

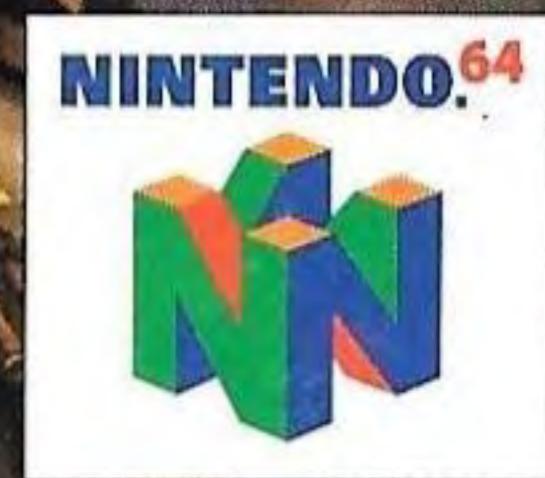
NUS-NTKE-USA

# TIMECASTERS

SHADOW OF OBLIVION®

INSTRUCTION  
BOOKLET

AKLaim®



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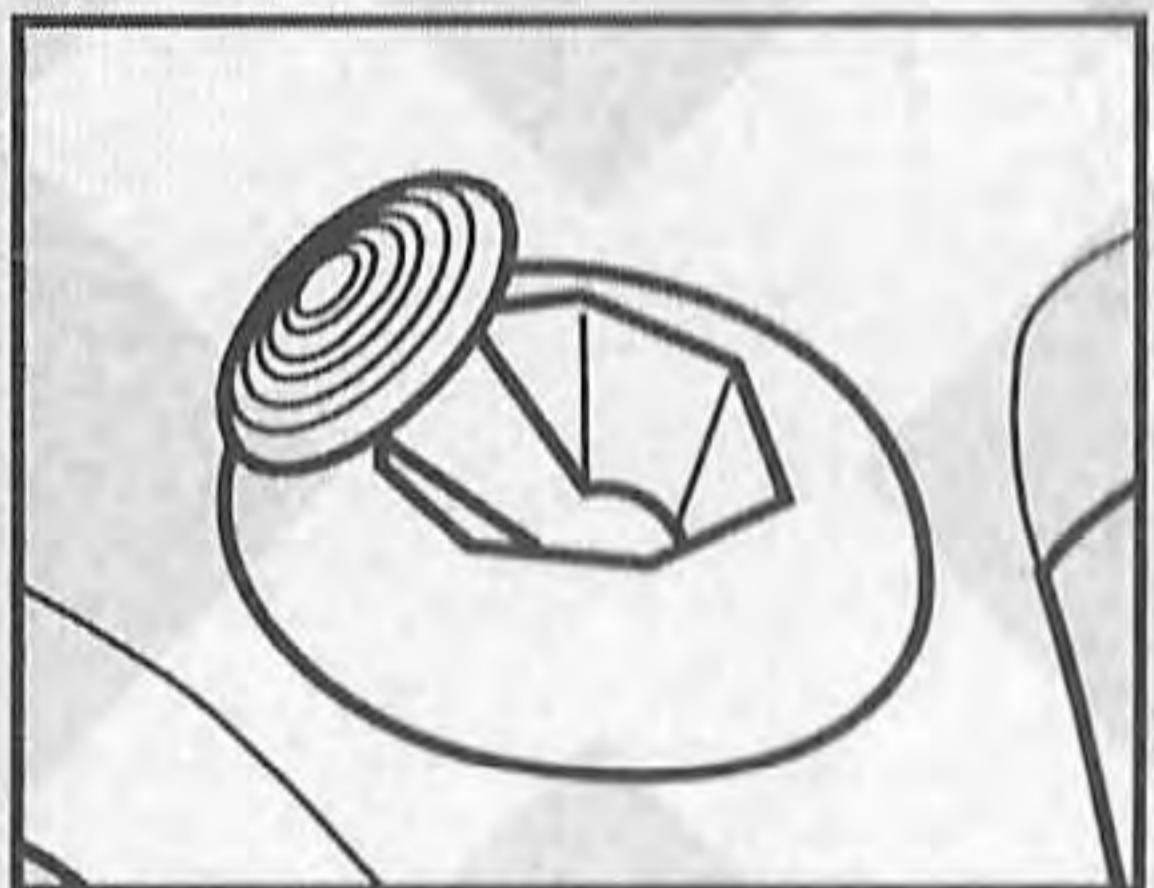
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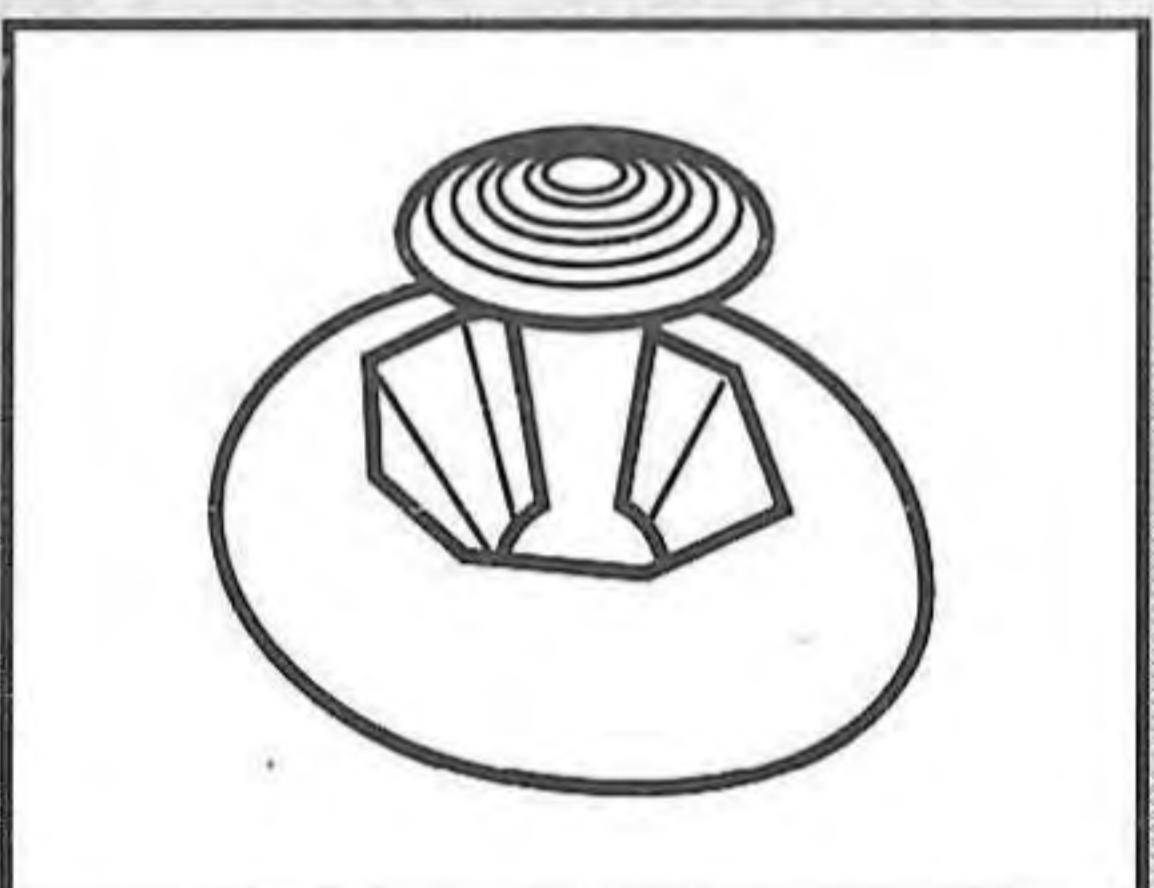
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# Stick Function



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® 3: Shadow of Oblivion™** Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Socket 1.

**Note: Turok 3: Shadow of Oblivion 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 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 N64 Expansion Pak™. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory.**

**N64 Game Paks displaying the N64 Expansion Pak icon will take advantage of the additional memory features of the N64 Expansion Pak. Look for this icon on specially designed games.**

# INTRODUCTION

THE UNIVERSE WAS BORN NOT WITH A BANG, BUT A SCREAM. LONG BEFORE THE BIRTH OF OUR WORLD, THERE WAS OBLIVION. FEEDING UPON ALL THAT IT CAME IN CONTACT WITH, OBLIVION DRIFTED THROUGH THE COSMOS LIKE A MONSTROUS, OMNIPOTENT JELLYFISH. IT CONSUMED EVERYTHING IN ITS PATH, INVADING THE BODIES OF THE LIVING AND DEVOURING THEM FROM THE INSIDE, FEEDING OFF OF THE VERY ENERGY OF THE DEAD AND DYING.

