



Introduction

Turok's back, and he's out for blood. Trapped on a strange planet, Turok's not in the mood to make friends or admire the local wildlife -- no, he cares about one thing, and one thing only: his own survival. And nothing will stand in his way to make that happen.

But the trip won't be easy. Along the way, you'll battle through unfamiliar terrain while fighting off dinosaurs of every color, and trying to preserve your teammates' lives.

Here's what you'll find in our guide:

- **Hunting 101:** Learn the tricks of the trade for hunting dinos.
- **Walkthrough:** We hold your hand through Turok's adventure.
- **Secrets:** Find out what secrets this game has to offer.

Guide by: Andre Segers

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Turok Hunting 101

Knife: Learn it, Use it, Love it

Your knife is one of the most important weapons you have. It can't run out of ammo, and has no reload time. But the most important element is that it can take down almost any enemy with one swift hit - just get close and press the "fire" button to perform the kill.

Now here's the thing: you can still take damage during the knife kill cutscene, but only from bullets. As such, we recommend only using the knife on soldiers who are alone, otherwise his buddies will turn you into swiss cheese. But you're golden with dinosaurs - in fact, if a group surrounds you, killing them is as easy as tapping the "attack" button right after each kill!

Bow and Arrow

The bow allows you to assassinate enemies without making a noise. It functions just as you would imagine, hold the trigger to ready the arrow, then release when you've got the target in your sights. The further you pull the arrow back, the longer it will fly. However, keep in mind that you can only hold the arrow taught for a few seconds, before Turok automatically releases it, so only pull the arrow back when you're ready to shoot. You can tell Turok's about to release it if the controller starts shaking.

The bow is a fantastic weapon for sniping, so long as you fire it maximum power.

Shotgun and Flare

Think of the shotgun has a more powerful pistol. It can only fire a single shot at a time, but it's damn powerful, and has a large hit-radius. But perhaps more importantly is its secondary feature: a flare launcher. You see, dinosaurs are attracted to bright lights, so you can use this to lure one group of enemies to another, causing them to fight one another to the death, thereby making your job much easier. Also, try planting a flare on a dinosaur to cause others nearby to attack.

Lost? Follow the wall

Whether you're lurking through the jungle, or searching a cave, Turok's levels can be confusing. If you find yourself getting lost, try this: Choose a wall and stick with in. Sure, it may take a bit longer, but by following a single wall, you can find your way out of and every area.

Turok Walkthrough

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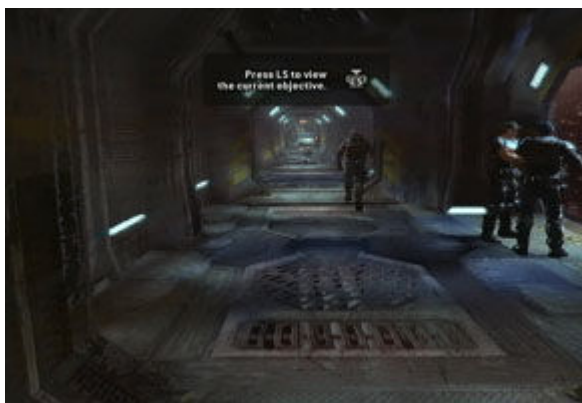
Prelude

Objective: Go to the armory.

Follow your friend through the door, turn right and head up the ladder.



Turn left and follow your friend down a couple halls to the armory, where you'll watch a cutscene showing your ship crash-landing on a strange planet. Good job -- you just finished the first level! Hell, you're a pro, so why are you reading this guide anyway?

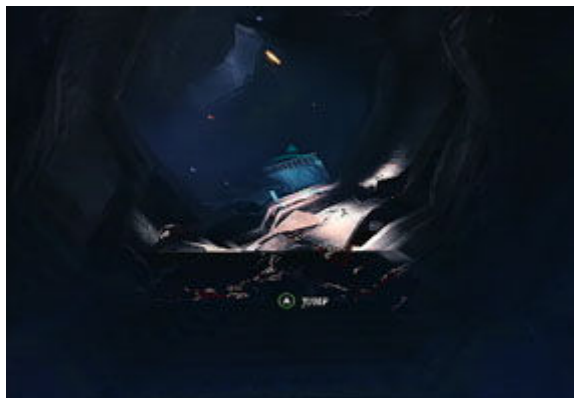


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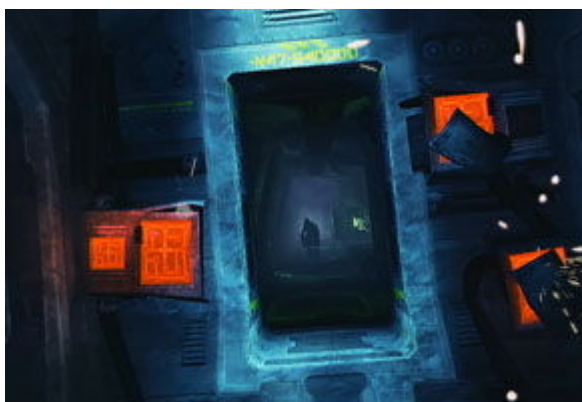
The Lost Land

Objective: Escape the ship

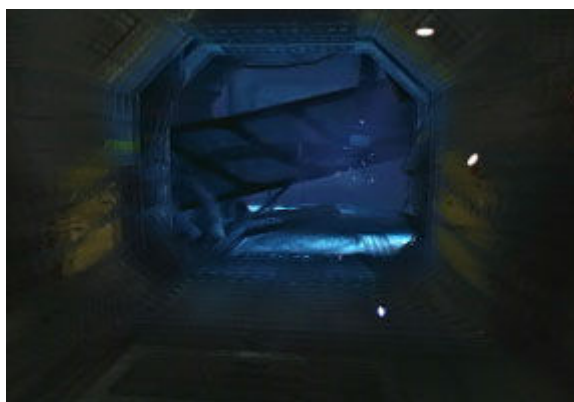
After awakening, you'll have to escape the ship to safety (well, as safe as a dino-infested jungle can be anyway!). Head straight down the hall, turn right, then drop down the hole.



Follow the hall and go through a doorway on the left. Follow the soldier there to an escape hatch he opens on the left and drop on in.

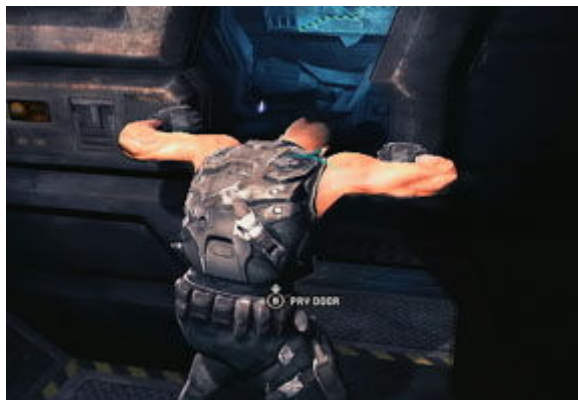
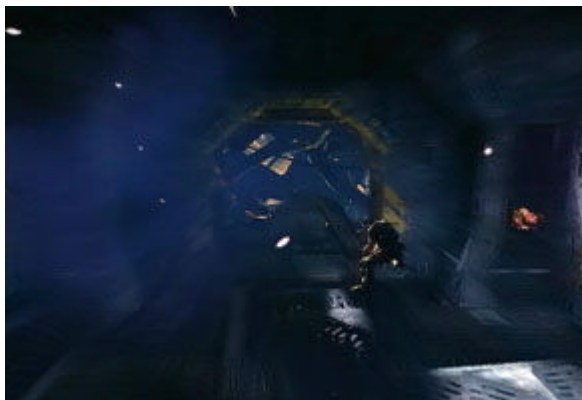


As you drop to the floor below, your friend will get blown away - what a cruel world we live in. Turn right and continue through the door, then make another right and crouch beneath the fallen debris.

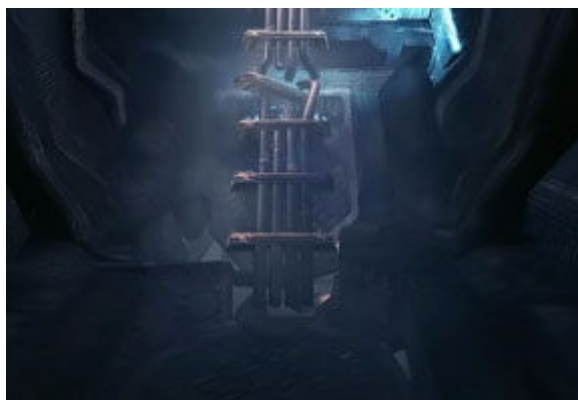


Continue dead-ahead to meet with another soldier desperately trying to open a door. Rapid press the "Action" button to

open the door for him and go through.



Now push forward dead-ahead, jumping at the raised section to reach the ladder. Climb it to escape the ship once and for all. Whew, take a second to catch your breath, as this is where the game really begins.



Objective: Find the main crash site.

Follow your buddy across the grassy plains and drop off the ledge. After the pterodactyl flies by, pursue your friend once again up the hill. He'll soon get captured by a dinosaur - let him go, there's nothing you can do.



As you follow the path, you'll soon reach a ledge overlooking a fallen corpse, with an **SMG** nearby. Run to it, but be prepared for a dinosaur to attack as soon as you grab it - quickly tap the button shown onscreen to throw him off. Keep your gun at the ready for any other attack dinos.



Push forward through a hollowed out log to collect a **hunting knife** from another corpse at the exit - now we're talking. This knife will soon become your true best friend, as it enables you to take down almost any enemy with a single press of the button.



About the Hunting Knife: The knife allows you to perform "Special Knife Kills" - a one hit death that can take down almost any foe, human or dino. To perform one, sneak up on an enemy and wait for an onscreen prompt to appear - press the corresponding button as soon as it appears to instantly murder your victim. Now while you may be tempted to repeatedly swing the knife before the prompt appears so you can hit it as soon as it appears: don't. It won't work, as you activate the stealth kill if you're already in an attack animation.

After exiting the log, you'll spot an enemy killing another below, then looting his corpse. This is your chance to try out the "special knife kills" we mentioned in the box above. Drop down and run up to the poor sap (don't worry - enemies can't hear your footsteps in this game); once the onscreen prompt appears, press the knife button to instantly take him down. Cool, huh?



Alright, so hopefully you have it drilled into you that knife is important; let's carry on, shall we? Climb up the rocky ledge and sneak up on an enemy ahead for a knife kill. Follow the rocky ramp on the left up to a downhill slope - follow it and drop into the cave at the end.



An enemy will attack the moment you exit the cave, but before you have a chance to react, your friend from the ship takes him down for you, how sweet.



Objective: Search the area for survivors.

Follow your teammate down the hill to a clearing. Up ahead are a small squad of soldiers coming down the hillside - hang back by the stone walls for cover and zoom in with your SMG to target them from a distance. They shouldn't pose much of a problem.



Once clear, collect the ammo from their corpses, then head on through toward another clearing. As soon as the helicopter comes into view, hang tight and use this corner for cover (the stone walls in the field aren't high enough to protect you.) After the enemies drop from the chopper, use your SMG's zoom to target them. If you need to take cover, simply step left, back behind the wall. After you kill a few foes, a giant T-Rex will storm the scene. You can't harm him now, so stop shooting and sit tight and enjoy the fun - he'll take care of all the enemies for you!



