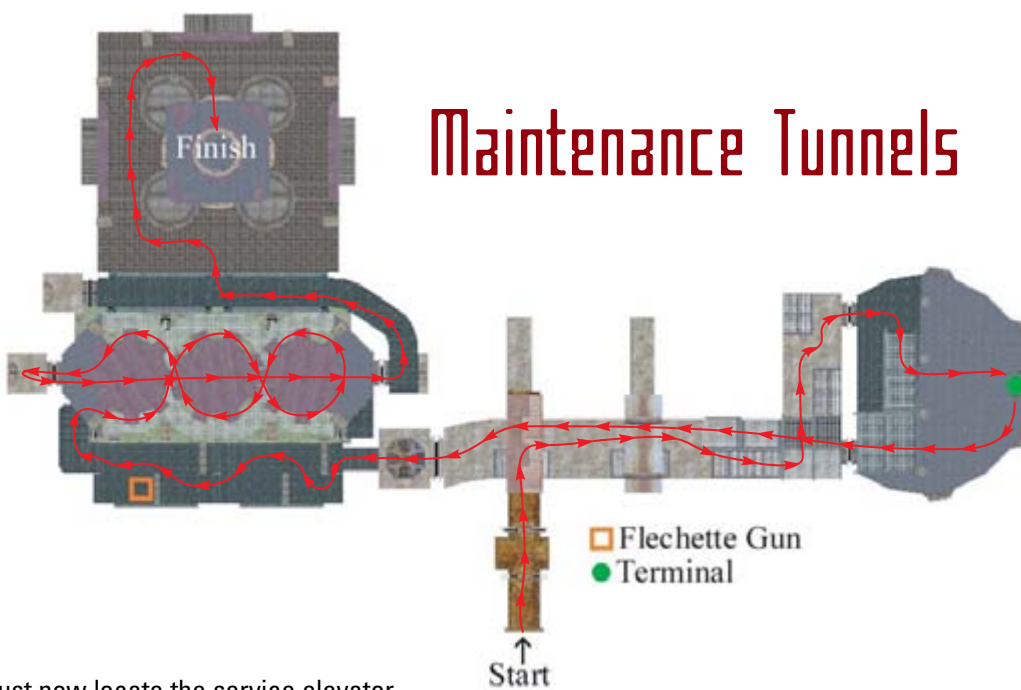


If you choose not to take the secret area, simply walk through the door ahead of you. You'll arrive at a precarious pipe section. Jump over onto the pipe and walk across it carefully. At the end there is a ladder that leads up onto the pipe cross-section. Walk around the edge and back down onto the main pipe. Do the same thing again and then jump across to the walkway. After you go through the door, you'll arrive on the right side of the next maintenance walkway room.

Head forward again but instead of being mindful of the sewage coming out of the pipe, turn right and go into the pipe. You don't have to worry about timing or dodging anything here, so simply follow the pipe around to the left and back out onto the walkway. You'll arrive into another room at the end. This room should look familiar and there will be snipers in the balcony, although in this particular room there is not one but two balconies.



There are no consoles however, so you can rush through this room and out the left door if you wish. Make the first jump across the walkway, avoiding the sewage. Then make two quick jumps to the cross-section and then to the walkway. Dodge into the pipe on the right to exit the level.



You must now locate the service elevator at the end of the maintenance tunnels to return to the city streets.

You're in an advantageous position from the tunnel, so before you drop down through the hole in front of you, drop some grenades down if you have them. Then when you feel prepared, jump into the fray. Hide behind the boxes when you need to, and jump up onto them to get the pick-ups. Meanwhile face the right hallway and slowly make your way down it. Pay no attention to the ramp at the end, you'll be using that later. Stay to the right of the ramp and make a left turn when the hall ends. There's a Flame Thrower enemy hiding under the ramp. You can set up some traps to lure him, or you can simply prepare your big guns for when you bump into him.



At the end of this hallway there's a door on the right that leads into the control room. Go through the door and quickly up the ramp since there are quite a few enemies in this room. Position yourself in a corner so that you can get the two enemies on this level, as well as those coming up the ramp. When you've disposed of

them all, walk over to the console and hit it. The console opens a timed doorway near where you first entered this level from the pipe system.



As soon as you hit it, turn around and run out the top door, picking up the large health on the way. Then run down the ramp and the hall as fast as you can. Try to avoid enemy fire but don't stop to fight anyone or the door will close before you can get there. Quickly go through the door and ride the elevator down. If any enemies happen to make it through the door with you, kill them.

Once you reach the bottom of the elevator, you'll see a ladder on your left side. Climb it and gather your bearings. Look out the window and you'll see the pipe you crossed on the previous level (if you didn't take the path through the secret area). Since there are some grenades on the box here, throw some further down the hallway to get rid of the enemies ahead. To restock face the box and you'll notice that it's a larger box that cannot simply be jumped onto with one jump. There are two ways to get onto boxes like these. If you run and jump at the right time into the corner, you can make it onto a large box. In places like this however, where there is very little space there is another way to make it. Run into either corner of the box that is next to the wall and jump, then jump again quickly. You'll be able to get up on the box and refill your grenades. While doing all this tricky movement in this area, be careful because you can fall out of the window to your demise.



When you're finally done, drop down beyond the partition and then climb the next ladder. If you are good with your maneuvering skills, you may be able to get around this area without ever dropping down. Simply run into the partition on the top level and move to the right. Hit jump at the last second and then press to the left, to quickly jump off and around the partition but catch yourself on the upper ledge beyond. This will save you a lot of unnecessary movement. If you can't make it however, just climb the ladder to get up to the next ledge and then drop down to the area beyond.

When you reach the end, kill the enemies that arrive and then stand in the doorway of the gear room. You're going to go through this room three times as you progress through the level.



You should use your Tek Bow to pick off enemies on higher ledges so you don't have to face them later. There are some enemies across the way from the entrance, but there is also one above your head. Come in the doorway a little more and look up to get this guy before he gets you. Now you're free to follow the walkway through the gear room. There are tiny platforms in the water with ammo pick-ups that you should get if you need them. Otherwise, follow the path around to the room exit and down the ramp to the elevator.

After riding the elevator up, you'll enter a door and go back through the gear room. This time you're going through the heart of the gears so, as you take the path around, you'll need to duck to get underneath them. At the end of this path, take the elevator up to the top level in the gear room.



From up here you can simply jump onto the gears and walk across them to the other side. There's a long ramp here with a bunch of enemies, but enough ammo to restock from that you don't have to worry too much about wasting ammunition on these fairly low-level guys. At the end of the ramp is an elevator down that will take you to a hallway before a fairly big arena. In this arena you have to face four large machine gun enemies and one large Rocket Launcher enemy, so plan your attacks carefully.



The first Sleg is standing at the end of the hallway you're in. There are quite a few grenade pick-ups in front of you, so get them out and turn them into spiked mines. Drop a few of the spiked mines into the doorway where the enemy is and they should explode on him. If they don't explode, then you can shoot them to set them off. Once he is alerted to your presence by the grenades exploding around him, keep throwing spiked mines into the doorway so that every time he comes back for you, he is hurt. When he's dead, get out your Mini Gun.

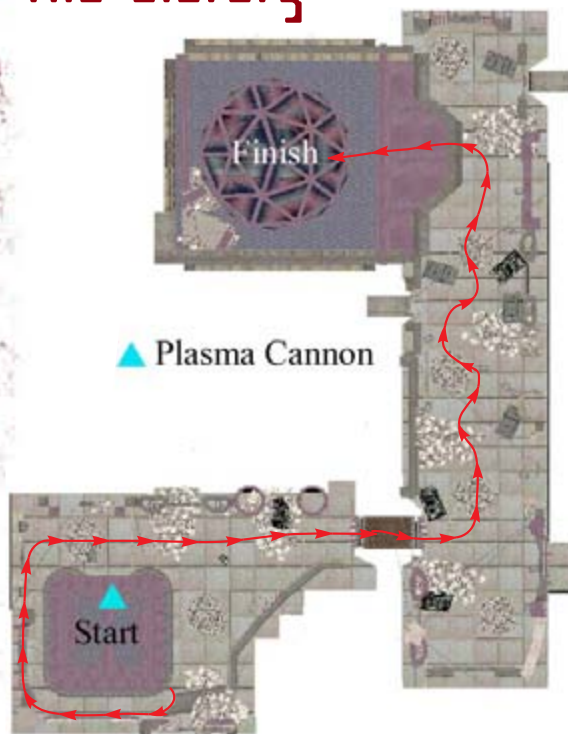
The second Mini Gun enemy is to the right of the doorway, so come out preparing to shoot. Always remember that your Mini Gun takes a few seconds to warm up so start shooting before you see the enemy. It's better to waste some bullets than not get them off at a crucial point. You can take out this second Sleg with your Mini Gun, or you can lure him back into the hallway and set up some more spiked mine traps.