WHEN THE PRIMAGEN'S LIGHTSHIP WAS DESTROYED, THE EXPLOSION CREATED AN ENERGY SURGE THAT TRIGGERED A CHAIN REACTION SO POWERFUL THAT THE UNIVERSE AS IT EXISTED WAS COMPLETELY DESTROYED. THE SHOCKWAVE OF ENERGY UNLEASHED BY THE EXPLOSION TORE OBLIVION APART LIKE TISSUE PAPER, NEARLY DESTROYING THE MOST POWERFUL BEING THAT HAD EVER EXISTED. THE INSTANT THAT THE LOST LAND WAS BORN, OBLIVION FIRST FELT PAIN....AND FEAR....AND HATRED. LIFE OFTEN SPRINGS FORTH IN THE WAKE OF DEATH, AND A NEW UNIVERSE WAS BORN. OUR UNIVERSE.

OBLIVION SURVIVED. THOUGH NEARLY DESTROYED WHEN THE LOST LAND WAS CREATED, OBLIVION LIVES AND NOW DESPERATELY SEEKS A WAY TO PUNCH THROUGH THE NETHERSCAPE THAT SEPARATES OUR WORLD FROM THE LOST LAND, AND THE LOST LAND FROM COUNTLESS OTHERS. THE LOST LAND HOLDS THE KEY TO OBLIVION'S REBIRTH, AND ALSO THE KEY TO ITS DESTRUCTION. THE LAST SHREDS OF THE PURE ENERGY SOURCE THAT CREATED OUR WORLD AND NEARLY WIPE OUT OBLIVION ARE CONTAINED WITHIN THE LIGHT BURDEN THAT EVERY MEMBER OF THE TUROK LINEAGE HAS CARRIED. THE DEATH OF THE TUROK LINE WILL SIGNAL THE BEGINNING OF THE END...THE REBIRTH OF OBLIVION.

# Turok 3 Menus

Use the **Control Pad/Stick**, or **C Buttons** to highlight an item.

Press the **START**, **A Button**, or **Z Button** to select an item or confirm a choice.

Press **Left** or **Right** on the **Control Pad/Stick**, or **C Buttons** to change options or settings.

Press the **B Button** to cancel a menu or to go back to the previous menu.

## MAIN MENU

Make one of the following selections from the main menu:

### New Game

Start a new single-player quest.

### Load Game

Continue a single-player game previously saved on a Controller Pak.

### Deathmatch

Join the intense multiplayer action of the Deathmatch arenas. Play against your friends or practice against bots. See Select Deathmatch (page 13) for more details.

### Options

Adjust sound, display, and control settings. See Options (page 7) for details.

### Secrets

Turn special game secrets **ON** or **OFF**, or enter a code for a new secret.

# OPTIONS

## Control

Adjust the Controller settings. See Control Options.

## Sound

Adjust the sound volume. See Sound Options.

## Display

Adjust the display options. See Display Options.

# Control Options

Press **Left** or **Right** on the **Control Pad/Stick**, or **C Buttons** to change the options.

Use the top row of Controller icons to select which Controller you wish to change.

## Style

There are two basic Controller setups, Normal and Arcade. There are also left-and right-handed versions for each of these, for a total of 4 different setups. The Normal setup provides precise aiming and superior movement, but can be difficult to master. The Arcade setup is easier to use and might be better for beginners.

## Look Spring

Choose Yes to automatically return the view to a level position.

## Reverse Up/Down

Choose Yes to reverse the normal up and down looking directions.

## Auto Aim

Choose Yes to make it easier to hit your targets.

## Weapon Wheel Speed

This setting controls the delay before the weapon wheel appears in the game when you hold down the **A Button** or the **B Button**. A low setting takes the weapon wheel longer to appear, whereas a high setting makes it appear almost immediately.

## Vertical Speed

This setting controls the vertical sensitivity of the **Control Stick**. A higher sensitivity will increase the speed of looking up or down.

## Horizontal Speed

This setting controls the horizontal sensitivity of the **Control Stick**. A higher sensitivity will increase the speed of turning.