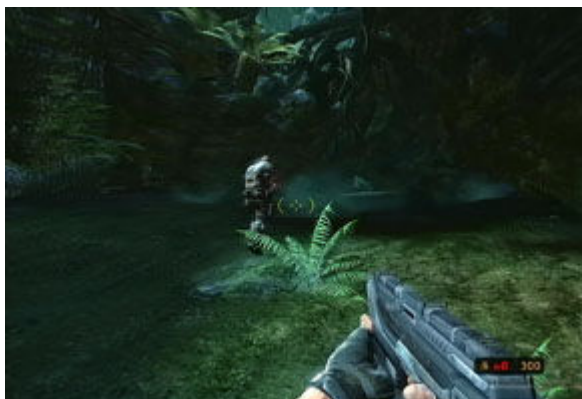
After the T-Rex takes off, quickly collect the ammo from the fallen enemies, before the level ends.

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Bad Blood

Objective: Find the main crash site.

After the cinema, you'll find yourself in a different part of the jungle. Follow your squad-mate down a steep bank and eventually to a split path. Take whichever path you want, as they both lead to the same location: a field with a crashed helicopter in the center (the right path is slightly faster though).



Objective: Investigate Chopper Wreckage.

Check out the helicopter wreckage near the center of the field to complete this objective.



Objective: Follow Slade.

After checking out the helicopter, follow Slade down a drop-off to watch another cutscene (if Slade takes off before you get the chance to follow him, head about 45 degrees left facing away from the plane's tail.) As soon as the cut scene's over, you'll be jumped by a raptor and his posse - after knocking him off, quickly run up to him and follow up with a special knife kill.



Now there are two more raptors you'll have to deal with; if they're close, use your knife, otherwise switch to your dual-SMGs.

Objective: Follow Slade up to the skull.

Chase Slade some more, but get ready for another raptor to attack. Afterward, equip your knife to deal with a few smaller dinosaurs thereafter. Eventually you'll reach a wall laced in ivy - climb it by pressing the action button.



Objective: Find the main crash site.

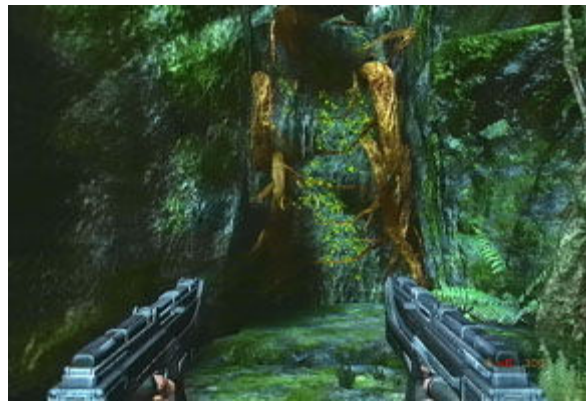
Keep up with Slade to navigate through the next few areas. Along the way, you'll reach a small drop-off leading into a field with a few small dinos. If you hang back on the ledge, Slade will take care of them for you.



Eventually you'll come across a short tunnel. After Slade scares off the dinos inside, grab the SMG ammo near the exit, on the right.



Shortly after the tunnel, you'll reach another split path: a staircase on the left and a conventional path on the right. Life before, both lead to the same place, but the staircase is slightly faster. Either way, the Parasaurolophuss here mean you no harm (unless you provoke them) so climb up another ivy-covered wall on the left.



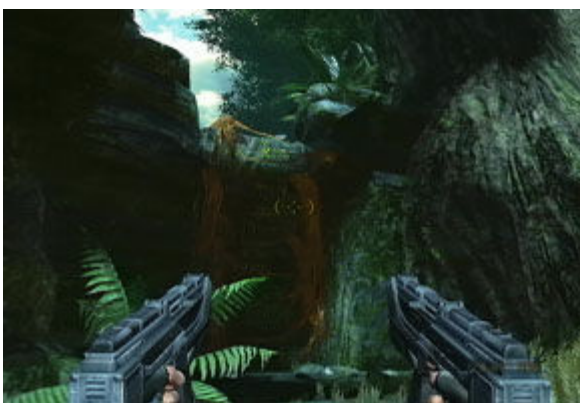
Before long, you'll reach another split path, with a few small attacking dinosaurs coming from either direction. Hang back and shoot them, then take either route, as they both lead to the same place.



You'll soon enter a small area beneath a tree, which overlooks a field containing several dinos, including a raptor. Hang back on this ledge for protection and shoot them from here.



With the dinos down, drop into the field. While you'll want to climb the ivy-covered wall on the left, you may first want to head right and follow the path to find a corpse containing some SMG ammo and a grenade. You'll also collect some more ammo around the base of the ivy wall.



Objective: Find your way to the facility.

After climbing up, a helicopter will swoop by. Just continue to follow the path until you reach a series of drop-offs overlooking an enemy base.



Objective: Clear out the area.

Once the enemy base comes into view, wait here as the soldiers and raptors are about to go at it. If you're patient, the raptors will clear out all the enemy forces, leaving only themselves for you to tackle. You'll know when the raptors are done, because Slade will drop down and enter the base. Keep both guns at the ready to take down the remaining raptors.



Objective: Search the cryo section wreckage.

Now that the area's cleared out, grab some ammo from any of the copious corpses, then continue through the burning building in the back. Along the way, you'll come across a bow - excellent!



About the Bow: The bow allows you to assassinate enemies without making a noise. It functions just as you would imagine, hold the trigger to ready the arrow, then release when you've got the target in your sights. The further you pull the arrow back, the longer it will fly. However, keep in mind that you can only hold the arrow taught for a few seconds, before Turok automatically releases it, so only pull the arrow back when you're ready to shoot. You can tell Turok's about to release it if the controller starts shaking.

Objective: Find a way to the facility.

After exiting the cryo wreckage, you'll soon come across a group of three enemies. One right ahead, and two across a short gap. Now's a good time to try out your bow - just take aim and release. After the first shot though, we strongly recommend switching to your SMG(s), as the enemies are now aware of your presence. Once they're down sit tight as a few more enemies will approach, both from across the gap, and a path on the right. It's best to use a single SMG for the far enemies, since you can zoom in with the left-trigger.



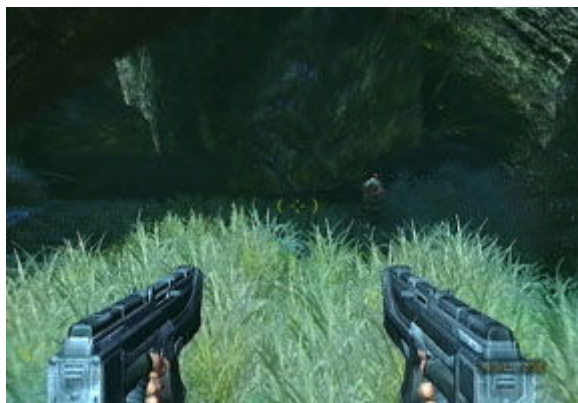
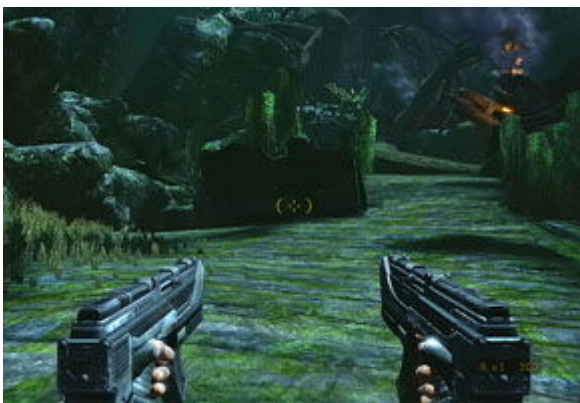
Once the immediate threats are down, slowly work your way down the path on the right to tackle a few more foes. Veer left at the second tree route to find a thin land bridge you can use to cross to an area above. Get ready for another enemy to attack.



Now here is where things can get tricky. Although the path is linear, it's extremely easy to get turned out and head back where you came. So try to keep your bearings to avoid getting lost. Anyway, just follow the series of land bridges, taking down the enemies along the way. At some point, a small group of enemies will be dropped off via helicopter on a ledge across a gulf - use the nearby rock wall for cover and shoot them from here.



Eventually you'll reach what appears to be a split path - the right is a deadened (though there is ammo there), so head left instead. After taking down a few more soldiers, you'll reach another split path. As you've likely guessed, they both lead to the same place: a ledge overlooking an enemy. Wait for him to shoot a dino, then take him down. Now push forward until the enemy base ahead comes into view.



Although Slade will take one side, and suggest you flank from the other, we have a better idea: find some high-ground nearby (or jump onto a low object) and use your Bow and Arrows to silently assassinate all of the targets from afar - easy as pie. Once the field's clear, grab their dropped ammo, then proceed to the back of the base, but get ready for a few small dinos to attack.



Objective: Find a way into the MG facility.

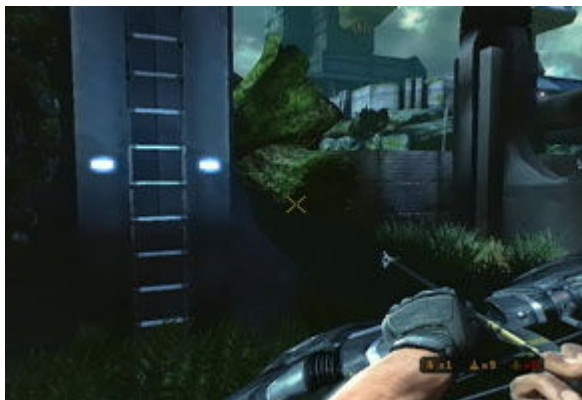
Continue up the path, then down several ledges where you'll find a couple of roaming *Parasaurolophus* below a series of pipes. However, just past them await several soldiers - the best way to get the drop on them is to run up the hill on the left, behind the supports, and keep an eye out for an enemy ahead, then another likely down hill.



Note: There's an alcove along the wall on the hillside that contains dino eggs -- don't go there. There's nothing of value, except for an encounter with the egg's angry mother.

Afterward, a helicopter will land inside the base ahead - it's foolish to tackle the guards from ground-level, as they have a ton of cover. Instead, climb the elevator on the left side of the structure (should be dead-ahead if you followed our previous "go up the hill" technique) to a high platform. From here, you can easily target the soldiers below with your bow

and arrow. Also, look for additional arrows in a box on the left.



Once clear, step onto the pipe attached to the platform and follow around the bend until you have a good vantage of the base beyond. Use your bow (or SMG if you run low on arrows) to target the remaining enemies here - use the wall near the bend for cover. Also, the enemies' grenades won't land on the pipe, leaving you with one less thing to worry about. Once everyone's killed, follow the pipe to the end and drop off.



After dropping from the pipe, check on the left side of it for some grenades, then leap to the adjacent walkway below. Target any additional enemies from here, then head to the ground floor, and down a ramp to a door (on the right side of the base, relative to the entrance).



Weapon Cache: Follow the second story walkway through the large door to find weapons and ammo on either side of the room.

Objective: Explore the MG facility.

After the first room, Slade will take off through the door ahead, leaving you to explore the remaining part of the facility

through the door on the left.

