

LOOK FOR



ARMORINES

PROJECT S.W.A.R.M.

EmuMovies

www.acclaim.com

DISTRIBUTED BY ACCLAIM ENTERTAINMENT
PTY LTD (ABN 60 000 000 000)
28 CLARENDON STREET, SOUTH MELBOURNE,
VICTORIA 3205, AUSTRALIA
NINTENDO, NINTENDO 64 AND GAMEBOY™ ARE
TRADEMARKS OF NINTENDO CO., LTD.

GAME BOY
COLOR



ACclaim

INSTRUCTION
BOOKLET

NUS.NRWP-AUS
MAN64192.11-AUS

TUROK

RAGE WARS™

ACclaim



WARNING : PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

TABLE OF CONTENTS

Loading	2
Player Names	3
Introduction	3
Menus	4
Options	4
Controls	5
Game Modes	8
Weapons	12
Pick Ups	18
Characters	20
Hints & Tips	21

For all hints, tips and cheats call: Acclaim Games Hotline 1902 220402

LICENSED BY



NINTENDO ®, NINTENDO 64, ©
AND  ARE TRADEMARKS
OF NINTENDO CO., LTD.



THIS SEAL IS YOUR ASSURANCE THAT
NINTENDO HAS APPROVED THE QUALITY OF
THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL
WHEN BUYING GAMES AND ACCESSORIES
TO ENSURE COMPLETE COMPATIBILITY
WITH YOUR NINTENDO PRODUCT.

CONTROL STICK FUNCTION



The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo 64 Control Deck.
2. Insert your Turok: Rage Wars™ Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

Note: Turok: Rage Wars is for up to 4 players. All players should insert their Controllers into the proper controller socket at this time.

4. If you wish to save a game, insert a Nintendo Controller Pak (sold separately).
5. Slide the power switch to ON (important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Controller Pak and Rumble Pak accessories. Before using the accessories, please read the Controller Pak and Rumble Pak accessory instruction booklets carefully. Follow on-screen instructions to determine when you should insert or remove the Controller Pak and Rumble Pak accessories.

This game is compatible with the Nintendo 64 Expansion Pak. Before using the Nintendo 64 Expansion Pak, please read the Nintendo 64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.

Nintendo 64 Game Paks displaying the Nintendo 64 Expansion Pak icon will take advantage of the additional memory features of the Nintendo 64 Expansion Pak. Look for this icon on specially designed games.

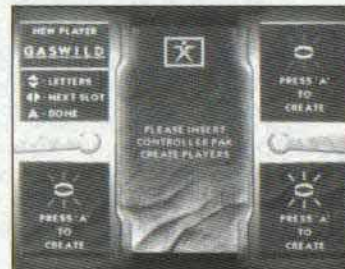
PLAYER NAMES

In Turok: Rage Wars, players are identified by their Player Name. The Player Name is the save file created that stores all of the player's statistics. In Multiplayer mode, you must access the Controller Pak Menu to load your player name before the game starts. If a player selects 1 Player Trial or 2 Player Trial modes, the game will detect whether or not a Controller Pak is present. The player can then load a previously created name, or choose to play without using a player name (you cannot save your progress). The player name is what they will be referred to throughout the game. Up to 4 player names can be saved per Controller Pak. If you have not created a player name, see below.

If you have previously entered and saved a name to a Controller Pak, you will be asked if you wish to load an existing name or enter a new one.

Creating a new name

Select Create Player in the Controller Pak Menu. The 'Create Name' screen will appear. Press the A BUTTON. You can then input the name by pressing UP or DOWN to select letters and LEFT or RIGHT to move the letter slot. When done, press the A BUTTON. You can then confirm your new name by highlighting YES and pressing the A BUTTON, or edit the name by highlighting NO and pressing the A BUTTON. You will then have the chance to create more names, or exit by highlighting DONE and pressing the A BUTTON.



INTRODUCTION

The Lost Land was born of chaos. Since the dawn of time, the Turok have maintained the balance between good and evil, order and chaos. The Turok control the "Light Burden," a sacred vessel that holds the last remnants of the pure energy source that created the Lost Land. Whoever controls the Light Burden controls the power of creation. Fierce battles were waged in an effort to wrestle control of the Light Burden from the line of Turok, and plunge the Lost Land into darkness. Now you must prove yourself worthy to wield the Light Burden. You must relive the challenge of your ancestors and survive The Rage Wars...