# Sound Options

Use **Control Stick Left** or **Right** to adjust the volume of the music, sound effects, or voices. In addition you may select the music played in Deathmatch.

# Display Options

Press **Left** or **Right** on the **Control Pad/Stick**, or **C Buttons** to change the options.

## Resolution

Play in Low resolution, High resolution, or Letter Box (just like the movies!).

**Note:** This can only be changed if a Nintendo Expansion Pak is present.

## Deathmatch Radar

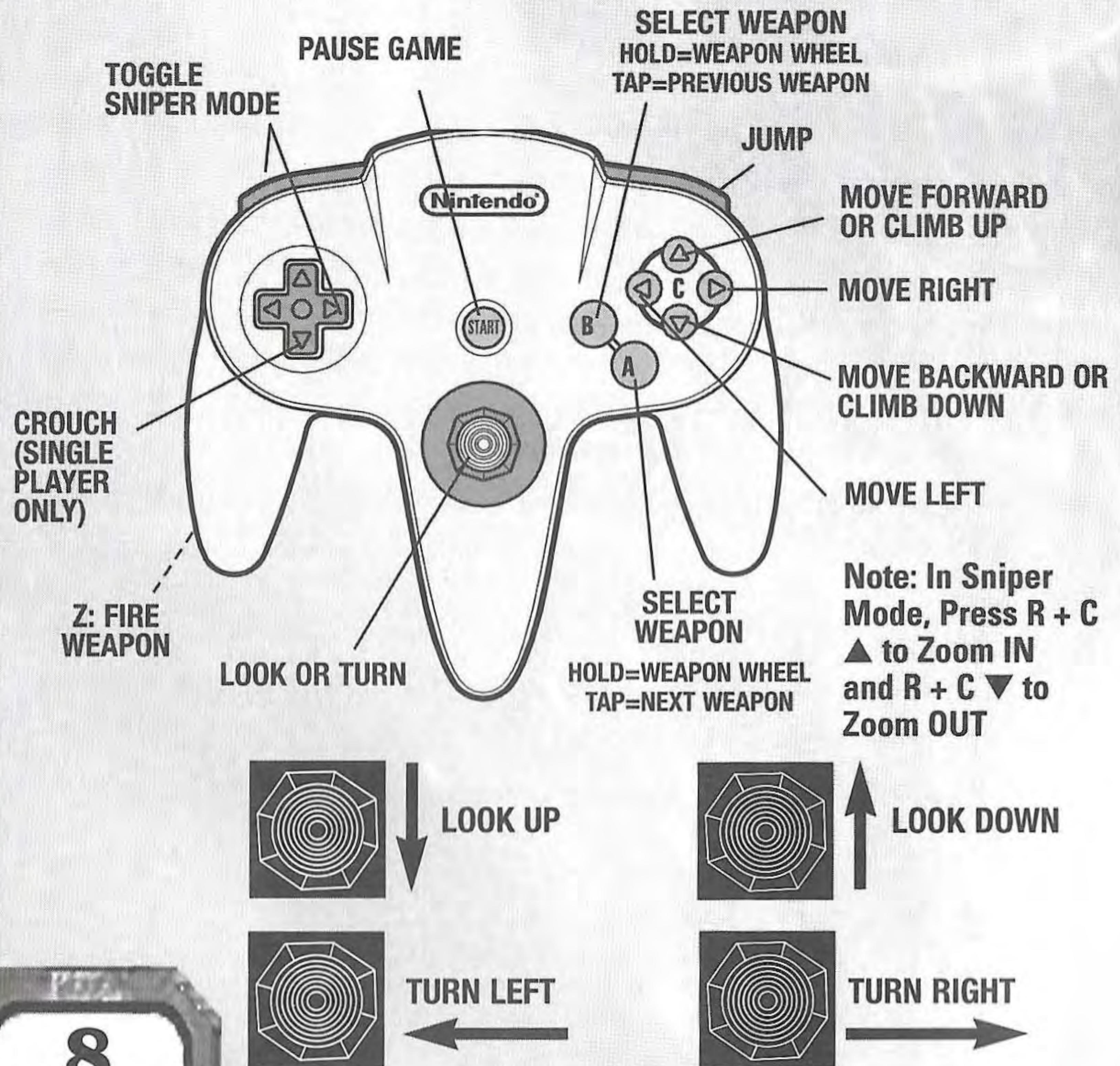
This helps you find other players in a deathmatch game. You can use it to find just your teammates

(identified with green triangles), just your enemies (identified with red triangles), or everyone. For a challenge, you can also turn off the radar.