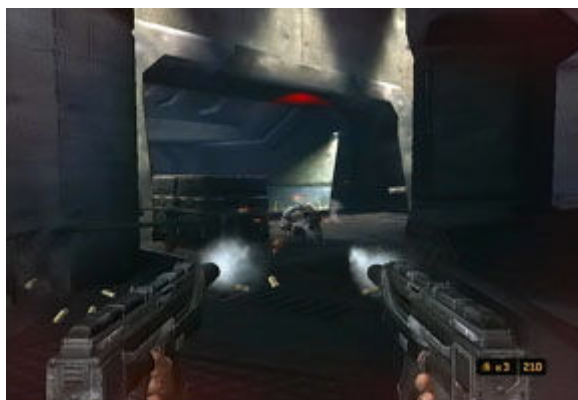


After stepping through the door, you'll be faced with a room full of boxes and several soldiers. Hang back and use the boxes for cover, then take down the soldiers using either the SMG or Bow. Proceed up the hall to a staircase - watch for any enemies at the base, then continue through the door.



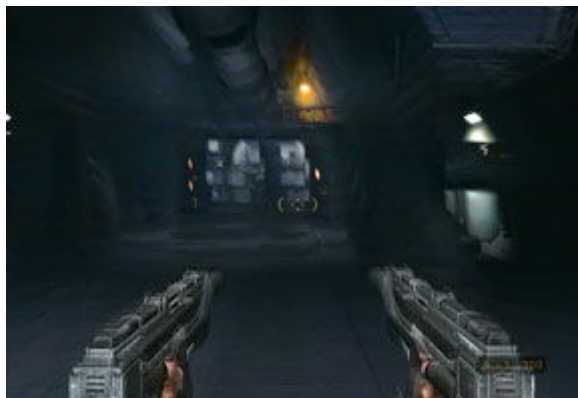
Weapon Cache: Enter the room on the left side of this hall to find some SMGs.

You'll emerge in a misty facility of some kind, which also hides a boat load of enemies. If you move quick, you can avoid most of the confrontations in this room, but do shoot any enemies you face along the way (also, look for a weapon cache at the base of each staircase). Open fire on the two baddies ahead, then climb the ramp on either side of the room. At the top, double-back to find another ramp directly behind you which will take you to the top floor. Once there, turn around and follow the walkway through a door (on the wall opposite of the entrance).

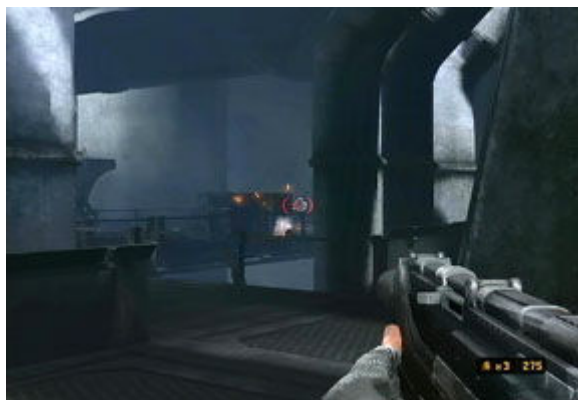


Head left inside the computer room and continue through the winding hall. Shortly after going down the ramp, three enemies will attack from the left at the intersection ahead. Use the corner for cover, as you mow them down with your SMGs. Afterward, head left for a weapon cache, then head right to the opposite end of the hall to enter a large pipe-filled

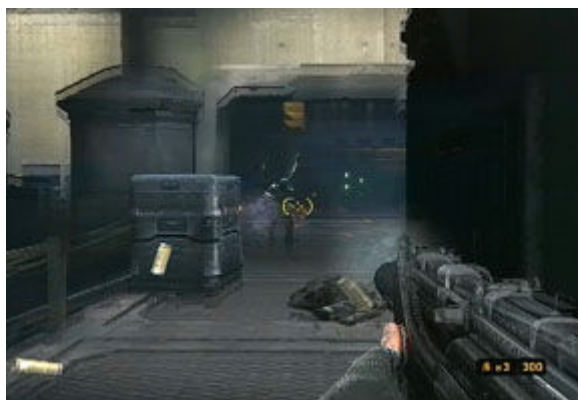
room.



Hang back by the entrance to this room so you can target the enemies from afar - use a combination of your SMG and bow, depending on how far the enemies are. Be sure to check along the high catwalks as well. Once clear, head right and follow the walkway up a staircase - you might have to fight a few more enemies on the lower platforms along the way.



After climbing the stairs, head right again, and continue to follow the walkway to a large opening on the other side of the room. As you approach, get ready for several guards to attack - stay back and use the boxes on the platform for cover. Once everyone's down, continue through a large door at the end, and through another room or two to receive an incoming message from Slade.



Objective: Meet up with Slade.

Shortly after going down the ramp, turn left and climb a ladder along the wall - this leads to an alternate path that makes battling some upcoming foes much easier. At the top of the ladder, gather the arrows from the left then peer through an opening on the right to target three enemies below. Afterward, climb down the far ladder, then continue through the door to meet up with Slade.



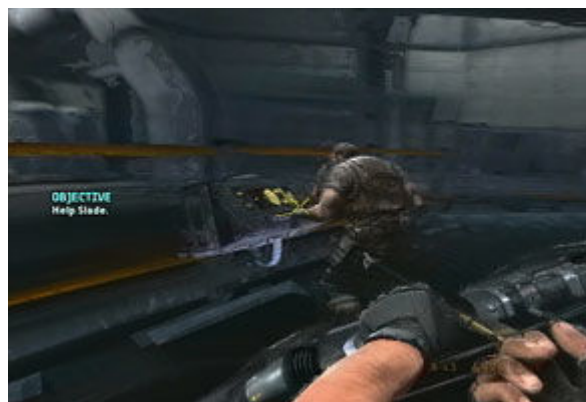
Objective: Help Slade.

Stay near the entrance of the room and use the boxes for cover as you target the enemies here with your bow and arrow.



Objective: Get on the Elevator.

Uhh...get on the elevator - you know, the elevatorish thing in the center of the room. Come on, do you really need us for every step of the way?



Objective: Help Slade.

Okay, so here's the deal. You have to ride this here elevator up several stories, all the while avoiding enemy fire. But instead of running around the platform like a chicken with your head, we instead suggest bunkering behind a box and not moving from that spot until the elevator comes to a rest. This will shield you from over half the room, allowing you to focus solely on the other half. Simply whip your camera left and right to spot any enemies on the half you're facing that may open fire, then lay into them with your SMG. Just be on the lookout for the occasional flaming barrels the enemies will drop your way. Speaking of which, shoot the barrels if an enemy's nearby to explode them to death.



Objective: Destroy the blast door override.

Unfortunately, your ride will come to a pre-mature end since some the enemy will shut a blast door overhead. Once the elevator stops, several enemies will storm in - we suggest stepping off the elevator (on the side opposite of the enemies) and taking cover behind the boxes, and shooting them from here. Watch out for a few more on the walkways above.

Once clear, head up the ramp toward the two entryways, but get ready for several more enemies to storm in - again, use the boxes for cover and take 'em down. Afterward, head into either of the entryways to find the Blast Door override - the thing on the wall with the big red blinking light. Put a few bullets into it to knock it out, then return to the elevator (you can drop right onto it - you won't take any damage). Oh, one more thing: If you need ammo supplies, check inside a caged section on one side of the room.



Objective: Help Slade.

Resume your position behind the box on the elevator and repeat the same strategy all the way to the top. Once there, just exit out the door to complete this chapter.



Subsequently, you'll find the same thing in order to go to the building, containing the same things as if does

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Death Valley

Objective: Meet Slade at the Cave Entrance.

Alright, you're about to have your first real encounter with the T-Rex, and the only save haven is in a cave on the exact opposite side of area (as marked by a fire and smoke). This arena is one big circle, which means there's no out-running the T-Rex, only out-evading. Even worse, there are very few places that provide shelter, with the exception of a log on either side, near the central rock island. And finally, the T-Rex is joined by several raptors who are itching for a taste of your blood, but thankfully, the T-Rex isn't a big fan of them either, and will actively go after them if they get in the way.

Turok's Tip: There are a couple of weapon stashes near the start-point. Check behind the large rock pile on the left for some SMG ammo near a corpse, and some arrows and grenades behind the right pile.

So here's the game plan: We found the easiest route is the right one, so circle the central rocky island and dash through the hollowed out log. By this point, you should see the T-Rex ahead, on the right side of a rock wall - dart around that wall on the left side to evade him. However, you'll likely meet up with several raptors right about now; try to shoot them as you run - we actually don't recommend using your knife unless absolutely necessary as it'll slow you down. Quickly make your way toward the cave by the fire (use your objective marker if you get lost) and don't look back. If you stay on the move, and the raptors didn't interfere too much, you should be okay.



Ammo & Pistol Look for a pistol and ammo by the wreckage near just outside the cave. We don't think it's quite worth the risk of being eaten trying to grab it, but there ya be.

Objective: Find a way inside.

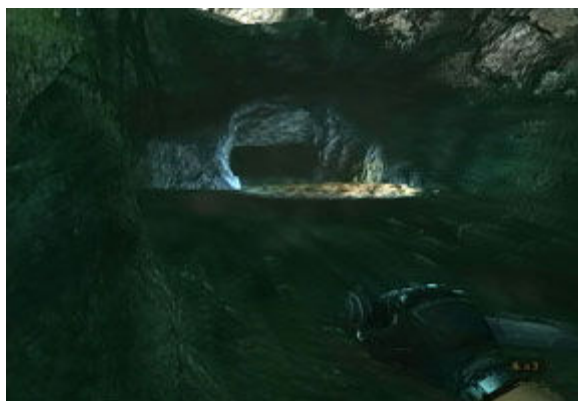
Once at the cave, drop through the hole inside.



Objective: Find a way out of the caves.

These raptor infested caves can be difficult to find your way through. Because of the tight corridors, we strongly suggest keeping your knife equipped at all times, as it's the most effective method for taking down the dinos.

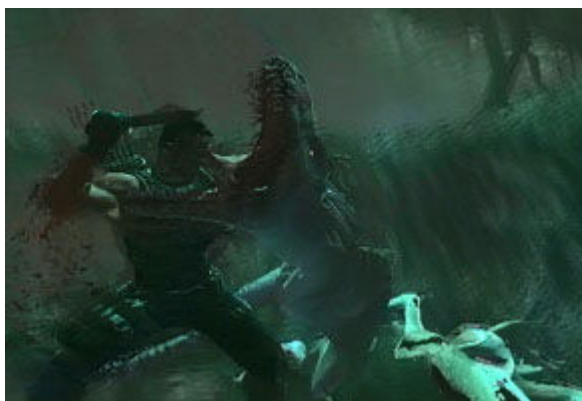
Push through the caves until you reach a lit wall that you can crouch beneath. Once through, head left and crouch beneath a couple more walls.



After exiting the second crawlspace, head left if you want a pistol, otherwise go right through yet another crawlspace, and continue through the caves.



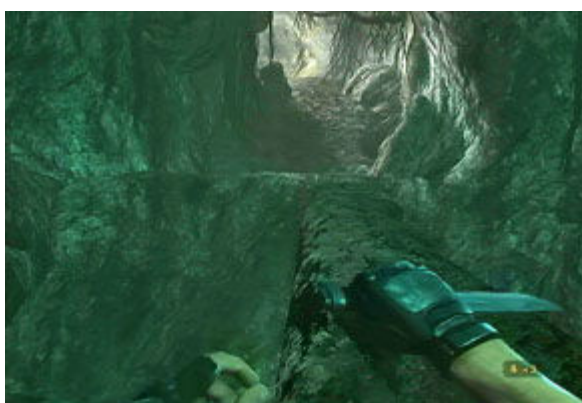
Just after Slade selfishly grabs shotgun/flare launcher for himself, a dinosaur will attack from the rear, knocking you into a pit with two others. Use your knife to quickly dispatch all three - you should be able to chain them together, one right after another. With the raptors down, climb up a ramp on the left to rejoin Slade above.