Once you've destroyed him, head out of the doorway into the arena and make a left. Always take careful notice of where the health is in your surroundings, since you'll frequently need to run back to it in a time of crisis. In this case, a lot of health is located on the boxes and surrounding the doorways to the center structure.

The next enemy will be on your left, but you can take him down easily with your Mini Gun. The last two enemies will be in the back of the structure and you may need to backtrack for ammo or health to safeguard against their attacks. Once you've killed these two and picked up anything you want in this area, return to the back of the center structure and climb up the ladder located here. The ladder leads up to an upper ledge that you can then walk around to go through the open door on the front side. Drop down into the elevator shaft and get into the elevator to exit the level.



The Library



You've now returned to the streets of the Suspended City. Continue forward taking out Sleg troops as you proceed.

Exit the elevator and you'll be in a different section of the shaft but it will look very similar. You can drop down and hit the switch in front of you to open the door, or you can go to the back of the elevator and climb the ladder to a ledge on the outside of the building. If you walk toward the left you can take another ladder to the roof of the building. Not only is there a large health and a Plasma Cannon up here, but you also come in at a good vantage point to take out the enemies in this area.



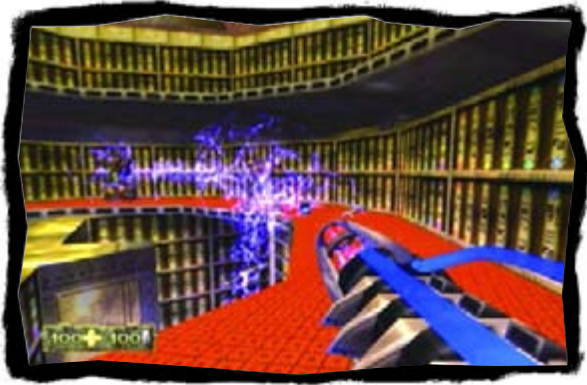
Shoot the enemies from behind and then drop down to the ground. Now, while you've stocked up on the Plasma Cannon and may be eager to use it against these enemies, a warning about the secondary function. The secondary function of the Plasma Cannon auto targets all enemies, but that includes all enemy weapons as well such as the turret gun. You may not want to use targeting guns or splash damage guns around turrets since they will frequently help you to destroy the enemies as soon as you commandeer them. If you accidentally destroy a turret battle, it is of no use to you. The turret gun here is extremely important to getting through the level with ease, so watch your fire around it! Walk over to the dying humans on the side.



You can do little to help them but your presence will alleviate their fears about not defeating the Sleg armies. Even if they haven't, you will soon be able to do it for them. Proceed over to the turret gun and man it to prepare for the onslaught from the doorway ahead. Use the turret gun to kill all entering enemies since this will save you a huge amount of your own personal ammunition. There's nothing quite more fun than turning an enemy's gun against him.

Once the enemies stop pouring through the doorway, pass through it yourself to join the marines on the other side. They will be fighting Sleg soldiers down the left side of the street. Help them kill them all, then wait for the Sleg reinforcements that you have to eliminate too. Be careful because there are tanks in this area trying to destroy you, but you can shoot them down as well if they're doing too much damage.

As soon as you've cleaned the streets, the library doors trigger. The library is a building on the left side of the street near where all the soldiers were. When you go into it, you can walk around either to the left or right. They both end up at the same place so there is no benefit to either one.

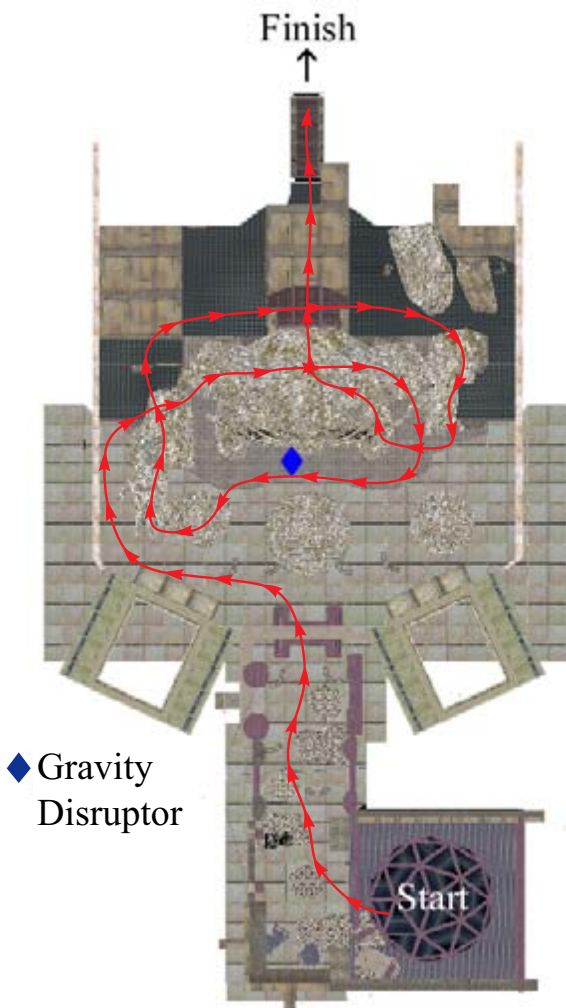


The entrance at the back leads into the bookshelf area. From the top of the entrance, you can jump across to the tops of the bookshelves and get ammo pick-ups, then drop down to the library floor. From the library floor, you can explore the nooks and crannies of the library looking for more ammo and health, or you can head to the very middle of the library floor. There will be a ladder on the bookshelf in the dead

center. Climb it and onto the red ramps that lead to the top of the shelves. When you get to the very top ramp, cross over to the ladder that leads up to the glass dome. There is a box up here that you can jump onto and outside a crack in the dome ceiling. Once you're finally outside of the library, walk around the outside of the dome to the right to exit the level.

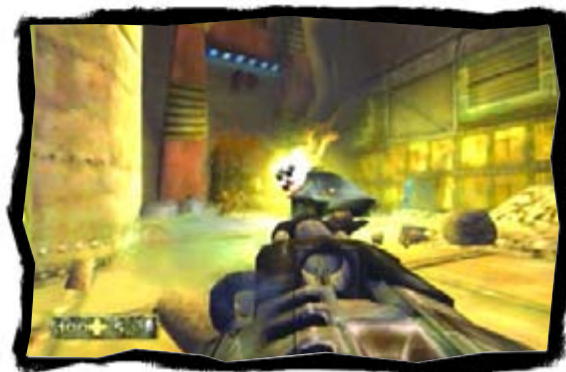


Monument



You're getting close to the Senate Chambers. Now you must fight your way up to the top of the great monument.

Continue around the outside of the dome until you reach the street section. Drop down into the street and join your allies to fight the enemies that are now coming from the right side. As soon as you've killed the few soldiers on the street, a tank will appear. Use heavy artillery such as your rockets to dispose of the tank before it does too much damage to you. Stay pretty far from the tank when it explodes or you'll be set on fire by the splash damage.



After the tank, turn around quickly to see a giant metal egg drop out of the sky. Out of the egg pops a pretty big Sleg boss. His only major threat is that he tramples you, so stay as far from him as possible, even climbing into small crevices to avoid his attack. Finally, after killing him, two enemy spawners drop down, and you must destroy them also. There's still no rest for you though, since the door the tank came through now has a whole slew of enemies coming through it. These however are much weaker than everything you have just fought and will go down quickly.