MAIN MENU

At the main menu, you will have these choices:

Multiplayer

Select this to play a range of games with up to 4 players.

1 Player Trials

Select this to play a single player adventure through the Lost Land.

2 Player Trials

Select this to play a 2 player co-operative game.

Controller Pak

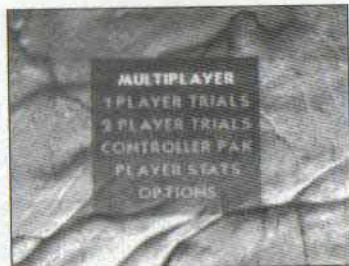
Select this to access your Controller Pak to manage files.

Player Stats

Take a look at player stats and unlock cheat bonuses.

Options

Set up the game to your liking.



OPTIONS

These are main options, available before your game mode is selected. There are other options specific to each mode. Press UP or DOWN Control Pad/Stick. to highlight an item, and LEFT or RIGHT Control Pad/Stick. to toggle settings. When you are done, press the **B BUTTON** or highlight GO BACK and press the A BUTTON to return to the previous menu.

SOUND OPTIONS

Music Volume Adjust the music volume by pressing LEFT or RIGHT Control Pad/Stick.

Sound FX Volume Adjust the sound effects volume by pressing LEFT or RIGHT Control Pad/Stick..

PLAYER OPTIONS

Set player options for up to 4 players by toggling Controller 1 to Controller 4.

Control Config Choose between 2 preset (Normal and Arcade) control configurations.

Look Spring Set to On or Off. When Off, the look view will remain where it's pointed. When On, the view will return to it's neutral position when the look control is released.

Control Stick Horz: Adjust the horizontal sensitivity of the Control Stick.

Control Stick Vert: Adjust the vertical sensitivity of the Control Stick.

Weapon Select: Choose your weapon selection method. You may use the weapon Wheel (Hold the **A BUTTON** to press up the wheel display and press LEFT or RIGHT to toggle through an on-screen display), Tap (you tap the **A BUTTON** to toggle through weapons) or Mixed (Hold the **A BUTTON** to bring up weapon wheel, tap A to toggle through weapons).

Blood Color: Choose to play with realistic Red he-man blood, less offensive Green blood, or set to Off to play without the blood and gore that some folks find so upsetting.

2 Player Layout: Choose whether the screen will be split vertically (players appear side by side) or horizontally (players appear one above the other) in a 2 player game.

Resolution: Choose to play in Lo Rez (default), Letterbox (less screen area but improved graphics) or Hi Rez (best graphics). **Note: Expansion Pak (sold separately) is required for Hi Rez mode.**

Camera Pitch Set On or Off.

Brightness: Adjust the brightness of the game to suit your display.

CONTROLLER PAK

Access the Controller Pak screen from the Main Menu to:



Load Players Load any of four previously saved player profiles.

Create Players Create up to four distinct player profiles.

Copy Players Copy an existing player from one Controller Pak to another.

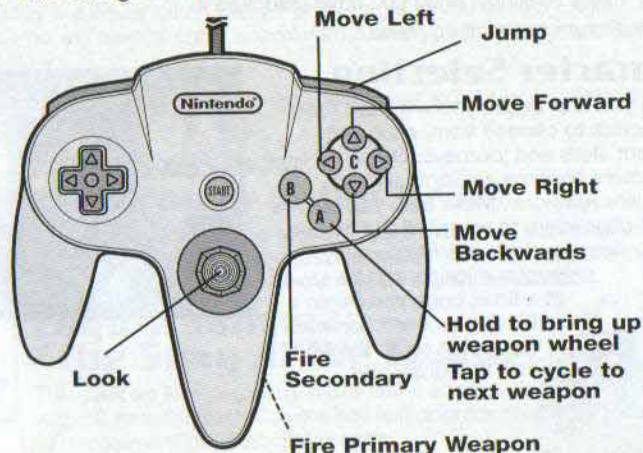
Delete Players Delete any existing player file to make room for a new one. You will be asked to confirm that you wish to delete a player file.

Manage Pak Manage files on your Controller Pak.