Follow Slade deeper into the cave, but watch out for a raptor who'll pop out of a lit hole on the left - plant your knife in his head for a quick victory. Watch out for a couple more who'll raptors thereafter, then continue up the hill - another hole on the left yields another raptor.



After following Slade a bit further, four more raptors will ambush you. You may actually want to use your SMG here, so you can kill them before they get all up in your grill. After extinguishing those dinos, you'll come across a land bridge, which sadly collapses as soon as you step on - typical.



After touching down, look for some arrows and grab the shotgun from the corpse ahead, then continue on.



About the Shotgun/Flare: Think of the shotgun has a more powerful pistol. It can only fire a single shot at a time, but it's damn powerful, and has a large hit-radius. But perhaps more importantly is its secondary feature: a flare launcher. You see, dinosaurs are attracted to bright lights, so you can use this to lure one group of enemies to another, causing them to fight one another to the death, thereby making your job much easier. Also, try planting a flare on a dinosaur to cause others nearby to attack.

The large cavern coming up is like a barrel full of monkeys...except with a cavern -- and raptors. Things can get hectic if you dart in and try to take them on without a plan; thankfully we came up with one for you. Stay inside the tunnel leading into the cavern, and grab the raptors attention by launching a flare somewhere in front of you. When they come to investigate, they'll spot you and charge. Give each one a nice gift of a shotgun blast to the face (combined with some SMG action) to take them all down (10 or so in total). Once most of them are down, one or two raptors may continually respawn, so there's no point in continuing to blast them once the bulk are taken care of.



Once the room is relatively clear, follow the left wall to find a ramp that'll lead you into another tunnel, this one occupied by three raptors. Shotgun them as well. Now climb the vine wall ahead to find the cave's exit.



Objective: Meet up with Slade.

Good to be back outdoors, eh? Follow the path to receive a message from Slade, who instructs you to follow the smoke - what a huge help he is! Continue along the path, down a drop-off, and into a log (also, you can collect another shotgun before entering the log, along the wall right across from it).

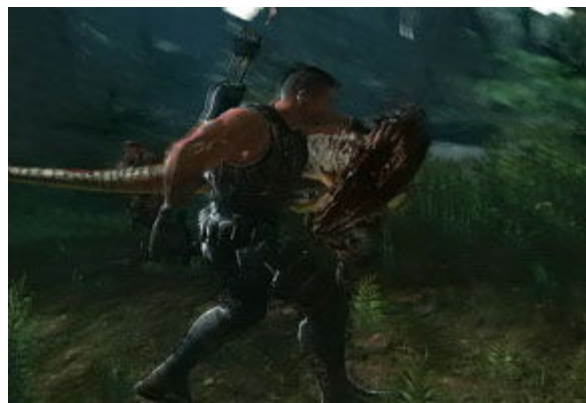


Objective: Clear out the area.

As you enter the log, a large menacing dinosaur, called a Dilophosaurus, will appear on the other side. Thankfully, Slade will soon launch a flare to distract him temporarily - however, if you're quick, you can actually take him down right now - just run up to him and pummel him with shotgun blasts and SMG spray. However, if you want to take a more reserved approach, we suggest exiting out the left side of the log (to avoid a raptor that will soon run through from the rear), then launch arrows at him whenever he stops running in the distance. It only takes a few to take him down.



Afterward, you'll have to tackle the few raptors remaining in the area. We suggest hanging back in the log and wait for them to approach you, then knife them to death. Once they're down, another group of 5 will appear. Kill them the same way.



Objective: Follow Slade.

With the Raptors down, follow Slade to an ivy wall, and climb it to meet with another teammate.



Objective: Head towards the smoke on horizon.

Follow your buddies up the hill and past the next drop off to complete this chapter.



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Reunions

Objective: Head towards the smoke on horizon.

The field ahead is rife full of soldiers, and soon to be raptors. While you can try sneaking around or going Rambo on their asses, we have a better idea: Avoid them entirely! Yeah, we know, it sounds crazy, but it works! Check this: Simply follow the left wall all the way around (including through a small alcove, which contains an enemy plasma rifle that you may want to collect, and a few grenades) to an ivy-wall you can climb up into the next section. You won't draw any enemy attention, and since they can't climb walls, you no longer have to worry about them at all. Yeah, we know, we're good.



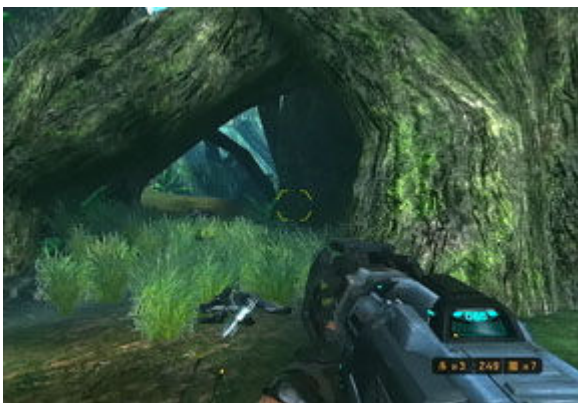
Immediately after climbing the vine wall, don't move, and instead use your bow (or zooming gun if you run out of arrows) to target two soldiers ahead: one on the cliffs to the right, and another on the ground. Once they're down, step forward a few feet to trigger a helicopter sequence, which will drop off a few enemies ahead. Stay where you are and pick them off one-by-one with your bow - if you're quick, you can nail all of them before they move. And if you need to take cover, just back up against the wall. Oh, one more thing, a raptor will eventually attack from your right, so be ready for it - thankfully, your teammate generally takes him down for you.



Once they're down, a few more enemies will storm down the far hill - you can target them from here, but aiming can be tricky. We suggest moving up to the large rock ahead for cover, and peek around it to take them down.



When the enemies stop coming, proceed to the base of that hill, beneath the tree. A few more enemies will storm down; use the Pulse Rifle (or SMG) to make quick work of them. And if you need cover, simply duck to either side of the tree.



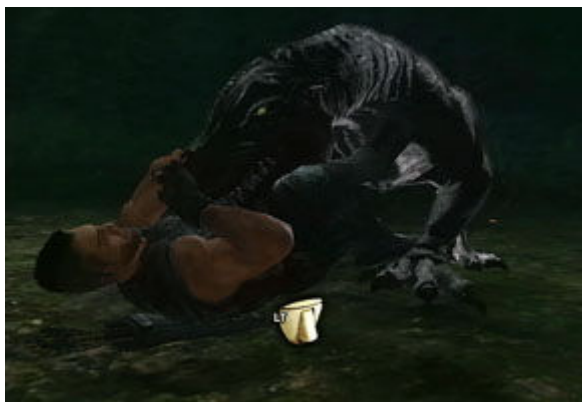
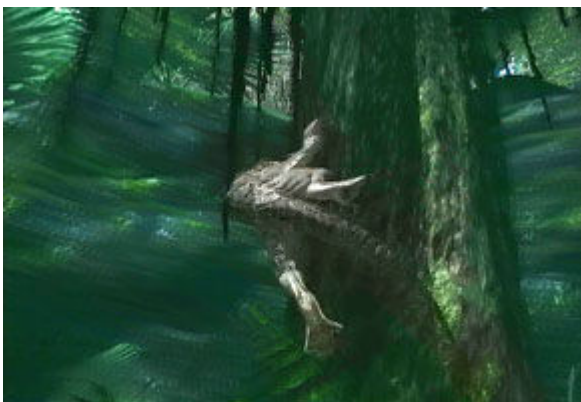
Once the flood of enemies stop, run up either side of the tree and get ready for several more amongst the scattered debris. Move forward only when clear, and continue to use the rubble for cover as you work your way around the fallen tree in the center to the other side.



After rounding the tree, you'll have some down-time as you traverse the path. So enjoy the scenery, and collect the ammo from a couple of fallen soldiers just before the waterfall.



Shortly after dropping off the ledge by the waterfall, you'll encounter some weird tree-climbing dinosaurs - the first of which will charge right at you. Get your knife ready to cut him up when he gets close. Afterward, make a left around the corner and get ready to be jumped by another one of those scaly bastards - after throwing him off, follow-up with a knife to the head.



You'll soon come across a split-path. A dinosaur will first attack from the right, but thankfully your blond-haired sniper buddy will take him down, but get ready for another to attack from the left.



Once both are down, head up the right path (the left leads to a dead-end), then prepare for another to attack from ahead, then one or two from behind - like before, the Knife is your best bet. Follow the path, make another right, then get ready for another attack from the left (and another from ahead).



Turn left and go under the stone bridge, and follow the path to the end of the chapter.



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Ghost in the Shadow

Objective: Find Comm Unit.

This vast field can be difficult to navigate, and it's filled to the brim with those tree-climbing dinos. For this first portion, we suggest loosely following the left canyon wall, go past the first ramp, and climb a second one a little while later - the trek will take a minute or so. Along the way, you may have to combat a few of those tree-huggers; just keep your knife ready to deal with them.



Note: If you decide to climb the first ramp that we suggest skipping, you'll be surprise attacked by a dino. After knocking it away, you'll be awarded with some ammo and grenades at the end of the path. Drop off and continue to follow the wall when done.

After climbing the second ramp, grab the arrows and tek arrows by the corpse, then drop into the area beyond. Now follow the left wall around the corner.



This next section's really straight-forward. Just dash right up the mountain side and jump up the rocks to another path - however, there are a ton of tree-dinos in this area, so we again suggest keeping your knife at the ready. Also, there are several supplies alongside either wall: Look for a plasma-rifle on the left, and a shot-gun on the right - a lethal combo.

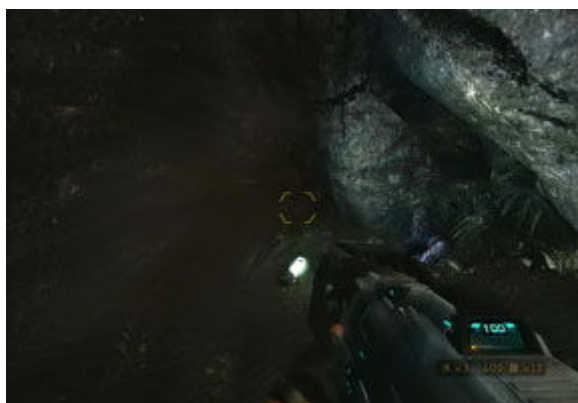
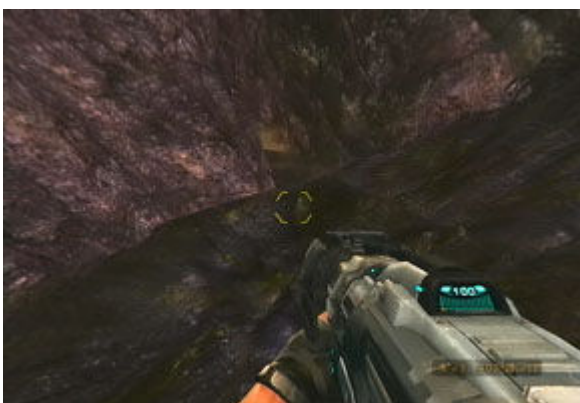


After climbing up the path, follow it to see a cutscene with one of your crew, then continue on.



Objective: Search the area for the Communications Unit.