Enter the next area and take out the enemies littered all over the monument. You may want to do this by sniping them, or you may want to peak out from rocks and try to barrel your way through. Proceed to the far left side. There is a path on the right that will get here as well, but this way is closer. Feel free to take the right if you wish to explore more. Follow the ramps up to the monument base. From the left side path, make a right when you reach the top. Kill the enemies ahead and collect the Gravity Disruptor pick-up. When you reach this pick-up, look ahead and you will see a large hand.

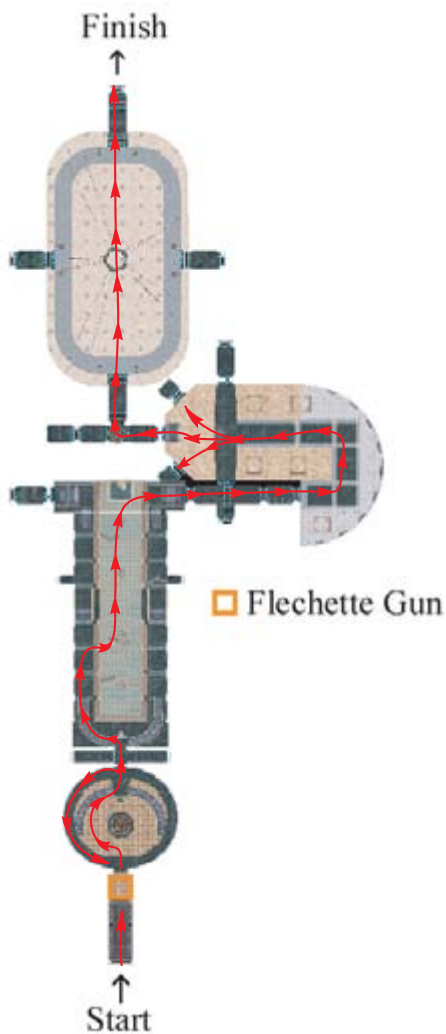


Jump around the rocks and climb up onto the hand to proceed further. This leads into another set of ramps that you must take all the way to the right side of the monument. Come out onto the platform and walk to the edge on the right side. Jump up onto the stones and climb further up the monument. If, at any point you have trouble advancing on any of these rock surfaces, simply hit the jump button several times to propel yourself up them. Sometimes you may be getting stuck in small rock crevices without even noticing it.



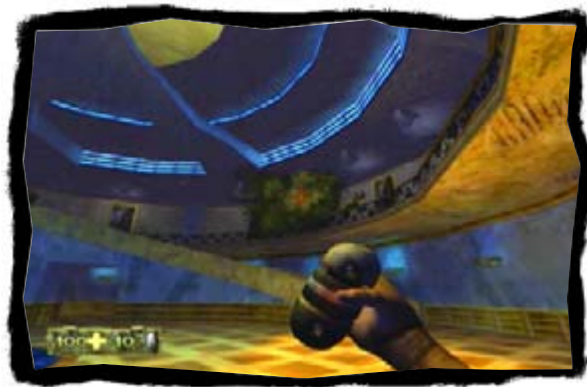
When you reach the top, turn to your left. You should see a black and white marble section of the monument. You can jump onto this and then cross the fallen ladder back to the left side. Walk around until you're close to the main body of the monument and jump over to it. By now you have reached more of the finished structure, and there is less rubble around. On the left side of the area you have just jumped onto, is an elevator. Ride the elevator to a slightly higher level and proceed right toward the columns. You'll see quite a few enemies coming out of the door up here, but take them out quickly, or run past them into the door they came out of to exit the level.

Halls of Battle



You must locate the Senate, but the Sleg forces have already taken over the capital. You will need to clear the halls of all Sleg troops, and assist your allies along the way.

Walk forward to open the doors and quickly into the room beyond. There are a few enemies on the ground level and a few in the upper hallway. Take care of the ground ones first and then throw some grenades to dispose of the guys up top. You can restock in a hallway beyond the ramps if you need to. Then climb the ramps up to the upper hallway. Go all the way around the perimeter to reach the console. Hit the console to open the door up here and go through the door into the banquet room.



Here is a perfect example of your marines' ability to help you more than you can help them. Assist them by sniping some of the big guys and snipers from where you are now. If you're lucky they will evade the majority of attacks and take out most of the enemies in this room. Meanwhile you can stock up on ammunition that is located in many of the room's corners... starting with the ones behind the ramps you're facing. Then come out into this room and clean up whatever you can, taking refuge in areas underneath the ramps on both sides of the room. Once everyone has been killed, go to the far end of the room and make a right through the door.



Go down this hallway and onto the ramps beyond. From these ramps you can kill a couple of soldiers waiting on the ground floor that can't see you yet. Look over the edges of the ramp to take out as many Slegs as possible. At the bottom, go toward the three doors in front of you. None of them will open at the moment, so turn around and ride the elevator up to the overlooking hallway. There are two doors on either side that have a whole lot of enemies inside them. To prepare yourself for battle, walk over to either door and place some spiked mines in front of it. Then take the ramp up the middle and hit the console.

Once you've hit the console, both doors on the overlooking hallway open as well as the left of the bottom three. Since you placed a trap at the top set of doorways, you'll have considerably fewer enemies to fight. Drop down and go into the left open door and hit the console. This opens the right door of the three. Go over to the right door and hit the console, which in turn opens the middle door. Go through the middle door and into the hallway beyond.



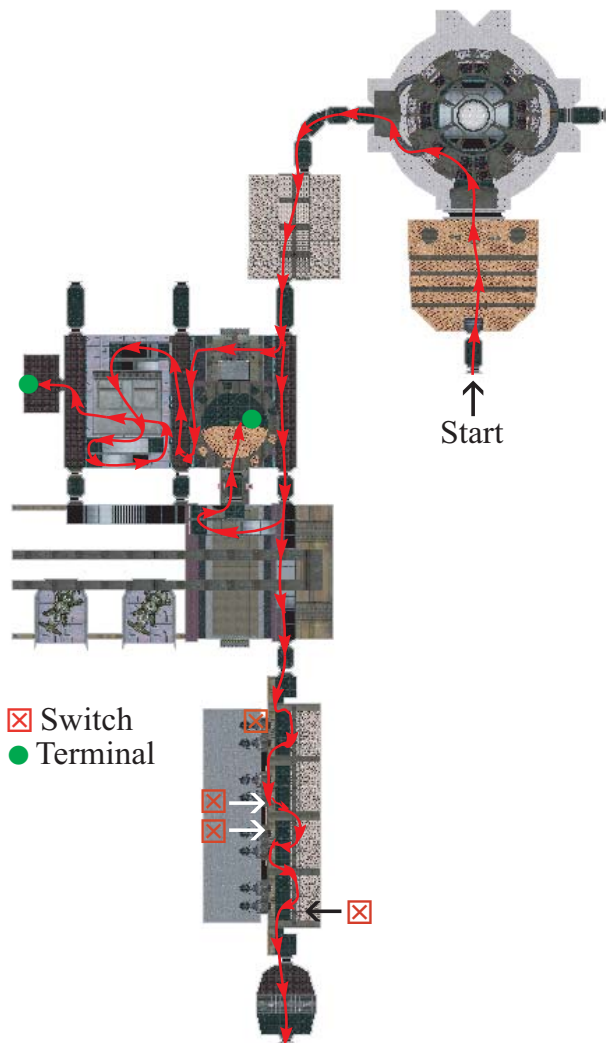
The door ahead of you leads to some rocket pickups and a health, so clear that out. Then make a right into the room with the turret generators. Again, you'll come across a batch of marines that will be doing a fairly good job against some Sleg troops. Help them until you are notified that the turret generators are being activated. Once they are, get behind the columns in this room and prepare for a pretty tricky battle. What you have to be aware of in this area are the many snipers that outline the upper ledge and the two big turret guns that are being powered by the four generators above them. Use the secondary function of your Plasma Cannon to target the snipers and get them first.