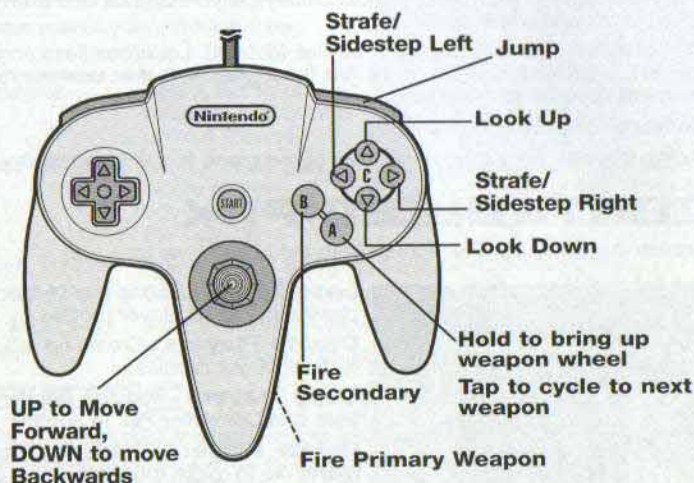
DEFAULT CONTROLS

There are 2 pre-set control configurations. You can switch configurations on the Options screen.

Normal This configuration is for the advanced player.



Arcade This standard configuration is also for advanced players.



1 PLAYER TRIALS

After you select 1 Player Trial mode, you will see the main 1 Player Trial mode screen, where you can choose a New Game or Continue your progress in a previously saved game.

1 Player A single player adventure through the Lost Land.

Time Trial Available once you have unlocked it.

Frag Fest Available once you have unlocked it.

Back Return to the main menu.

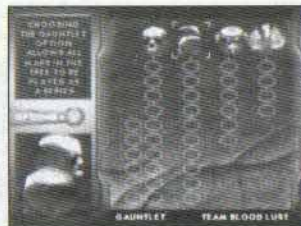
Character Selection

When you first begin, you will have three characters to choose from, each with different skills and journeys. Other characters become available as you complete missions. Make sure you unlock all the characters to reveal all the hidden items and rewards! Note: only 1 character mission can be saved at a time; once you begin a mission as one character, you must see it through as that character.



The Mission Tree

The Mission Tree shows where you can go next after successfully beating one of the game Missions. The Mission tree is set up to be an interconnected map of "nodes". Depending on which character is chosen, the journey path changes, with different path choices and opponents. Each map node has a requirement (example: get 10 frags) which must be met in order to proceed and exit the level. As you progress and successfully meet the requirements of each level, you'll get choices of warp exits to leave the level. These exits dictate the path you take in your mission tree.



SPIRIT KEY TALISMANS

Talismans are earned by successfully completing a level in Scenario mode. These keys represent different powers that upgrade the player in scenario mode. There are 5 Spirit Keys: Eagle, Bear, Snake, Coyote and Cougar. Note: these upgrades are only effective in Scenario mode.



Eagle Talisman - "The Eagle Spirit"

The Eagle Talisman pick up acts as a 'life'. But instead of a player dying and having to start a match again, players re-spawn and keep going. When you earn an Eagle Talisman, a life is permanently added to your total. The more Eagle Talisman you possess, the better your chance of attaining the map requirements. If a player has 3 Eagle Talismans, he can be fragged 3 times in a level before he would have to continue. Eagle Talisman totals stay the same from level to level. Once acquired, they are never taken away. For example, if you have 3 Eagle Talismans, you will always enter a level with 3 until you find more and get additional lives.

When all of the player's Eagle Talismans have been extinguished, the game is over and he must continue or quit.



Bear Talisman - "The Power of the Bear"

This pick up allows you to carry more explosive ammunition. The player starts at 5 rounds. Each Bear key will upgrade the player by 5 rounds. (maximum of 20 explosive rounds).



Coyote Talisman - "The Song of the Coyote"

This pick up lets you carry more bullet ammunition. You begin with 50 rounds. Each Coyote key will upgrade this by 50 rounds, to a maximum of 200 bullet rounds.