You'll soon reach another split path - take either one as they both lead to the same place. Drop down a few ledges and walk through a short cave to find a valley filled with dinos.



Hang back by the cave's exit and blast a pair of raptors beyond (if you fire a flare at one, the other will take him down). Once down, avoid touching the cave's wall as you exit, as they're covered in barbs. Now run through the canyon, using your knife to take down the dinos along the way (if you have trouble, try launch a flare in the distance to distract them).



After exiting the canyon, run left up the hill to find a small band of enemies in a field. Hang back by the corner and lay into them with your assault weaponry. Once they're done for, you'll meet-up with Cowboy. Head to the back of the field, and follow a path on the left.



Objective: Reach the rendezvous point with Cowboy.

You'll soon spot a dinosaur across a crevice battling a few soldiers - let them battle it out. For now, head right, and cross a land bridge over to where the enemies are. Hang back and use your Plasma Rifle (or SMG) to zoom in and take them down. Move forward up to the boulders for additional cover to target the remaining few. Once everyone's down, gather the ammo from the structure, then head up the hill.



As you crest the hill, get ready to take down a single enemy ahead, then grab hold of the turret. First, focus on taking down two additional turrets: One slightly to the left, and the other near the left wall. Once they're down, focus on taking down the fiends the helicopter drops in. Just make sure to throttle your fire (release the trigger), otherwise the gun will overheat. And if you need to take cover, duck behind the wall on the right.



Once the field's cleared out, meet-up with Cowboy in the far left corner to complete this chapter.



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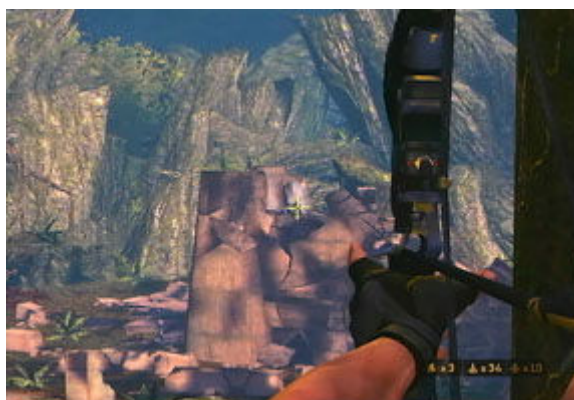
Mother Superior

Objective: Search the area for the Communications Unit.

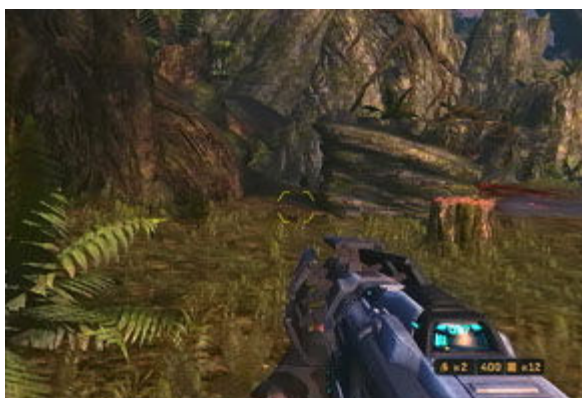
This first section of the jungle can be confusing, but it's actually simpler than it appears. Head left, then simply follow the left canyon wall, through a cracked concrete section. Get ready for a surprise dino attack, then continue up to a stone tunnel where one of your teammates will be sniped - you don't want to suffer the same fate.



Wait for a gap between the sniper shots, then dash to a tree ahead for cover. Peek around it and use your bow to target a sniper on the right half of the fortress, then a few more soldiers on the left.



Once they're down, cross the bridge on the left down to the base of the fortress. Now follow the left wall up to a rock you can use for cover, while targeting the enemies who will dash at you from within - we strongly recommend using the Pulse Rifle or SMG.



Afterward, run through the fortress ahead, collect the massive amounts of ammo lying around, then get ready for a dino attack. After killing him, you'll be tasked with holding down the base while a bunch of enemies storm down the hillside.



Objective: Hold off MG Offensive.

To keep the enemies at bay, run to the fortress's front side and use the concrete walls for cover, while you use the Pulse Rifle to destroy the enemies running toward you. A couple of helicopters will drop off additional troopers, but a well placed grenade and take them all down in one fell swoop.



With the hillside enemies defeated, restock your ammo supply inside the base, then follow your objective marker back to the left side of the base (where you came through originally) to find a path beneath a tree you can now take. However, get your knife ready to destroy three raptors that dart out when you get close.



Objective: Continue Search for Communications Unit.

Continue to follow the path, across a land bridge into a new area. Once there, run up to one of the stones ahead and use it for cover as you take aim with your bow at the enemies below, and a sniper on a far ridge. Switch to your pulse rifle if the enemies get too close for comfort.



Once everyone's down, continue onward to the far wall to have your third encounter with the T-Rex. Back away as soon as he appears, but don't bother shooting him, as it won't do anything.



Objective: Retrieve the Comm. Unit.

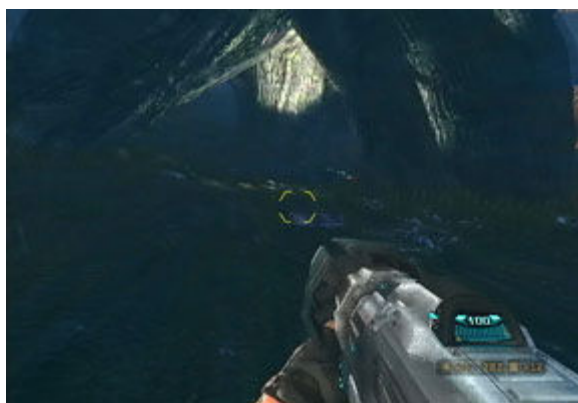
After the T-Rex takes off with your buddy and the comm. unit, look for a stone staircase on the left you can climb up to a path. Follow it to come across a large swamp area.



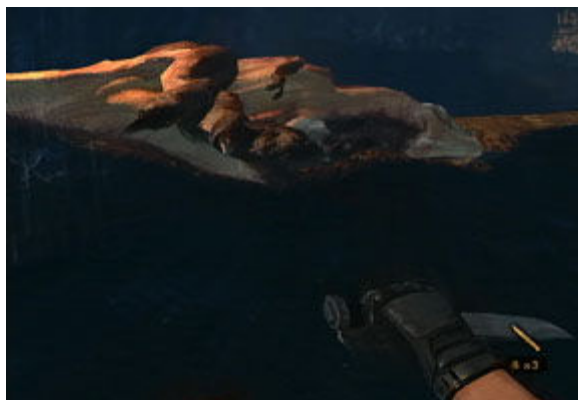
After dropping into the swamp, we strongly suggest whipping out your Pulse Rifle to target the dinosaurs roaming around ahead, before they come for you. Switch to your knife if they get close. Once clear, dart directly across the field up a hill, and continue onward to a cave, which leads to a battle with the T-Rex.



After dropping from the cave, the T-Rex will make his grand entrance. Immediately dash under the tree in the very center of the area, which offers protection from most of the dinosaurs attacks. You should remain here for the entire battle.



Use whatever weapons you have on hand to fire at the T-Rex as he walks past any of the openings. On occasion, he'll shove his ugly mug under the tree to try and eat you - simply dodge to either side before he can snatch you up. After you deal enough damage, he'll fall onto his side. Quickly run up to his head with the knife equipped and plant it into him when the button appears on-screen to stab out his eye and win the battle.



Objective: Meet up with Whiskey Company.

After the battle, you'll appear in foggy portion of the jungle. Grab both the shotgun and Pulse Rifle from either side of the tree ahead, then begin your trek downhill. Along the way, you'll come across a couple of mean-dinos that can tear you to shreds in seconds. As soon as you see one, fire a flare to lure it away, then pummel it with shotgun blasts until it expires.



Eventually, you'll come across a ramp leading to a large closed door - approach it, and rapidly tap the interact button to open the way. Head inside, and do the same for one more door to enter a hallway.



Work your way through the musky halls - you'll soon come across two dinos; use your knife to take 'em down. Afterward, grab onto the nearby turret on the left and use it to tackle several more who flood in from ahead, then from the right. Once they're down, continue down the hall, and left up a ramp, through another door leading back outside.



Note: Although a sniper rifle rests next to the corpse on the left, at the base of the stairs, it's not of much use here, so we suggest ignoring it.

Go up the staircase. From here, follow your objective marker to end the chapter - the easiest way is to simply follow the right wall the entire way. Just be ready for at least one surprise dino attack.



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Killing Fields

If you collect the sniper rifle before, we suggest ditching it in favor of one of weapons available from the cache ahead (you can also collect various sorts of ammo here, including rockets once you obtain the launcher later). The mine launcher is a particularly potent weapon, and is excellent for large groups of enemies.



Once stocked, get behind any of the obstacles for protection and shoot at the enemies beyond. Switch between the bow and either the Pulse Rifle or SMG to take them down - also, use either Tek Arrows or the mine launcher to take down groups of enemies. After you take down the first batch, a few more will drop from a helicopter. One of them will setup an automated sentry turret that targets anyone with its blast radius - fire a tek arrow or mine to take it down.



Objective: Help Slade stop the attack.

Afterward, move up through the field until you come across a small throughway in a rocky wall, below a fallen tree. Use the sides for cover as you take down the enemies in the field beyond with your Pulse Rifle.



Once clear, move forward until you get knocked out by a rocket. When Turok gets back up, take cover behind a boulder and prepare to counter-attack. A grenade from the Pulse Rifle can work wonders, though Tek Arrows are effective too. Once the rocket launching dude is down, focus on the remaining enemies.



Objective: Return to Crash Site. When the field's cleaned out, you'll be instructed to return to the crash site - but don't leave yet. First, grab the Rocket Launcher the enemy was using from atop the hill - only one problem, it's almost out of ammo. Thankfully, there's some back at the very start of the level.



With the rocket launcher in tow, dash back to the very start of the level. But beware: a Spider Tank will roll on in along the way. Ignore it for now. Instead, turn right and hustle back to camp (ignore your objective marker for now, as it's pointing toward the tank, instead of the site). As long as you're quick, you can make it back before the tank gets into position and opens fire.



Objective: Destroy the Spider Tank.

After returning to the start of the level, look for some rockets in the first ammo cache. You can restock up here infinitely. Now peek around either side of the wall and launch a rocket at the spider tank in the distance. As soon as you do, roll back behind cover to avoid its counter-attack and launch another rocket from the opposite side. Do this once more to

take it down for good and complete the level.



The Shortest Straw

Objective: Investigate the light in the distance.

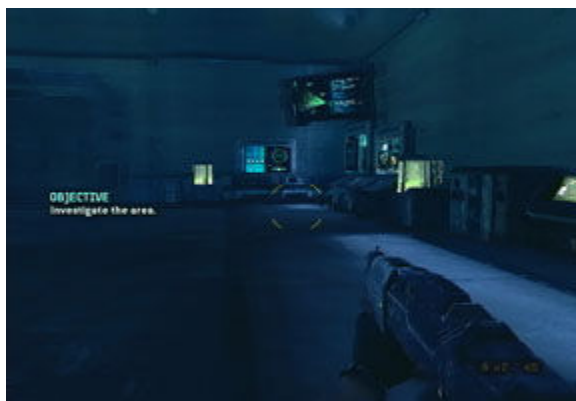
Oh look, another jungle you have to navigate through! The easiest way through is to follow the right wall closely. You'll have to fight off some small raptors along the way, but it's nothing your knife can't handle. You'll soon come across a small clearing where three albino raptors will attack - use whatever weapons you have on hand to take them down, though the shotgun is probably best. Continue to follow the right wall.