Then edge out very little from behind the column and aim for the turret generators. Run from column to column to restock on rockets and health, and also to get better positioning for the different generators. Once all four have been destroyed, the turrets will go down, making the area safe and opening the door to exit the level. Stock up on some health before you head toward the door since a few more Sleg troops are coming out to attack you.



The Senate Chambers



You must liberate the Senate and proceed to the skyway. The Sleg forces have doubled their numbers and you must destroy them all.

Enter the first room and help your allies kill the remaining enemies. This will trigger a cutscene that leaves you off inside the Senate Chambers. Proceed up around the walkway and up the stairs to the elevator that has lowered. When you reach the top, go through the doors to meet up with your marine troops. You will all arrive at a small room and the door closes behind you.



As often happens, when the door closes, you're going to have to fight, but there are currently no enemies in the room. All of a sudden, they will come crashing through the skylight. Using the help of your teammates, take them out swiftly, and go through the door once you're done. Whenever you're enlisted in a fight with other people, choose your weapons carefully. You can use something high-powered that will take out everything, good and bad. Or, you may want to strategize and keep your teammates alive as long as you can to help. It's entirely up to you.

When you're done, exit through the door and you'll see on the right, a broken window leading out onto the catwalks. Wait here while the Sleg troops come toward you. This is the perfect time to use the Gravity Disruptor and drop some enemies off those catwalks. Use either function, but the primary is best when facing several enemies at once.



When the catwalks are clear, go to the far right end of the catwalks and crawl into the other open window. Then turn to the right and go down the hallway. When you reach the end, make a left and go down the ramps. Halfway down the ramps will be a platform where there are tons of health and ammo pick-ups. Use what you will now, but save some for later since you will be returning to this area. Continue down the ramps after the platform until you reach the bottom of this area.

At the bottom go forward and to the left, making a left into the tank garage. There will be quite a few guys in here as well, but since it is close quarters, it's time to pull out your splash damaging weapons. In the back right of this garage is a small doorway and just beyond it is a console and a room full of goodies. Collect these goodies and hit the console. Triggering the console opens a door

you've seen before, except it's all the way back in the first hallway before the catwalks. So now backtrack all the way back, fighting the reinforcements that have arrived and littered the paths again.

As a result, they are opening all the doors that were closed before in all these hallways.

You can go in them to restock, although quite frequently you'll have to fight more

enemies by going in these areas than it's worth it. When you arrive at the hallway that is now after the catwalks, make a right and go to the far end through the door the console opened.

You'll be in a large outside area with a huge dropship hanging about. If you have some rockets take this bad boy out before heading up the right ramps to the doorway above. Go through the doorway and all the way across the room to the elevator on the far wall. This gives you access to a console on the upper platform that opens another door you need opened in order to go on. Return back to the catwalks out in the open area and when you reach the bottom of the ramp, make a right and go down the long way.

Ahead of you lies the door you just unlocked and you can pass through it after taking out a few Sleg troops that guard the area.

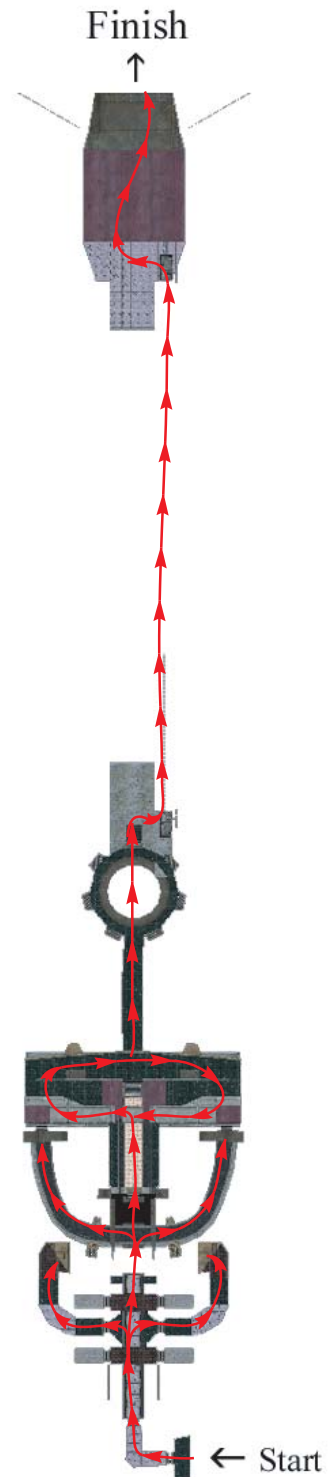
The room you arrive in has four switches that need to be hit before you can go on. Drop down off the platform to the left and go immediately under the platform you were on and into the corner. Here on the wall is a switch.

Staying on the ground level, go toward the opening, pass another ladder that is on your right and then hit the switch on the left partition.

Now you can climb up the ladder you just passed or the one in front of you, to hit the switch that is on the upper ledge immediately above the one you just hit. Drop back down and continue to the furthest corner underneath the last platform to hit the final switch. Climb the ladder next to this switch and get up onto the platform. Rush quickly to the end of the room and through the door onto the elevator to exit the level.



Perilous Skies



You must now access the control terminals to override the security locks and grant access to the skyway. Use the tram to gain access to the Great Hall.

Exit the elevator room and follow the hallway around to the right. As you proceed down this walkway, stop to hide behind shields and pick off the enemies from there. Although they will be hiding behind the shields too, you can use them as easily as they can! At the end of this path there will be two consoles, one on either side. You may want to unlock them one at a time, because of the enemies that will come as a result. But hit each to unlock the east and west doors.



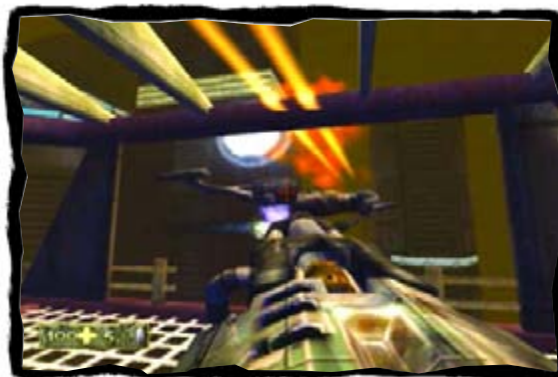
Go into either of the doors and up around the steps to reach the console at the top. The console will extend the bridge partially. After you've done both sides, the bridge will be fully extended. Go back to the main hall and cross the bridge over to the black carpeted walkways. Again, you can go in either order, but you must go up both halls to the room at the end. Enemies will be pouring out of these rooms. This is a good place to use a weapon with splash damage to injure some and knock most of them off the walkway.

Next, go down the center ramp to the large platform ahead of you. Rising on the elevator from this platform is a big mini-boss. Your best tactic is to move all the way back up the center ramp to the place where the ramps meet. There are quite a few Rocket Launcher pick-ups here that you can use to take him out. Once you've killed this enemy, get into the elevator he came from and ride it to the bottom.