Cougar Talisman - "The Strength of the Cougar"

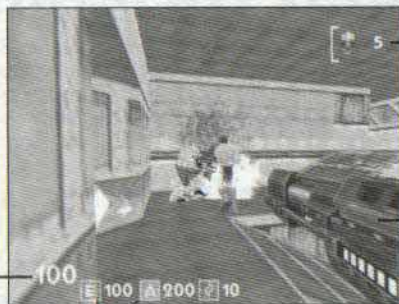
This pick up allows you to carry more energy ammunition. The player starts at 50 rounds. Each Cougar key will upgrade the player by 50 rounds, to a maximum of 200 energy rounds.



Snake Talisman - "The Venom of the Snake"

This pick up increases your overall health maximum. Each Snake key will upgrade you by 5 health.

1 PLAYER TRIALS SCREEN



Frag Counter

The number of enemies destroyed so far.

Current Weapon

Health

You begin with a health of 100. When your health reads 0, you're a goner.

Ammo Meters There are three separate meters, one for each weapon type: explosive, energy and bullets.

REWARD GAME MODES

There are 36 minigame icons to be found throughout the 1 player trial mode. Finding 18 of them will open up Time Trial mode. Finding all 36 will open up Frag Fest. Minigame icons are scattered throughout the missions.

Time Trial

In Time Trial, you can select any mission, even ones already played. You might try a whole new way through. This time, however, you are playing against the clock. Each mission must be accomplished within the time limit.



Frag Fest

In Frag Fest mode, you are assigned a character, a situation and a mission. You can choose any route. Complete the mission and win big prizes! Well, win the grudging respect of your friends, anyway.

TRIALS TALLY SCREEN

At the end of a Trials game, check out the tally screen to see your stats.

	KILLS	DEATHS	HITS	TAKE
PLAYER2 MOUSE	4	3	41%	0
BABBLE MOUSE	3	4	37%	0
UPDATE FANS CONTINUE QUIT				

2 PLAYER TRIALS MODE

Some missions are every man for himself, so be prepared to take on all comers—even your best pal! Essentially, 2 Player Trials is a Trials game played with 2 players. One immense difference is that you can choose any of the multiple paths. To begin, two players load their player names, select characters and weapon arsenals, then go to the 2 Player Trial mission tree to choose which of the many paths they wish to battle on.



Weapons Selection

In 2 Player Trials and Multiplayer games, players can use a default arsenal of 5 weapons, or select their own arsenal. A complete arsenal consists of 2 bullet weapons, 2 energy weapons and 1 explosive weapon. These are the weapons you will use throughout the missions in these game modes.



Choosing your arsenal

- Press UP or DOWN Control Pad/Stick to highlight an arsenal slot.
- Press LEFT or RIGHT Control Pad/Stick to toggle through the weapons available for that slot.
- When satisfied, highlight OK and press the A BUTTON.

MULTIPLAYER MODE



Frag

Health

Current Weapon

Multiplayer games are for 1-4 players. There are several exciting games to choose from in this mode. Each mode can be setup using one or more of these options:

Time Limit: Set how long the battle will last.

Frag Limit: The first player to hit this wins.

Tag Limit: Reach this number of tags to win.

Flag Limit: Capture this number of flags to win.

Bloodlust

The object of Bloodlust is simple and sinister: rack up the most kills while you can. The game ends when either or both the preset time or frag limit is met. Players earn a frag each time they dispatch an opponent. You will lose a frag if you are killed by the environment or your own clumsy weapon handling, but getting it from an opponent will not cost you a frag.

I want to Live! If you are killed (and you will be), respawn by pressing the **A BUTTON**.

You can set frag and time limits.

Frag Tag

Again, the player with the most frags wins. In Frag Tag, one unlucky player is randomly tagged—they're "it". A tagged player cannot score frags and is easier to kill, so there's plenty of reason to pass along the tag by stepping on any active platform. Doing so will pass the tag and make that platform inactive, while activating all others. You can tell a platform is active by the column of light which emanates from the base.

You cheeky monkey! A player who is killed while tagged will respawn as a monkey, which is worth even more frag points. A monkey can fit through some spots a

regular player can't, so there's some good in being made a monkey. But the best monkeyshine is the Monkey Retaliation pick up. Collect this as a monkey and you'll temporarily turn the other players into monkeys while you recover your previous form!

You can set frag, time and tag limits.