Eventually, you'll come across a deserted military base. Head left around the fence, into the compound. Approach the closed door leading inside, and mash on the Action button to open it.

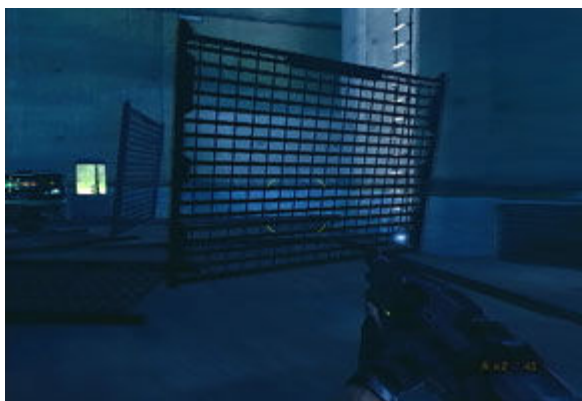


Objective: Investigate the area. Inside, take a mental of the fenced-in ladder in the left corner, then explore the area until a short cinema begins. Afterward, some scorpion-type creatures will burst up from the ground, and they're hungry - for blood



Objective: Find the way out.

Thankfully, their activity will bust open the fence allowing you to access to the ladder. If you're quick, you can run to it before the scorpions attack. Otherwise, use your shotgun (or whatever else you have on hand) to keep the scorpions at bay and make your way up the ladder ASAP.



Objective: Get to the helicopter.

At the top, you'll spot a helicopter in the distance, but there's a whole bunch of scorpions that between you and it. If you don't already have a mini-gun, turn around on the rooftop and grab one from inside a crate on the left.



With the mini-gun in tow, drop off the roof, left of the ladder, to the ground below. Now a whole bunch of scorpions are about to swarm in, but it's a short-run to the ladder ahead. Plant the mini-gun as a sentry turret on the ground as far out as you can, then run toward the ladder. Don't bother shooting the enemies unless they're directly in your path.



After climbing the ladder, one more short sprint will get you to the helicopter. Dash off the roof and run like hell toward it - if you're quick, you can easily evade most of the scorpions. But if they manage to trap you, try rolling away. Once at the helicopter, the ground will collapse, dropping you into the next chapter.



Down and Out

Objective: Find Slade.

Another dark cavern, yay? This one suffers from a scorpion infestation, and those little buggers just love to appear from underground right in front of you. Thankfully, you're equipped with a flame thrower which not scares the bejesus out of them (keeping them at bay), but will also toast their scorpion hide if you let them roast for a few seconds. However, if you follow our instructions through the cave, you can simply run past most of them - if you keep on the move, they'll give up on chasing you.

From the get-go, hug either cave wall closely and follow it up to a land bridge. You'll encounter a few scorpions along the way, but you can run past them easily, or fight them off with the flamethrower - the choice is yours.



Now here's the deal: the land bridge will begin to collapse as soon as you step onto it, so hurry across and jump over the hole that appears about halfway. Afterward, you'll hit a dead-end! Well, not quite - torch the wall ahead with the flame thrower to create a path through.



Continue through until you come across a small room with several paths - take the center one dead-ahead (the others lead to some ammo refills). Hang a left at the corpse, through a thin tunnel. Climb the ramp afterward and continue on.



The path is pretty straight-forward from here on out, but you'll come across a few more blockages. Like before, blow them away with your flame-thrower and continue onward. You'll soon reach a room with three paths - the drop off on the far left is the one you want.



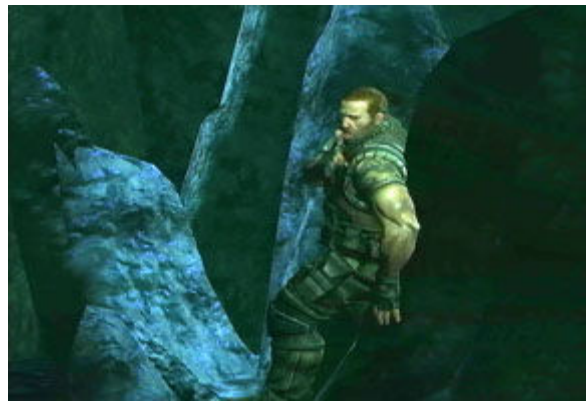
After dropping, continue down the path dead-ahead (the one on the right is a dead-end). The path ahead will narrow vertically - crouch to get through.



Now you'll have to descend a shaft, dropping from ledge to ledge. Whatever you do, don't jump down the center until you're near the very bottom, otherwise death will ensue. At the bottom, drop a few more ledges, crouch beneath another low ceiling, and drop off into another cavern. Now just follow the path to a large cavern.



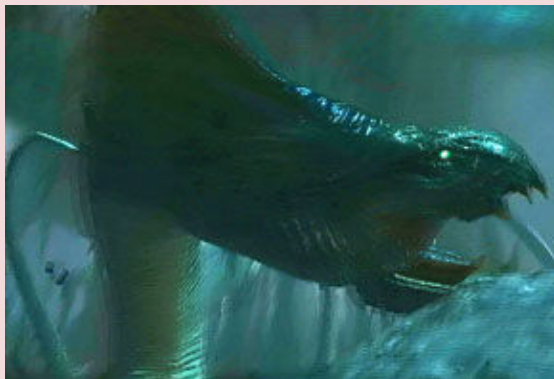
Once in the cavern, just try and cross the land-bridge on the right - come on, we double dare ya! As soon as Tuork gets close, a giant sea serpent will emerge from the underground lake and prevent you from crossing. Time to teach that bad boy a lesson.



Objective: Kill the Beast.

Boss: Sea Serpent

Perhaps the toughest part about battling the sea serpent is figuring out how to damage him - but that's why we're here, right? So your flamethrower, by itself, can't harm him at all. However, there are three steam vents on the ground that you can ignite, causing a fireball to erupt that will deal damage if the dragon's head is near. But here's the thing: Only one vent is active at a time, as indicated by the steam rising above it. After you ignite one, it will cease to be active, but the next one will be. Thankfully, the active steam vents cycles back and forth in the same order (right, middle, left, then back again) so you'll always know which one is active next.



Now that you understand the basics, it's just a matter of waiting for the serpent to lunge his head forward. Get in position behind the active vent and wait for him to roar - this means he's about to thrust his head forward. The moment he starts the attack, fire some flames at the vent, which will burst into a giant fireball, roasting the monster's head. Repeat these several more times (moving from vent to vent) to take him down.



The boss also has a few basic attacks to watch out for - anytime he dives beneath the water, that means he's switching attacks. First, of course, is the head lunge - if you're not by an active vent you can ignite, roll out of the way. Second, the monster will swing his tentacles around on occasion - jump just before they hit to dodge them. Finally, sometimes he'll emerge from underwater, equipped with rocks. When he starts chucking these around, equip your knife (since you move faster) and alternate diving left and right, just before the rocks collide.

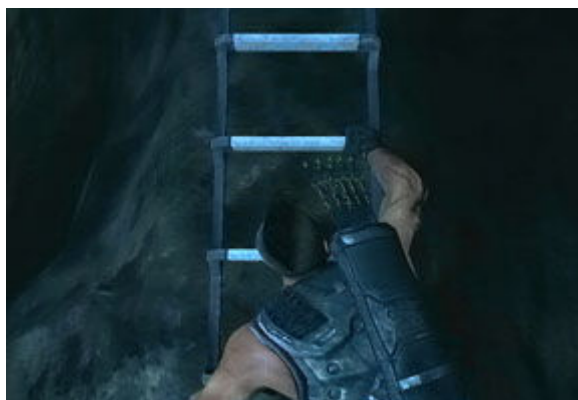
Objective: Follow Slade.

With the sea serpent down, follow Slade across the land bridge into a cave. It's dark in here, so rely on your objective marker to navigate your way through. We also suggest taking down the scorpions along the way with your flamethrower.



Objective: Get back to the surface.

You'll soon reach a room sock full of ammo, and a ladder leading to a floor above. Grab the Pulse Rifle from the right side (but keep your flame thrower!) and equip it. Now climb the ladder up to the next area.



You'll emerge on a small rocky platform within a very dark room, chock full of enemies. Shoot the two enemies directly

ahead while their backs are turned, then quickly duck behind the trio of boxes on the right - these will shield you from most of the enemies in the room. However, it won't protect you from an enemy across a gap on the left (near a flammable barrel), and another to the right.



Once they're down, continue to use the boxes for cover, but peek around the side, or over them to target the remaining enemies - there's quite a few. Use the Pulse Rifle's zoom to target the far foes, and make sure to explode any nearby barrels to take down enemies easily.



Note: Be careful - these platforms are small, and it's easy to fall into the cavern below, which is packed with scorpions. If you do fall in, use the flamethrower to keep them at bay while you seek out either the ladder or ramp to climb back above.

Once the room's cleared out, drop down and navigate to a ramp in the far corner - again, keep the scorpions at bay with the flamethrower. Climb the ramp up to a few more boxes for cover, and blast the enemies beyond with the Pulse Rifle - there's quite a few. Once everyone's down, jump across a few gaps to where the enemies were, then enter the cave where they came from, on the right.



Shortly after climbing a pair of ladders, you'll come across a few more enemies. Hang back, take them down, then climb another ladder beyond to eventually reach the end of the chapter.



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Heroes End

Objective: Head North to reach the rest of Whiskey Company.

After exiting the cave, you'll come across a weapon cache ahead. Grab both the Sniper Rifle and Pulse Rifle and continue on. After cresting the hill, you'll be overlooking a helicopter pad with several nearby enemies and dinos. Let the soldiers live for now (as the dinos will likely take care of them) and instead focus on the dinosaurs. Use your sniper rifle to target the dinosaurs first, then target the soldiers - make sure to shoot the flammable barrel in the center if they get close enough. If the dinosaurs approach you, use gun fire to tackle the two larger ones, then use your knife for the rest.



Once clear, follow the right wall (or your objective marker) up another hill overlooking a couple of dinosaurs ahead. Either use Tek arrows or a couple of grenades for a quick victory. Follow the winding path, but watch out for a few more dinos that appear from the sides - use your knife, like usual.



Eventually, you'll turn a corner where several soldiers and a transport vehicle come into view. Use the corner on the left for cover, and use your sniper to target the soldiers. A couple of raptors will soon enter the fray - if they approach, take 'em down with your knife. Also, check the corner to your right for some arrows and ammo.



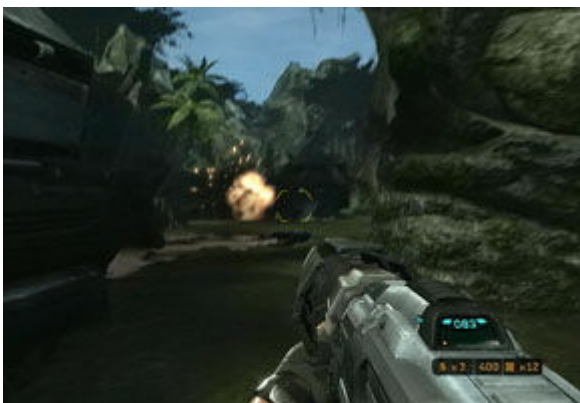
Once clear, move up to the transport vehicle ahead and use it for cover, as another's about to roll in. Revert to your Pulse Rifle to take down the remaining enemies - you may also want to fire some of its pulse grenades. Once everyone's down, a helicopter will swoop in, but thankfully your teammate will take care of the problem.