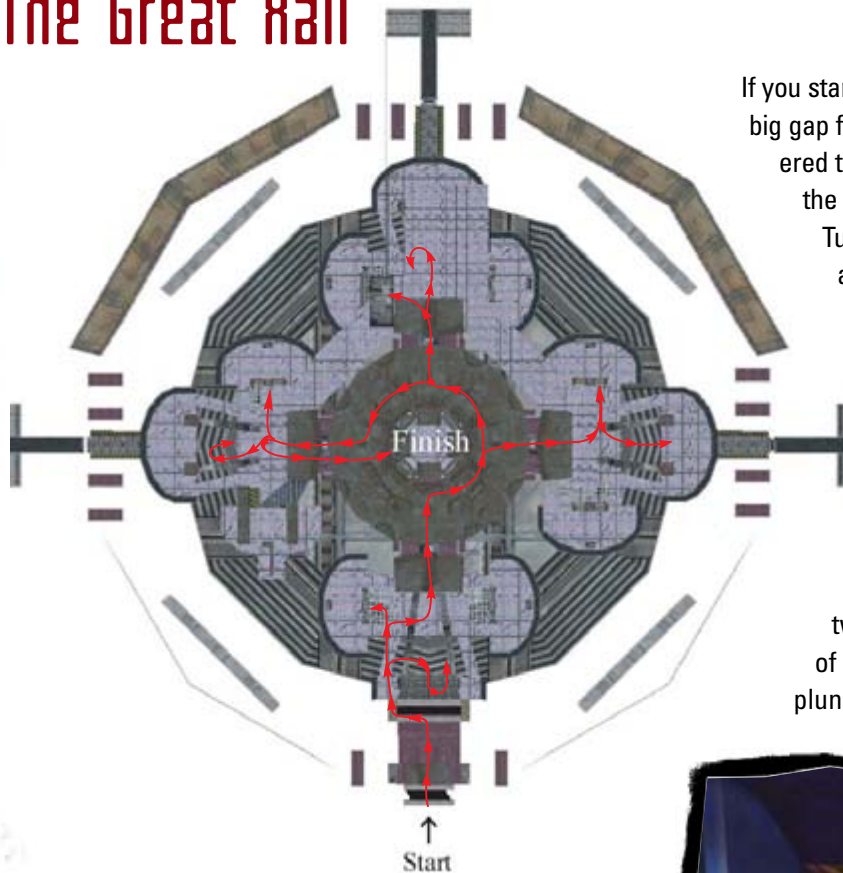


Now go up and onto the gondola ahead on the right. Press the button on the little console to get the gondola moving and sit tight. Be careful while you're on this thing, as you can easily walk or jump off the edge. And, as you ride keep your eyes peeled for ships that attack while you're in this very vulnerable position. As soon as the gondola reaches the other side and the gate opens proceed to the right and up the ramp into the door to exit the level.

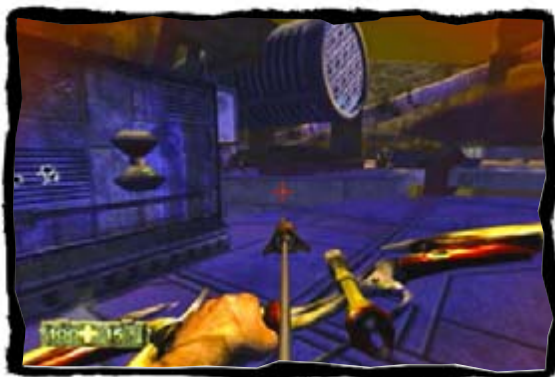
When you finally reach the room at the end, there is a console that will help to extend the next section of the bridge. Hit both consoles and return back to the center. Go across the new section of the bridge and into the doorway. At the end of the hall, you have the choice between the left and right doors. This time both doors lead to the same place so you can pick either one. Follow the ramps out of here and destroy the dropship that is attacking you. There will be several Rocket Launcher pick-ups to help you do this.



The Great Hall



You must now find the barrier controls to disable the force fields and continue onward. Once you've learned your tactics for this level, you will get through it smoothly, since you have to disable all the barriers in the same manner. Go ahead to open the door and reveal the structure ahead of you. You'll see a cross shaped platform that has multiple layers of platforms attached to it. Stay to the left and walk onto the main platform. Turn to the left and you'll see at the very edge, a vent with a switch on it. Hit the switch and turn back to face the door from which you entered the level.



If you stand in front of the door but across the big gap from it, you'll see that a ramp has lowered to a platform below you. Walk down the ramp and hit the switch on the vent. Turn around again and you'll see yet another ramp has appeared to an even lower platform. Go down to it and hit the console, which will disable one of the force fields in the center of the main platform.

Now you can return up the ramps to the top and walk toward the center. Tread carefully after you pass the shields because the two sides of the walkway are made of glass and you'll fall through them plunging to the depths below.



Upon reaching the center, you'll notice that the force field that had been covering the right section is no longer there. So make a right into that section. As you head into that area, you'll see it looks surprisingly like where you just were. When you reach the platform's edge, make a left to hit the switch on the vent. Then go over to the middle to take the ramp down to the lower level. Do the same process of hitting the switch to open the lower ramp and the console to deactivate the next force field.

Return back toward the center and make a right into the next section. This is the third time you have to do the same thing. Hit the switch on the left and proceed down the two platforms to deactivate the final force field.



Return to the center section and make a right into this area. Now when you come into this section, make a right to find the vent with the switch on it. This is the only thing that has changed about this area, since the other ramp is triggered the same way. The console at the bottom now opens the access to the lift, which is located in the center. Head back to the very middle of this structure and into the lift to exit the level.



Sacrifice

The Sleg forces may not gain control of the city, or they will seize Galyanna unchecked. You must make your way to the tether release terminals to carry out the Senate's plan.

As soon as you enter the level the first thing you need to do is kill the two Slegs that are attacking you. After you've killed them, you have some time to look around. You are back in the Senate Chamber room, and you need to exit it the same way you did before.



Climb around to the perimeter wall and up the stairs to the other elevator. As you exit this room you'll come out onto a platform with the gondola on the left. Make sure to stock up from this platform since there are a lot of ammo pick-ups in the corners. Get onto the gondola and press the button to start it moving. Again, keep your guard up for attacking ships, and be careful not to fall off the edges of the moving vehicle.

Once the gondola has come to a stop, head onto the platform and into the door on the left. You should probably even avoid fighting any of the enemies below, since you can run right by them and grab the elevator. The top of the elevator leads you out onto a platform with two turret guns.



You're going to have to man both turrets to rid the area of Sleg troops. Simply hop on the left one to attack the enemies across the way and the ships flying overhead, and jump on the right one to grab the ones on the right side of the platform and any the left turret can't reach. After a few minutes of going back and forth, killing everything you can, the bridge to your right extends and you can cross over to the next part of the platform.





Walk all the way around until you come to the platform that was across the ravine from where you just were. Proceed into the doorway and hit the console to activate the first tether switch.

Then return back to the other open doorway enemies where coming from to hit the second switch.

This lowers the elevator next to where you are now and begins the countdown timer to the release of the entire Suspended City. You need to get out of there and fast! Jump onto the elevator and ride it up to the next elevator. You have a little over two minutes to get out of there, so don't delay.

At the top of the second elevator, go around the circular path and into the doorway to ride another elevator up. Then, climb out and around the circular path again until you see the ramp leading up to the perimeter path. Once on this, run all the way around to the back of it. Don't waste too much time with the Slegs, since right now going down with the city is a bigger threat than they are. Go into the back of the structure and onto the final elevator to exit the city.



Chaos in the Skies

The enemy has taken over the defenses, and the city is falling apart. You must fly above the streets to avoid collapsing buildings and debris.

You're going to have to remember your flying skills quickly, because the city is falling all around you! You'll be dodging giant collapsing buildings and making your narrow escape, so read carefully. In addition, be prepared to fly in many places on pure instinct. Only you know your flying style.

Go under the first bridge and stay to the left of the first crumbling building to get the overdrive pick-up over here. Make a wide circle to the right and fly over the next bridge to get the health pick-up. Dodge the falling debris from the buildings and enemy Slegs then turn toward the left. You're going to want to make sure you're on the left side of the building again, otherwise you'll get trapped behind a falling structure.



As you're flying along you should see two openings at the next left. Wait until the second, and keep as far left as you can to be in a good position for the next health pick-up. Try to shoot down the turrets, otherwise they're going to bully you. If you think a building is going to land on you, try accelerating to get past it.



You're in a hurry, so you might not want to slow down, but you can try that too, to avoid everything that's crashing down on you. Keep flying straight until you come to a place where you see no possible route to go any further and make a hard right to continue on. Bear left past the buildings that are splitting in half and go straight into the docking bay to exit the level.



The Shuttle Bay

You must now enter the escape shuttle bay. Take out the power in this area to prevent the Sleg forces from escaping.

You've entered another arena area, so get ready to do some tricky maneuvering! You need to shoot out seven generators in the reactor core. Four are in the top part of the center structure. They're inside, but when the opening rotates past them you can shoot them. You're going to spend a lot of time getting situated for the perfect angle to shoot out these cores. Also even if you're holding onto your decelerate button, you'll only be able to get off one or two rockets before having to veer off course.