Team Bloodlust

Team Bloodlust works very much like standard Bloodlust, but with the added excitement of team play. And gosh, isn't team work what it's all about? Especially when you can set options like "Kill Friend" so players can take damage from their own team (or not). When you first enter a level, you will be asked to join one of four teams: bear, cougar, coyote and viper (the skull team is for bots only). Move the Control Stick to the team you wish to join and press the **A BUTTON**. Up to four different teams can play, or several players can join one team. During play, members of your team are indicated by a green triangle—don't shoot them!

You can set frag and time limits. In Team Bloodlust, frag limits apply to the whole team, not to individual members.

Capture the Flag

There is a single flag in this world, and up to 4 teams scheming to capture it and return it to the glowing globe to score points. If Flag Limit is set to more than one, after a point is scored the flag will reappear in a different spot and the chase begins again. A green triangle appears above your team members. You can set the number of flag captures needed to win or use the highest number in a set time limit.

Death or Glory A player carrying a flag will drop it if they are killed.

BOT CONFIGURATION

Bots are, as you may imagine, killer automatons programmed to destroy. They are fine adversaries and a grand addition to Multiplayer mania. Bots are like free range chickens in that they go where they want when they want and have 50% less fat. In a Multiplayer game, you can add bots up to a total of 4 human and bot players. That is, if you have one player, you can add 3 bots; if you have 4 players, you can't add any.



To Configure Bots:

(Press UP or DOWN Control Pad/Stick to choose a bot slot.)

(Press LEFT or RIGHT Control Pad/Stick to change bot type. Note that different bots have varying difficulty levels.)

(Press UP C BUTTON to change team assignment. By default, bots are on their own (skull) team.

WEAPONS

Well, it's all about the weapons, isn't it? From the not-so humble Tek Bow to the hideous Emaciator, Turok: Rage War packs an arsenal that will amaze and amuse.

Primary and Secondary Fire

Each weapon has a primary and secondary fire function. The first function is the basic default version, while the secondary is a more powerful upgrade. Note that the secondary and primary version may fire different ammo, and hence require different ammo pick ups.

Firing Weapons

Generally, the Z BUTTON fires the primary weapon and the B BUTTON fires the secondary weapon or toggles to the secondary function. In some cases, you need to hold the B BUTTON and press the Z BUTTON to fire. For example, you fire the Mag 60 by pressing the Z BUTTON. Its Laser Sight function is activated as long as you hold the B BUTTON. There are also special case secondary weapons, where for example the B BUTTON might be used to detonate Napalm Gel Pods.

WEAPON TYPES

There are three basic weapon types. You will find ammo and or upgrade pick ups throughout the vast areas of the game.

Bullet Rounds These munitions are used by the weapons that fire cased ammo (Ex.: m60, assault rifle, shotgun).

Explosive Rounds Used by weapons that fire explosive or rocket-type ammo (Ex.: grenade launcher, scorpion launcher).

Energy Rounds These are used by weapons that fire energy-based ammo (Ex.: Plasma rifle, charged weapons).



TEK BOW:

Whether shopping for trophies or relaxing with so-called friends, the Tek Bow is a welcome companion. The Crossbow cause Light Damage.

Ammo: energy rounds.

Primary fire: Arrow shot.

Secondary fire: Sniper mode.

When the B BUTTON is tapped, the player is toggled to sniper view. If a player hits an opponent in sniper mode, the arrow causes Massive Damage and either kills or severely wounds the target.



MAG 60:

Oh, mama, get me one of these in this my hour of need! The semi-auto Mag 60 causes Light to Medium Damage.

Ammo: Bullet rounds/Energy rounds.

Primary fire: Three short blasts.

Secondary fire: Laser sight for Mag 60 ('B BUTTON' is held down).

When the B BUTTON is held down, a laser sight on the weapon is turned on. This prohibits the player from moving, but allows the player's Mag 60 laser sight to 'snap' to a stationary target that is within a certain distance from the crosshair. If the target moves, the laser has a slight lag to catch up. As opposed to the Mag 60 primary shot (a small blast of three rounds) the laser shot has only one, but it is more accurate and can possibly kill in one or two shots with Massive Damage. (NOTE: the enemy must be in a certain distance range to be targeted) The laser uses energy rounds to power itself.



ASSAULT RIFLE:

Banned in any civilized society, the assault weapon truly comes into its own only out on the trail. The assault rifle causes Medium Damage.