As soon as the cutscene ends, you'll be face to face with a couple enemies - don't worry, a teammate's rocket will take them down. Immediately after, take cover behind a large rock on the right, then peek around the left side and fire upon the enemies coming down the hillside - there's quite a few, so sit tight.

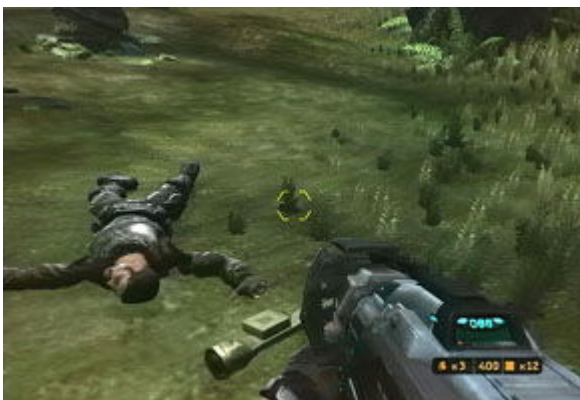


Once clear, follow this ridge up to a series of transport vehicles. Move from one to the next, using each for cover, while blasting the enemies along the way. If you run low on ammo, check inside each of them for additional supplies. When you reach the last one, you'll automatically be blown away by some explosive.



Objective: Find a way into the Substation.

As you awaken, you'll glimpse a rocket-launching teammate being torn to shreds by a chopper. As soon as you regain control, grab the rocket launcher he dropped and immediately seek cover by the Cliffsides. Now quickly fire it at the chopper as soon as you get the chance to destroy it. With the chopper down, remain by the Cliffsides and target the enemies beyond using whatever weaponry you have on hand. If you run out of ammo, turn around and follow the cliff wall to find a mine launcher.



Afterward, continue up the hill under the bridge and follow the path. Along the way, you'll come across a few more dinos - they shouldn't give you much trouble. Crouch into the cavern and follow it through to the other side.



After exiting, you'll find several dinos on the left. Fire a rocket, toss a few grenades, or just spray them with bullets to kill them. The base beyond is swarming with enemy activity, so you're going to want to pick them off from the perimeter. We suggest running down the thin corridor, left of the main base entrance, to a second entrance further along. Make sure to collect the Pulse Rifle along the cliff wall if you don't already have one.



Once at the other side of the base, hang back by the entrance for cover and fire at the enemies within with the Pulse Rifle. Once the nearby enemies are felled, work your way inward, to the wall opposite the entrance - there's a ton of cover, so you should be safe. Find a few vantage points to target the remaining foes. Also if you need ammo, check inside a nearby supply crate.



Objective: Hold your position.

Continue to mow down the foes, moving from one box to the next, optimizing your vantage point. A helicopter or two will drop off additional troops - launch a grenade where the troops land on the ground to take them all down at once.



Objective: Get through the door.

After a while, you'll have to work your way to the door in the back of the complex. We suggest following the left wall the entire way (which affords ample cover) so you can safely target any remaining enemies. When at the door, mash on the action button to force it open, ending the chapter.

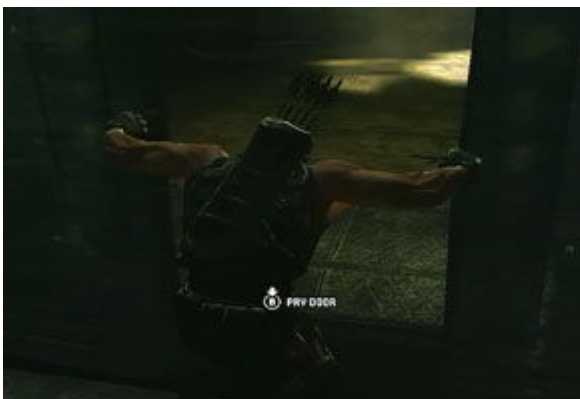


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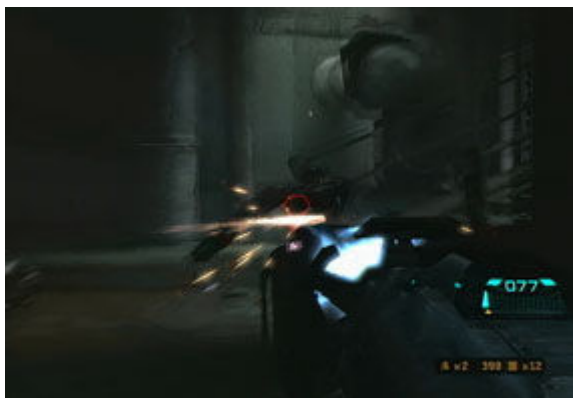
Salt in a Wound

Objective: Meet up with Whiskey Company.

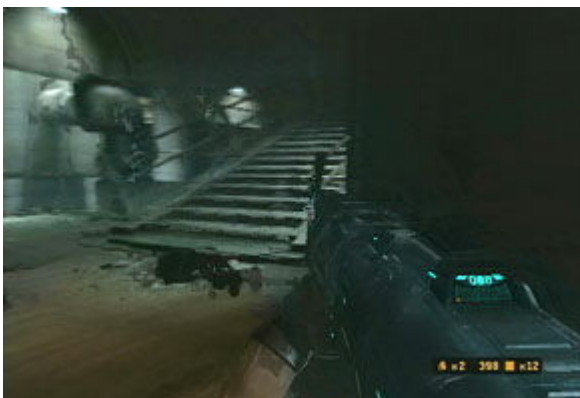
Work your way through the musky hallways, using your might to open the doors along the way. After the second door, you'll find a weapon cache along the left wall containing a shotgun and mine launcher. Take whichever you want, but keep your Pulse Rifle on hand if you have one.



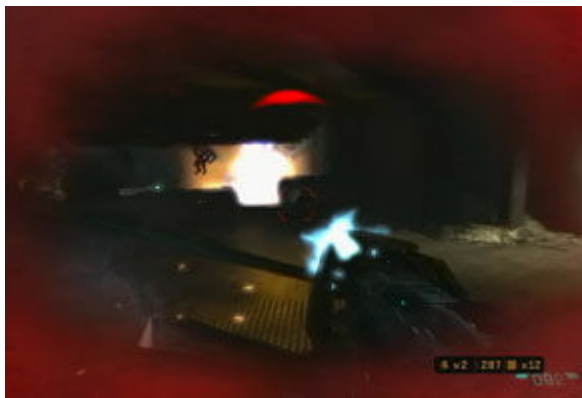
Around the next corner awaits a squad of enemies - use the corner for cover as you take them down with your Pulse Rifle. When clear, proceed up to the next corner for cover and take down the enemies around it as well.



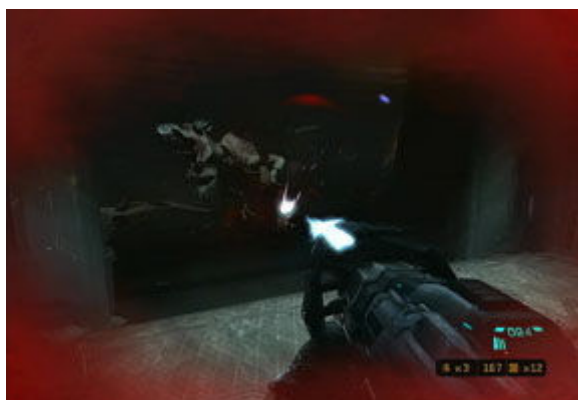
With the hallway cleared out, continue up the staircase and get ready to take down a baddie with a flamethrower. Continue across the walkway - you'll encounter two or three single enemies along the way.



As you descend the staircase at the end, get ready to battle a group of enemies on the left. Lob a grenade to take them down with ease, otherwise retreat back up the stairs between shots for cover. Once they're down, head to where the enemies were to find a locked door - you're going to have to hold down this area until your teammates can get it open. Quickly stock up on weapons/ammo from the stockpiles along the wall, then stand behind the low wall facing the staircase, in preparation of several enemies who'll attack from that direction. Use your Pulse Rifle to take them down, but if things get desperate, lob a grenade or two at the base of the stairwell. Also, you can actually head them off by shooting the enemies as they cross on the walkway above, before reaching the stairwell. If you need to recover, back into the hallway behind you for protection.



After the flood of enemies cease, the door behind you will open - yes! You'll soon reach another door you'll have to force open - but as soon as you do, several dinosaurs will attack. Back up, lob a few grenades and open fire. Continue on to an elevator, which will reunite you with the rest of Tuork's team. After the reunion, a squad mate will open the door, leading outside.

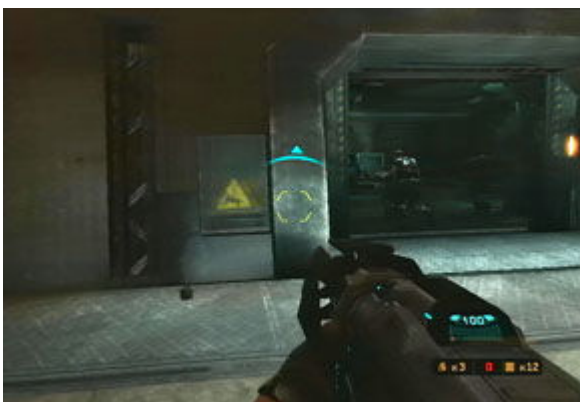


Objective: Find a ship to escape. As you follow the path, you'll soon spot an out-of-commission ship in the center. However, a bunch of raptors will attack as well, first from the front, then from the rear. Thankfully, since your teammates will distract them, it's pretty easy to take them down with your knife.



Objective: Get into the Control Room.

Once clear, continue through the door your teammate opens leading into the control room - don't forget to collect the nearby ammo along the wall.



Objective: Get out of the base.

After the cutscene inside the control room, head out the door that opens on the right and follow the hall back outside to a battle with a chopper.



Objective: Destroy the MG Chopper.

If you still have a rocket launcher on hand, now's the time to use it! If not, you're going to have to find one - thankfully it's right around the corner! Head right on the walkway to find a rocket launcher at the end. Duck into the covered portion for cover while you get it equipped, then let the rocket fly! Peach of cake, eh?



Objective: Get out of the base.

With the helicopter down, head around the other side of the walkway to the far door. Equip your knife to take down a

couple of raptors inside, then head down the staircase to complete the chapter.



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End of the Road

Objective: Meet up with Whiskey Company.

Stay away from the lava and push forward. Ignore the herbivores that run by, but get ready to tackle four big dinosaurs over the hill side. If you still have your rocket launcher, we suggest using it on them, as it's an instant KO. Otherwise, your most effective weapon is the Pulse Rifle - if you run low on ammo, look for more next to the transport vehicle ahead.



Continue forward until a bridge and enemy tower come into view. A whole bunch of acid-spitting flying bugs are swarming the area, but ignore them for now. Equip your knife (to run faster) and hurry across the bridge.



Objective: Hold your position.

Once there, we suggest ducking into the doorway on the right - even though it's closed, this will shield you from most enemies. Equip your Pulse Rifle and get ready to take down any bugs that enter your vision. If you need more ammo, check behind the semi-truck on your right. Despite what your teammate may say, stay here and just keep pummeling the bugs. Eventually he'll join you and unlock the door - head on through as soon as he does.



Inside, collect the ammo while Shepard works on the computer. Step way from the entrance and shoot the remaining bugs through the door.



Objective: Follow Shepard.