After you've carefully destroyed all of these cores, fly down to the base of the structure and shoot out the three down here. These are a little more accessible and you can fly back and forth past them to take them out. The health in this area is in a very precarious place, so you might want to go for it when you get below 50 total, otherwise you might die trying to get it. It's located very close to the bottom on the conveyor belt, and you must fly slowly to navigate through that area.

Once you've destroyed all the reactor cores return back to the shuttle bay to exit the area.



The City Falls

The Suspended City is doomed! You must get out of the area immediately!

Again you are navigating through the city as it collapses. You will have to rely mostly on your instincts at this point, but you have established yourself as a warrior by now. The path is very straight forward, although there is a building a short way into the level where you must navigate through a slit in the building which is difficult to see at first. If you crash there, you'll definitely remember it the next time! You'll feel the air current going down toward the ground toward the end. Dive down into the tunnels to exit the level.



Escape

You are trapped in the sewers. You must take out the main valves to flood the chamber and raise the core. As you enter this level, you'll be made aware that everyone has been trapped inside the Suspended City. The pipes are closed off, making the vent system through which you had planned to leave too dangerous a route. You must destroy the pipe valves on all four pipes around the center structure in order to escape.

The Nick of Time

The entire city is about to fall. Speed and quick reflexes are the only things that will save you as you attempt to escape.

This is an extremely fast paced level that you must simply move through to avoid objects. Try to slow down as much as possible. Avoid the flames that shoot up behind you by flying back and forth, and avoid all the steam and pipes you see ahead of you.



Fly around between the structure and the pipe heads and get several rockets off at each pipe as you circle around. You may need to fly off course a little to get around barriers and also above the pipes to collect the health and rocket pickups. Approximately four rockets will take off each valve.



Once you have knocked off all four of the valves, fly low around the pipes until you see the tunnel between the two pipes that you have to go through to stay on the path. This indicates that you have just passed the opening through which you can exit. Turn around and slowly enter the center structure through that opening. Dive down into the pipe to exit the level.



Cheat:

All weapons – texas



Pull up when you come into the more open section of the piping and fly forward, picking up the health just before leaving this area. Once you enter the gray pipes, it has become relatively safe. Just make sure to avoid the explosions and keep your slow-down button pressed in order to navigate more carefully.



Juggernaut Approach

Now that you've finally escaped the Suspended City, you have to make your way to the Juggernaut and get rid of Bruckner!



Try to go slowly through the narrow cliffs ahead. Keep your Quez going owly and navigate through the sharp turns in these ravines. Watch out for rock slides and enemy tanks as you fly onward.

When you make it into the open area with the ice lakes, stay far away from the steam coming out of the ice volcanoes, since it will do severe damage to your bird. Fly through the buried city's pillars and out into the open area where you can see the Juggernaut. Dip slightly to get the Overdrive pick-up and take out some of the ground troops before heading into the Juggernaut to finish the level.



Cheat:

Levels Unlocked – sellout

The Belly of the Beast

Now that you have infiltrated the Juggernaut, you must destroy the port and starboard cannons to cripple the beast. Do your best to go undetected or you'll face tremendous odds.

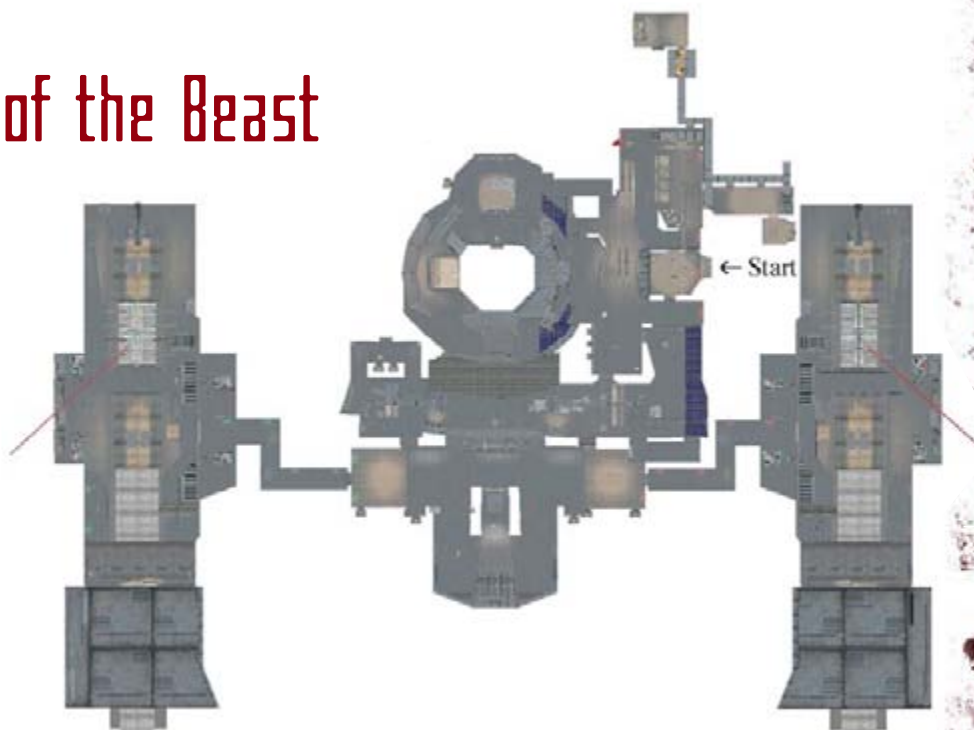
You start off this enormous level in a very small room. Take your time with this level but plug onward, as enemies will come after you no matter where you are. Make sure to keep your pacing so that you are always around ammo and health. This is the key to beating the level.

You will notice that the area map does not have a path to follow. Because the Belly of the Beast is so huge, and you will have to do a lot of back-tracking along the different levels, such a path would only cause confusion. No one said this was going to be easy. Do your best, and you'll make it through.

The only way you can go at the moment is through the door on the right, which if you do right away you'll notice a Mini Gun enemy walking away from you. If you wait some time he could be at any stage of his patrol so you may have to fight as soon as you come out of the door. In either case stay to the left and try to get the drop on him by hitting him when he least expects it.



When you've killed him, proceed over to the console and hit it. This opens the door to your right, which is on a timer. After you go through this door, you can't come back to this area, so make sure you've filled up



your health and ammo. At any point in this level, as soon as the enemies see you, they'll set off the alarms. The security is much higher here. Therefore, unlike the stealth levels, when the alarm is set, you need to go set it off instead of waiting for it to go off. The longer the alarm is on the more enemies you have to face. Unfortunately, there will be many places where you have to set off the alarm, since this level is not set up for you to be very sneaky. Take out the enemies as fast as you can and switch that alarm off to prevent reinforcements from coming.



In the room past the timed door you'll see an alarm switch on the wall. More than likely it is on at the moment, so head over and switch it off. You can also go into the door on the right to fill up your Plasma Cannon. When you're ready to proceed, return to the wall with the alarm switch and look up. You should see a vent grate up here. Use a gun to shoot it down and then face the fallen grate hatch. Jump toward the grate and climb up it to get into the vent system.



You're going to have to get familiar with the vent system, since you'll be returning here. The first thing you should do is walk forward to drop down into the lower vents. Climb through the vents and you'll see some windows that show another area in the Juggernaut. At the end of the two halls of windows you'll come to the final turn in the vents. Don't crawl all the way to the end, instead stand up at the corner and turn around to face the ladder. Climb up here and continue around these sets of vents.



When you get to the first ladder, you can do one of two things to exit the vent system. You can either go straight and shoot out the grate, or climb the ladder and drop down on them. Dropping down on them gives you a better advantage on the enemies, so take the right ladder and crawl over to the grate. Look down through it and drop some grenades below. Then when you're ready, drop into the room.

In this room there are two ways to go, both lead to the same area. One is in the door to the left, which is the room that taking the grate exit from would leave you. At the top of the ramp in this room the door is currently locked. The other way is simply a ramp up, which leads to the same room as the locked door.