Ammo: Bullet rounds.

Primary fire: single shot.

Secondary fire: Auto assault rifle.

(Activated by holding down the B BUTTON) This function allows for continuous fire of the rifle with less accuracy.



SHOTGUN:

The close range ravager of choice, the shotgun causes Light Damage from long-range but Heavy Damage from short-range.

Ammo: Bullet rounds.

Primary fire: One double-barreled shot.

Secondary fire: Street Sweeper.

By tapping the B BUTTON, the shotgun loads four shells. The next time Z BUTTON is pressed it blasts 4 shells in 2 seconds. Very low percent hit but Massive Damage at close range.



MINIGUN:

This old favorite is one of the best there is at making the world an ugly place to die. The Minigun causes rapid Medium Damage.

Ammo: Bullet rounds/Energy rounds.

Primary fire: Hold 'Z BUTTON' down for continuous firing.

Secondary fire: Shield.

Tap the **B BUTTON** to get a temporary shield that allows movement, or hold the **B BUTTON** for a continuous shield (you cannot move while button is held).



PLASMA RIFLE:

Turok watchers will be familiar with this fiery fellow, a fancy assault firearm that fixes the focus on fatality. The Plasma Rifle causes Medium Damage.

Ammo: Energy rounds.

Primary fire: Plasma energy shot.

Secondary fire: Sniper mode.

When the **B BUTTON** is tapped, the player is toggled to sniper view. This rapid-fire mode allows plentiful shooting, but rounds do less damage.



GRENADE LAUNCHER:

The Grenade Launcher causes heavy damage. Don't get too close to the detonation area or you'll suffer what's quaintly called "collateral damage"—that is, you'll blow your own head off.

Ammo: Explosive rounds.

Primary fire: Grenade lob bounce.

Secondary fire: Non-bounce lob grenades.

When the **B BUTTON** is pressed, the grenade launcher fires a grenade that doesn't bounce, but rather explodes on impact.



SCORPION MISSILE LAUNCHER:

Are YOU bad as you wanna be? You will be with the stinging Scorpion. The Scorpion causes massive damage on a direct hit and Heavy damage with the splash. The Rocket Magnet causes no damage.

Ammo: Explosive rounds/Energy rounds.

Primary fire: One missile shot.

Secondary fire: Rocket magnet/ repulsor.

Tap the **B BUTTON** to place an X mark (the "attractor") on the wall. Tapping again will remove the X. While the X is present, any rocket shot will have a gravitational pull toward the X. When the B Button is pressed and the Z Button is tapped, a repulsor is placed. For a few seconds, any rocket shot will have a gravitational push away from the X.



NAPALM GEL:

You'll be styling up a firestorm with this fashionably fatal gel. This weapon is similar to a grenade launcher except that, when shot, the ammunition sticks to any surface or player. The Napalm gel causes Heavy Damage.

Ammo: Explosive rounds.

Primary fire: One gel canister shot.

Secondary fire: Detonate.

Up to three bombs can be shot before they must be detonated. Detonate by tapping B.



WARHAMMER:

Hammer out some kind of understanding with your enemies, even if it's just where to bury them. Hand held weapon which can be used for Hand-to-hand or combo attacks. The Warhammer causes Heavy Damage and by default is

possessed by every character except the raptor and mites.

Ammo: None.

Primary fire: Swing.

Secondary fire: Charge Hammer.

When the **B BUTTON** is tapped, the Warhammer can be charged. Press the **Z BUTTON** to swing the Warhammer at the opponent, causing massive damage.



BOOMERANG:

Pretty, isn't it? But the real beauty of this hand held throwing weapon is the serene way it turns opponents into The Departed. The Boomerang causes heavy damage.

Ammo: none.

Primary fire: Throw.

The Boomerang automatically comes back after being thrown.

Secondary fire: Throw & Slow.

Tap the **B BUTTON** to toggle to Throw and Slow mode, then throw it. When it strikes an enemy, the opponent will temporarily be in "slow time."



EMACIATOR:

Maybe you can't be too rich, but you *can* be too thin! This weapon can be rapid fired or charged. The Emaciator, by withering the opponent, causes medium damage in rapid fire.

Maximum charge kills instantly.

Ammo: Energy rounds.