Eventually, Shepard will unlock the gate blocking the path. Make sure all the insects are KIA, then exit the building and head right through the open gate to reunite with the rest of your squad.

Objective: Find a way into the base.

After the cutscene, proceed through the valley until the enemy base comes into view. As you approach, a T-Rex will step onto the field and roam around the front of the base. His presence will actually distract the enemy, allowing you to make a break for it into the base, through the front door. Equip your knife so you move faster and make a mad dash toward it!

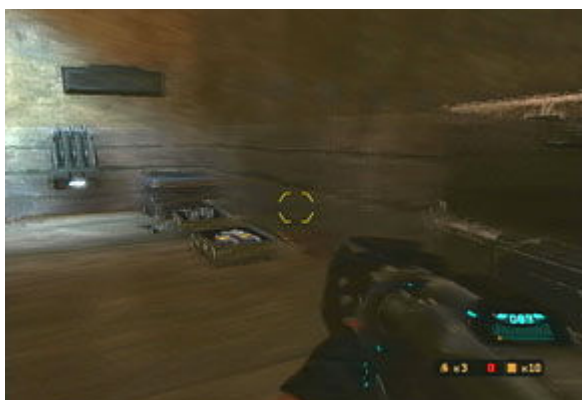


Objective: Breach the main vent.

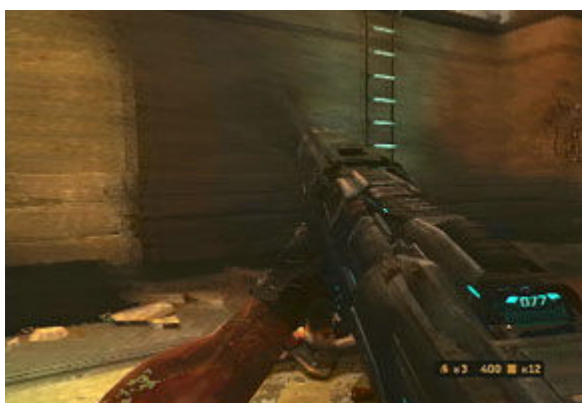
As soon as you're inside, ignore the enemies and run straight ahead and drop into the first pit. This will protect you from the enemies, and will set you up for the next section. Approach the ladder on the left, but don't climb it yet - first, look up and shoot the gunner on the rooftop. Now climb the ladder and immediately enter the building on the left.



This armory not only allows you to restock your weapons (check for Pulse Rifle ammo around the corner), but you can also easily target the enemies outside. Simply duck to either side of the doorway for cover. Once the foes are defeated, head out and drop into the next pit, on your left.



Shoot the raptor at the far end of the pit before he can attack, then run toward his corpse and look for a ladder on the left. Equip your knife before climbing it (to run faster), then immediately duck into another armory on the right (you may take a few hits, but you should be okay). Like before, stock up, and shoot the enemies through the doorway. There's also a rocket launcher inside here, but you'll have another chance to grab one later.



Once clear, climb the ladder on the building's right side to a walkway above. Check to your right first for any soldiers, then take cover behind a box on the left. Peek around it to target the enemies beyond.



When the coast is clear, follow the walkway to the area ahead. Turn left and carefully follow the ledge to the far end. As you round the final structure, you'll encounter a few more enemies, one of whom is stationed on a turret. After taking them down, proceed through the door ahead.



Stock up on ammo, then climb a pair of ladders to the top floor. On the top floor, turn the corner ahead to find several enemies. Hang back and blast them from here. Now quickly follow the fence on the right up to a small section of wall which will act as cover, allowing you to blast a few more enemies ahead, as well as those on a raised platform to the left (in front of the giant vent).



Once the nearby foes are down, continue onward to a small building in the far corner (which contains a rocket launcher). Shoot a couple more soldiers here to cause a helicopter to swoop in.



Objective: Destroy the MG Chopper.

If you don't already have a rocket launcher, grab one from the small building in the corner, mentioned above. Now quickly fire a rocket at it, without exposing yourself for too long, to take it down.



Objective: Enter the vent.

With the helicopter destroyed, meet up with your teammates by the vent and wait for them to blow it open, then head inside to complete the chapter.



Into the Breach

Objective: Infiltrate the base.

Follow the corridor through a door your teammates will blow open. When you reach the sewer, drop into it, grab the ammo on either side, then climb the ladder in the middle of the opposite wall.



You'll soon reach an opening leading into a large room. Dash in, kill the enemy dead-ahead, then continue up the nearby ramp and follow it through a door into the next room.



Continue to follow the ramp down into the room, then up a second ramp dead-ahead (kill any enemies directly in your path, but ignore the rest) through another door.



A couple of enemies lurk within, take them down, then check for ammo on the right side of the room. Continue up the

staircase to a block you can use for cover, while you take down the foes beyond.



When the nearby enemies are killed, push forward into the hallway ahead, but duck behind structures on either side for protection, as you blast the enemies beyond. Keep an eye on the turret at the end of the hall, and try to kill anyone who tries to use it. Work your way to the back of the room to trigger the airlock to shut - drat.



Objective: Get into the Control Room.

Turn around and enter a room on the left. Collect the ammo, then proceed through the door your team opens into the control room.



Objective: Plant bombs to disable the generator system.

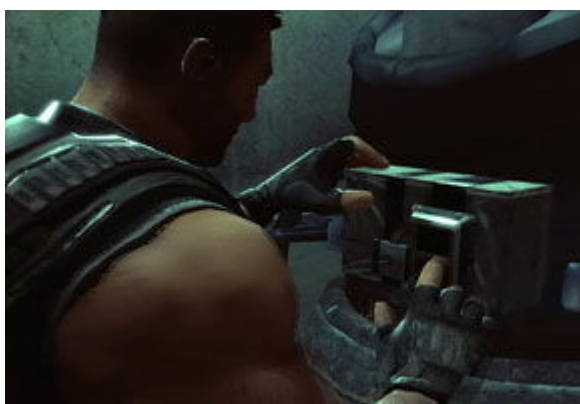
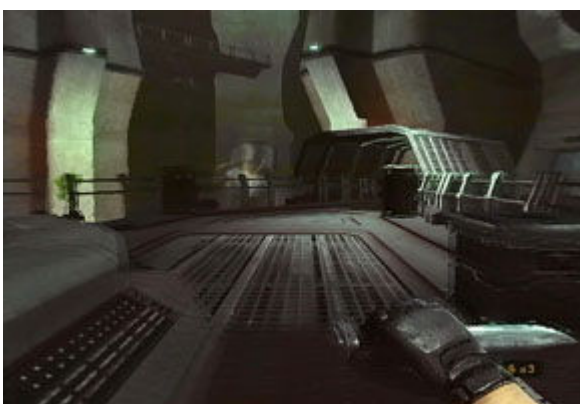
After a brief discussion between your squad mates, you'll be tasked with planting three bombs on the generator. Exit out the door on the right to find the Generator Room where you'll do said bomb-planting.



So here's the deal: The ladder leads to a circular platform, which connects three separate rooms. You'll have to plant a bomb inside each one, then exit the room. Oh yeah, and did we mention the acid spraying bugs that swarm around? But being who we are, we've developed a stupid-proof method to get you through - without firing a single bullet!



Before entering the generator room, equip your knife, allowing you to run faster. Dart up the ladder and head right to circle the platform clockwise, stopping at each of the three rooms. Tuork will automatically plant the bomb inside each one when you get close. Now you may come across a soldier or two as you run around, so use your knife to take him down. As for the flying insects? Don't worry about them - as long as you move fast, they won't have the time to deal you any significant harm.



Objective: Exit Generator Room.

With all three bombs planted, it's time to hightail it out of there. Climb down the ladder (jump off of it when you get near the base) and dart back up the ramp the same way you came. As you close in on the control room, you'll be knocked out by a grenade of some kind.



Objective: Get out of the base.

After coming to, you'll have to escape the exploding base. The path is really straight-forward, and although you'll encounter a few scorpions and soldiers along the way, they don't pose much of a threat. Just take it slow, and use any of the ample debris for cover. Oh, and don't forget to crouch to get past a low hanging obstacle or two.



Eventually, after passing through a door, the walkway will give out, dropping you into a pit full of raptors and scorpions; you'll have to kill all of them in order to proceed. We've found the best method for dispatching them is to grab a shotgun from off the wall and fire flares at the enemies to cause them to attack one another. Don't actually shoot the enemies unless they directly attack, otherwise you'll draw undue attention. Circle the perimeter of the room and try to stay as far away from the heat of battle as you can. Eventually, a large dino will bust in - pummel it in the face with shotgun shells, then exit the room through the door we broke in to complete the chapter.



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An Eye for an Eye

Objective: Get out of the base.

Run toward the spaceship to jump aboard - only to find that idiot Tuork jumps off again! The heck?



Objective: Prevent Kane from escaping.

Alright, this hallway is the final stretch before the boss. Hang back by the corner before the staircase to take down the enemies at the top, then climb it and use the box at the peak for cover to blast the enemies beyond. Move forward when clear and use the central pillars for protection to take down the remaining foes. Just be careful of the stationary guns at the end of the hall - grenades and work wonders.



Objective: Prevent Destroy Kane's ship.

Simply grab hold of a rocket launching turret on either side of the platform and fire three rockets at the ship to destroy it.



Afterward, you'll have to battle Kane mano-a-mano, in what may be either the easiest or toughest battles ever, depending on what button sequence you get. You see, this entire battle is an interactive cutscene, so you simply have to press the buttons that appear onscreen. Since the sequence is random, you can't predict what'll appear next, so keep on your toes!

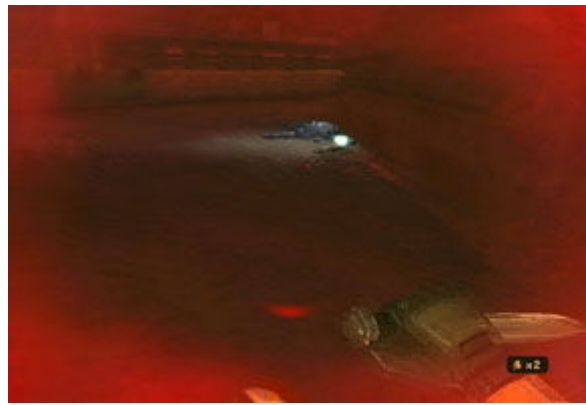


Objective: Kill the T-Rex.

With Kane defeated, you'll have one final battle: the T-Rex, who just happens to be roaming nearby. He's fast and can cover ground faster than you can, so it's integral you find cover - and fast.



Your first goal should be to find a shotgun - the most effective weapon against the T-Rex, because of its power, and flare feature. From the get-go, look left to find a box across the lava gap. Quickly equip your knife (to run faster), jump the gap, then grab the shotgun from the corpse - some more ammo can be found just around the corner.



Now this is where part two of our strategy comes into play: circling the box. Since the T-Rex can't turn too well, you can run around the box to keep him at bay. So ideally, back up around the box while facing the T-Rex and pummeling him with shotgun shells. If you land every blast, you can actually end this battle really quick (see below). But if you run low on ammo, you're going to have to seek out a new weapon - generally one can be found near each box. But before running toward it, fire a flare past the T-Rex's noggin to distract him. Now equip your knife (to run faster) and haul ass toward one of the other boxes to grab another weapon nearby.



After enough hits, the T-Rex will eventually drop to his side. As soon as he does, quickly equip your knife, run up to him, then press the Right-Trigger when the icon appears on screen to take him down once and for all.