Once you've cleaned up both enemies and pick-ups, go up that ramp. Be prepared because the alarm is inevitably going off due to your explosive entrance. Take out the enemies and forge your way into the room ahead of you. In here, you can turn off the alarm. Be careful because if you get too close to the wall you can electrocute yourself on the pink generator strips.



After you've cleared out the room, go through the door next to the alarm and out onto the walkway. Follow the walkway around to the doorway that leads to a set of ramps. You can either take the ramps down to the bottom level, or you can turn to the right to face the railing and jump onto the hanging platform. From the platform you can take out a lot of enemies and then drop down onto the boxes below. Either way you'll end up at the bottom floor and be facing a lot of enemies. They are coming from every angle so be careful.



Once at the bottom, one of the first things you're going to have to do is turn off the alarm. If you're at the bottom of the ramp-way, turn to your right and go through the first door. This room has some ammo and health as well as a switch to turn the alarms off. Leave the room and return to the bottom of the ramp-way. The door to the room you were just in should be on your right. If you move ahead a little and take your second right, you'll be walking up a ramp into an open center area. In the center area you can take either the path to the left or the right.



Take your Mini Gun out if you have a sufficient amount of bullets and take the left path around for the moment. Use your Mini Gun to take out the many Mini Gun enemies in the back area. Go into the very back and behind a set of boxes to both turn off the alarm and retrieve the key to the computer room.



Now leave the back and continue circling around the walkway (now ending up on the right side). Go behind the set of boxes here and use the key to go into the room. Hit the console to open the door to the port cannon.

The port cannon is located in the doorway on the left wall at the bottom of the ramps you came in. Leave the center area and make a left to go over to this door just before the ramps. Go through the door and to the hallway beyond. There should be red lights up and down these hallways to indicate that you're heading toward the port cannon. Your goal now, in this area, is to destroy the port cannon.



When you arrive in the cannon room, the first thing you want to do is get rid of all the enemies, so you can work without disruption. The enemies are hiding in the bridge room, so follow the walkways around to take them out. Once they're all dead, go back to the walkway that goes directly over the cannon itself. Go to the far side of the cannon and look over the railing down below. You can see from here, two power generators with pink power strips on them. Shoot these until they explode twice and are completely destroyed.



Staying on the walkway, go back over to the other side of the cannon. Look down and you'll see two more power generators. Shoot these out also, so that there is no power going to the cannon shield. You can now sabotage the cannon. Immediately turn around and go up the ladder to the door to exit the level. Stand next to the door and turn around and face the cannon. Wait until the cannon has a missile loaded in it, and shoot the missile until it blows up and destroys the cannon. Go quickly through the door before it locks on you and the room explodes.



If you fall down at any point in this room, there are ladders to climb back around and up to the walkway. But you won't make it out alive unless you position yourself as close to the door as possible before you destroy the cannon.

Once leaving the cannon room, the fan that was blocking off a section of the vents is now turned off. Backtrack up the ramps all the way back to the very first area where you dropped in. Go into the room that had the locked off door and shoot out the grate. Jump into the grate and climb back into the vent system. Go through the vents and drop down to the area below.



When you get to the bottom head toward the Plasma Cannon pick-up and the visible ladder.

Climb up and crouch to get through the opening into the room. In this room, restock and then hit the console to open the door to the right cannon.



Now, go all the way back through the vents. Climb up the area you just dropped down and go through the grate back into the room with the ramps. Head all the way around the walkway, down the ramps and back into the main open area. Go past the middle section where you got the key for the port cannon and to the door on the far left wall. There should

be green lights around indicating that this is the starboard cannon. Go into the doorway and through the hall to sabotage this cannon.



Sabotage this cannon the same way as you did on the port side. Kill the enemies in this area and get the pick-ups that you'd like. Then, carefully take out the pink generators. Don't forget to shoot them all twice until you see the gaping hole that indicates it has been fully destroyed. When they're all shut off and the shield is down, head back up to the platform just by the door to prepare for your quick escape. From here shoot out the missile loaded into the cannon to sabotage it. Then hurry through the door and down the hallway.

Get out of the hallway as fast as you can because you can still feel aftershocks of the explosions. Now you're going to have to face a lot of enemies before the end of the level, so try to stock up on health before you go back into the main area. Once you do, make a right and go through the door that has opened (this is opposite the big center area). Go up the ramps here and then turn and go up the next set of ramps. There will be quite a few big enemies here, but you should be able to run by them if you have almost all of your health.



When you get to the top of the ramps, a cutscene will begin that shows your confrontation with Tyrannus. After it, go back down the ramps and take the elevator he took to exit the level.

The Final Blow

Now that you have destroyed the Juggernaut, you must blow up the shield generators and the control tower to cut off communication to the Sleg ground troops.

You have a few more big things to take out other than the Juggernaut before you're rid of all the Sleg Troops. The first is the control tower at the top of the downed Juggernaut you see in front of you.



Keep to the right as you fly ahead and fly down low until you see the tunnel through the base of the control tower. This is located at the top of the Brontosaurus' back but below the tower structure. This tunnel has three pink power cores that are supplying energy to the shield covering the control tower. Shoot them out with your rockets as you fly through.



It may take you several passes to take out each one, but be patient and don't crash into them and you'll take them out in no time.

When you come out of the tunnel on either side there will be both health and rocket/overdrive pick-ups to help you refuel and prepare for your next pass. After all three have been taken out, the shield goes down at the top of the control tower. You can then concentrate all your fire on the tower at this point. Fly back and forth shooting at the control tower until it explodes.



Canyon Run

A squadron of enemy fighters is inbound. Engage them in the canyons ahead. Now you have to make your way over to Galyanna and you must hurry! Fly with all of your might through the treacherous canyon walls. Avoid the rockets from leftover tanks and use your aviation expertise to make it.



At the end of this area, you'll head into a narrow tunnel. Keep your decelerate button depressed so you can carefully navigate through.



When you get to the end of the crystal caves, stay close to the water since you have some pretty low ceilings ahead. Don't hit the water though, and try to go slowly. After finally making it back into the open area, proceed into the mouth of the large stone face carving in the wall ahead to exit the level.



Canyon Depths

These caverns are a shortcut to Galyanna, but none of your squadrons have survived the flight through them. Good luck... you're going to need it!

You're on your own now. This cave is full of treacherous icicles and the only way to go through is the way your intuition leads you. Stay on a straight path and then take whichever offshoot path you're closest too. Avoid the crystals with all your might but don't forget about the canyon walls either. There is no room for you to hit anything in this area, so be careful!



The Battle for Galyanna

Galyanna is under attack. Destroy the Brachiosaur artillery to defend the "City of Light."

You must defend Galyanna from the left-over Sleg troops. When you reach this area, you are charged with four very distinct tasks to destroy the remaining troops. In the first section you arrive in, kill the three Brachiosaurus tanks. These poor beasts have been commissioned to fight for Tyrannus and you must destroy them!



After you've blown up the Brachiosauruses, fly through the canyons ahead to the next open area by the water. Here you must destroy the bunkers on the beach and the ships in the harbor. Fly around the canyon walls to pick up health, rockets and overdrive pick-ups.



Once you've destroyed all of these, a series of convoys will arrive onto the beach. Now shoot them down as your final task. Once you have blown them all up, you have finished your task to defend Galyanna and completed the level.



Cheat:

Invincibility – emerpus

Vengeance

The battle is won, but Bruckner still survives. Hunt him down and avenge your people. Now is the time for victory.

Go forward to meet up with the Marines outpost to find General Bruckner. After you talk to them, the fight will begin, so be ready. Above, you'll see many balloons of health. Shoot the balloons and the crates will drop, leaving large healths everywhere.



Three enemy spawners will drop into the water ahead of you. Quickly take them out and remember to keep your distance. You don't want to be killed by them now!



Once all three are destroyed, Bruckner will appear on the back of a mighty T-Rex. You can restock health from the fallen crates and ammo from around the perimeter of the level. Keep your distance from him when you want to stock up.