Primary fire: Rapid fire wither.

The Emaciator is an energy based weapon that withers a player when shot. This is represented by the reverse scaling of the character mesh. When the Emaciator hits in rapid fire, the enemy will shrivel slightly. If the player is not hit again with this weapon, he will start to regain his shape again. If he does get hit again, the player keeps withering until he is finally at maximum.

Secondary fire: Charged shot wither.

If an enemy is hit with a charged shot, he will wither completely. If the charged shot hit a surface rather than a player, the shot fragments, emitting 'spirit-like' energy, which reflects around the room causing damage.

**INFLATOR:**

A truly repulsive advance in weaponry, this weapon is the opposite of the Emaciator. With each shot, the opponent becomes inflated. And let's face it, flesh only stretches so far...

Ammo: Energy ammo.

Primary fire: O2 dart.

The Inflator shoots high velocity O2 darts which inflate opponents. With each dart, the enemy inflates and then slowly starts to deflate to normal. If ten darts are shot within a certain time span, the enemy pops. As the enemy gets larger, he is obviously easier to target.

Secondary fire: Charge Inflator.

By tapping the **B BUTTON**, the Inflator is charged up, making it possible to pop the enemy with one shot.

**FREEZE GUN:**

Fire this baby then break out the blender! This weapon chills out enemies by slowing them down.

Ammo: Large amount of Energy rounds.

Primary fire: Liquid Nitrogen shot.

The freeze gun shot will bounce once off of a surface. When struck, enemies will slow down. When you stop firing, the enemy will slowly regain speed.

Secondary fire: Nitrogen Frost.

When the **B BUTTON** is tapped, this function acts as either a freeze mine or as a shot that can be fired directly at an enemy to freeze him. Place the mine on any surface. When an enemy sets off the mine, they will be temporarily frozen, giving you nice opportunity to heat them up with some close range muzzle burns!

**CHEST BURSTER:**

This weapon places an alien embryo into the body of a player. If the weapon completes its task, the infected player is fragged.

Ammo: Energy rounds.

Primary fire: Talon Shot.

By tapping or holding the primary fire button the player can fire "Alien Talons" filled with liquid poison at their enemies.

Secondary fire: One embryo shot.

By tapping the **B BUTTON**, the weapon's second chamber slowly snaps back, revealing the Embryo Shot. When a player is shot by this weapon, they are impregnated with a Chest Burster embryo. As soon as a player becomes infected, they are considered "walking dead". The embryo takes a few seconds to hatch. If the embryo is allowed to hatch, the infected player is killed by the erupting creature that explodes in his chest and the shooter gets a frag. The embryo can be destroyed before it hatches by either fragging the shooter or picking up the "power core."

**FLARE GUN:**

Let there be light, and plenty of radioactive isotopes to go with it!

Ammo: Energy rounds.

Primary fire: Radioactive Flare.

The Radioactive flare has a sphere of damage around it when shot. As a player gets closer to the center of the sphere, more damage is taken. These flares can stick to any surface. The Flare causes medium damage on the outside of the sphere and increasingly goes to massive damage toward the center. Many flares can be shot at one time.

Secondary fire: Radioactive Meltdown.

Tapping the **B BUTTON** toggles fire modes. The Meltdown shot acts like a normal flare, with a bigger damage radius, and a brighter almost blinding light. Any player stepping near this will instantly melt into the ground within a second.

SPECIAL WEAPON PICK UPS

These are weapons which anyone can pick up and use in conjunction with their current weapon list. There are two open slots in each player's weapon wheel for pick up weapons. Once these slots become filled, the player cannot collect any more pick up weapons until he uses the ones he currently holds.

PFM Mine - This mine can be planted on any surface. When the radial sensor is tripped, the mine detonates.

Sentry Turret - This device is dropped by the carrier or can be mounted on a wall. The turret has a detection area which, if broken, will zero in on a target and commence an attack. The turret will not fire on friendly targets (team members or the player who placed it).

Cerebral Bore - This brain drill locks onto brainwave activity and sends hooked prongs into the brain to drain fluid. It's gross, and perfect for bringing intelligent enemies down to earth. To their knees, in fact.

Iron Claw - This device works like a Bear Trap. The player can plant the weapon on any surface. When any player runs into it, the Claw snaps on their leg, causing 30 points of damage over a ten second period. Once the claw has caused its damage, it disappears.

WEAPON ICONS

 Grenade Launcher

 Warhammer

 Scorpion Launcher

 Napalm Gel

 Shotgun

 Minigun

 Mag 60

 Assault Rifle

 Plasma Rifle

 Tek Bow

 Boomerang

 Emaciator

 Inflator

 Freeze Gun

 Chest Burster

 Flare Gun

 PFM Mines

 Sentry Turret

 Cerebral Bore

 Iron Claw

PICK-UPS



Health



Bullet Ammo



Explosive Ammo



Energy Ammo



Sentry Turret



Pfm Mine



Cerebral Bore



Iron Claw



Monkey
Retaliation

SOME CHARACTERS

There are many different characters to choose from or to face as enemies. They comprise different races, some humanoid, some Dinosoid (genetically altered dinosaur hybrids), Pur—Linns, Mantids and many more. Here are some of them:



TUROK The ultimate champion of order, and guardian of the Light Burden.



FIREBORN This Dinosoid is dumb but dangerous.



ADON The "Speaker of Forever Light" is an agile warrior, and wise beyond her years.



OBLIVION SPAWN This fierce creature is a brutal opponent.



THE CAMPAIGNER The vile cyborg Tyrant once vanquished by Tal 'Set and long thought to be gone forever. The Campaigner has returned to exact revenge on the Line of Turok, and reclaim his glorious place as the undisputed ruler of the Lost Land.

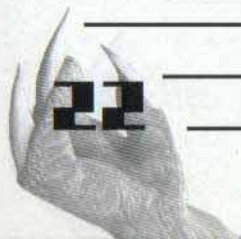


JUGGERNAUT This Pur—Linn is slow but heavily armored.

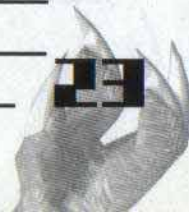
HINTS & TIPS

- One of the secrets of Rage Wars is the Power Core. If you pick this up you can get special powers that will help you smite your enemies!
- Collect ammo like there's no tomorrow, or there won't be. Plus, with some special weapons like the Inflator if you have a lot of ammo you can charge the secondary fire mode of the weapon. Try it for a messy surprise!
- In Capture The Flag, set up relay teams for top speed and maximum efficiency.
- Sometimes, the simple things in life also provide the most satisfaction. For example, you'll find the Mag 60 is overall one of the deadliest and most versatile persuaders.
- He who fights and runs away lives to fight another day. If an initial attack on an enemy is less than deadly, don't just stand there blasting—you'll be worm food in no time. Back up and try out some distance weapons, and make use of all the cover (walls, pillars, etc.) you can find.
- Shadows make swell hiding places—for pick ups, for ambushes, for enemies. Make sure to look around.
- To swim faster underwater, rapidly tap UP C BUTTON.
- Learn each weapon's secondary function and use them wisely. It can make the difference between being Super Bad or sushi in certain situations.
- If your display is dark, try taking off those ridiculous sunglasses. Or adjust the brightness setting in Options. Bonus tip: Body piercings and tattoos will not help you score big, with babes or in Turok: Rage Wars. A pair of sensible shoes and fast blasting on the Z BUTTON will get you much further.
- Sentry Turrets, PFMs and Napalm Gel are all dandy when it comes to showing your enemy you care, even when you're not around to show them.

NOTES ON PRACTICE 27114

[illegible]

NOTES

[illegible]

NOTES



23101

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

ACCLAIM ENTERTAINMENT, INC. (ACCLAIM) warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

DISTRIBUTED BY ACCLAIM ENTERTAINMENT PTY LTD.,
Tea House, Level 4 28 Clarendon Street,
South Melbourne, Victoria 3205, Australia.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty-if your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

TUROK®: RAGE WARS™ and Acclaim® © 1999 Acclaim Entertainment. All Rights Reserved. TUROK: © & © 1999, GBPC, Inc. All Rights Reserved. Developed by Acclaim Studios Austin. All Rights Reserved. Licensed by Nintendo. All Rights Reserved.

AUS Acclaim Games Hotline

For all hints, tips and cheats call:
Acclaim Games Hotline 1902 220402

www.acclaim.com