After you've stocked up, just fire everything you've got at him. Watch out for his long-range Mini Gun attacks and his vicious Flame Thrower.



Try circling around Bruckner to avoid his attacks. As long as you stay away from the terrifying feet of the T-Rex and out of Bruckner's long range attacks, you'll be safe. Keep your distance, use all your ammo and restock on health as often as you want. As soon as you've destroyed the T-Rex, you've beaten the game. Congratulations! You've earned your right to be Turok, "Son of Stone!"



CHAPTER FIVE

MULTI-PLAYER STRATEGIES

Multi-player is the place for you to show off your special skills to all your friends. There are many different modes in multi-player such as Deathmatch, Team DM, Hunter, Capture the Flag, One Flag, Last Man, Turok Fight, Team Turok, Warrior Rage, Blood Bath, Beginner DM, Sniper Match, Monkey Tag and Flight.

You can select to play with a range of time limits and frag limits and use many of the non-playable characters from the single-player game.

There are also many options available, such as selecting the weapons you start off with, head shots only, one shot kills, auto-balance, unlimited ammo, rage, and more. Check out your play-style against all of the different available options and get a leg up on all your friends. Don't forget to taunt them when you beat them!!

Palace of Lamia

The key to this level is staying indoors and using all the levels. Each temple has several tiers, and the goodies get better and better the higher you ascend. Also, the very coveted Damage Idol is in the very center of this level on the walkway over the idol.

This pick-up will help you tremendously, so make a break for it whenever you see it has spawned. Just be careful not to fall into the water, since this is a perfect place for enemies to pick you off, and it will slow you down in the heat of battle. Find the jump boots in the building with the black stone disc on the front and use it to get pick-ups on the archway over the pool of water in the middle.

Tears of Koratio

There are not quite so many places to hide on this level, so your best bet is to wait in a corner and pick off your enemies out in the open. There are a few little dark areas that you can lurk while your opponents run over the dunes looking for pick-ups. One of the best places to camp out is in the three-story building with the cannon on the top. Inside there you'll find many dark corners and pick-ups. This is a good place to use the spider mine and set up traps for unsuspecting opponents. While you're in this area, climb up onto the roof and jump into the cannon for a quick ride to the other side of the level!

Tristess Temple

It is easy to get confused in the temple because many sides of the building look very similar. In the gazebo, in the middle of the level, there are the jump boots. But it's not really worth making the dash to the center. Try to stay in the perimeter areas, and again remember to explore all of the levels. Some of the best pick-ups are in the room that is annexed to the perimeter of the temple. It has a large statue replica of one of TarKeen's pets (with all the spikes). Underneath him is the Rocket Launcher and on the platform across the way is the Damage Idol.

Selkirk Complex

This complex is an array of tree houses with jump pads in between them. Mastering your arsenal while using the jump pads is crucial. It's especially important because not only do you have to deal with your player opponents, but also the hordes of raptors on the ground level as well.

Try your hardest to stay up in the air. Attempt to hide out in any one of the tree houses and sniping your enemy without them knowing where you are. Getting them to chase you and fall onto the ground will also be a good way to get them to fall victim to the raptors, while you finish them off from your perch.

Swampy Abodes

The swamps are very similar to the Selkirk Complex because you have a narrow pathway to navigate. The only difference is that now you're above the bitter swamp. The swamp itself will not do much damage to you. However, all of your splashing around is a tell-tale sign as to where you are. Also, there is not much to help you out in the swamp and it leaves you a pretty easy target for people to pick off. Try going off the beaten path somewhere to avoid the other players. A good place to stock up is on the giant tree trunks that the walkways hang in. Nobody will notice you hiding out under the walkway preparing to sabotage them!

Sands of Kueton

The sands is a battlefield level, complete with a fully operational trench system. The trenches are a good way to sneak up on people, but if you're found in there, you'll have little means of getting away. Unless you're especially sneaky, it might be best to stay on higher ground. If you want to do a lot of damage and make a lot of noise, head over to one of the shelters and grab a turret. You'll bring attention to yourself this way, but it may not matter when you're obliterating everything you see. This area is perfect for high explosions. Use the launchers and grenades on this level in great abundance. Also don't worry too much about hiding, since there's not many places to go. Just concentrate on keeping the "war" as far away from yourself as possible!

Regnered Arena

The Arena is a very hard level to master because it's extremely vertical. Spending too much time on steep inclines will get you killed, but staying on the ground leaves you wide open. The best way to handle this arena is to climb as soon as you can, so that you get the jump before other players have time to find you. Once up at the top you can then worry about looking around and taking out your enemies one by one. Or you can create a big carnage fest on the ground level and not worry about getting up to the top. As long as you stay on the ground you cannot endanger yourself with damaging falls. That's another benefit to not worrying about the towers. Try switching it up from level to level, so your opponent doesn't know where to expect you next.

Oasis

The oasis is a perfect level for hiding out. Whenever you want to avoid enemies, try ducking in the foliage and blending into the environment. It will probably take them quite awhile to find you! Use the camouflage to your advantage as much as possible. Also keep your eyes open because there are compies lurking that would like to take a big chunk out of you too! Find most of your good pick-ups by ducking and crawling into hollow tree trunks. Also while you're in there, you can take a quick breather as long as there are no compies nearby. There's a height advantage by jumping up to the tall grassy platforms in the middle of the level. While these are good to take a look around, don't spend too much time up there or you'll be a sitting duck.

Dark Jungle

The Dark Jungle is a maze of caverns and paths. The key to this level is to never stay in one place, but constantly move around. This is the only way you can truly chase after your enemy and catch them in a precarious position. Stay on the run and duck behind a platform when you want to get your enemy to pass you (if he's behind you). But never slow down because the fun of this level lies in the chase. Memorize how the caverns turn and twist and get he jump on everyone by taking shortcuts and cutting them off. Don't forget how easily the hunter can become the hunted, so make sure you always are a step ahead. Try backtracking and then coming back into view when your opponent doesn't expect it.

Withering Heights

You're going to have to slow things down a bit until you're very familiar with Withering Heights. It's a very precarious level, so watch your every step. This is a particularly bad level to get the jump boots on if you haven't mastered the art of using them yet. Stay inside the buildings if you can and try to catch anyone foolish enough to go into the middle. You might even try a shoving match on the walkways, just as long as you're sure you can win! Use the jump pads to get around fast, but be careful not to get on them going the wrong way. They're placed there to help you, not send you flying in the wrong direction. The jump pads are a great out to confuse an enemy in hot pursuit. Jump on one and then the next one to go flying back to where you started and really throw them for a loop!

Slag Base

The Slag Base is a quiet, stealthy level, so the slightest noise will give off your position. Take advantage of the many obstacles to crouch and hide behind while you listen for enemy footsteps. On the other hand, the more noise you make, the more difficult it will be for your opponent to pinpoint you. Throw your grenades to send your opponents looking in the wrong direction. This level is all about using sound to your advantage. Once caught, you can easily lose anyone in the sea of boxes and tents that are around you. Practice weaving in and out to quickly lose any enemy. Also never forget, if they see you, you can also see them.

Nehpets Towers

Nehpets Towers has a little of everything and is quite an imposing level to play. Use the turret guns to rip apart your foe quickly but don't hang around too long. Don't forget to be very careful of the places you fall in the level. Some of the walkways are very narrow and you can easily forget that when in the midst of heated battle. If you get into a fight out in the open, try to pull them back into one side or another, so you are in a safe area and they are still on the walkways. You can also set up camp at some great lookout spots in the towers where you can practically see across the entire level. It's best to keep moving. If you're playing against only one other person you might lose each other in this enormous level.

Dino Depot

The Dino Depot is also fairly large, but is all about hiding places. You can sneak into any nook and cranny of a train or a corner and watch all the action going on around you. But it wouldn't be any fun unless you dropped in for a piece of it! Play hide-and-go-seek in and out of the abandoned train cars and be sure to stock up on your way through. Although there may not be many dinosaurs here, there will always be something to hunt. Keep your eyes open. There's not much room to camouflage on this level. Go inside the towers for some overlooking action but be careful not to fall!