## PLAYING TUROK 3: SHADOW OF OBLIVION

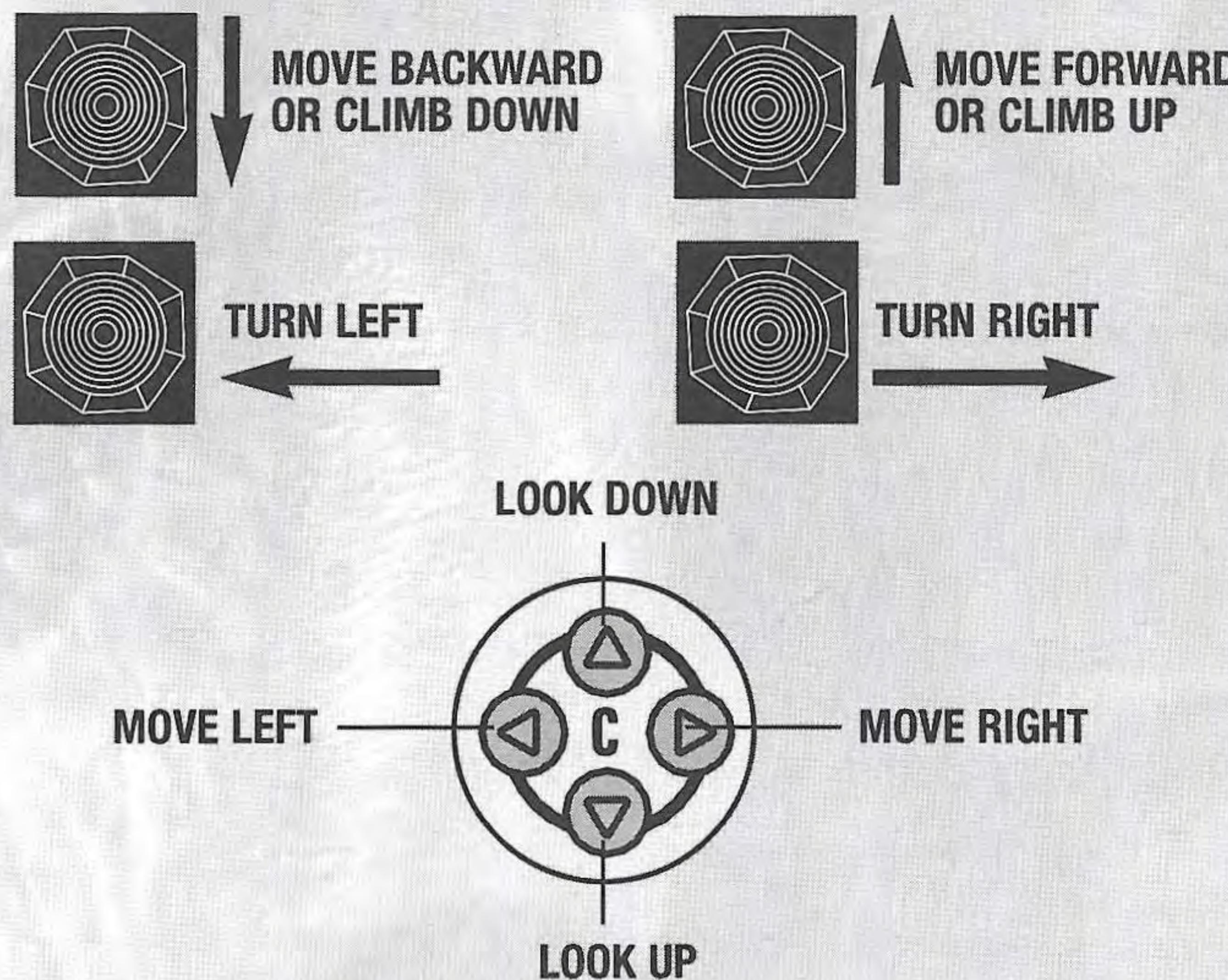
### Normal Controls

Controls shown below are the default right-handed controls. These controls provide better aiming and movement than the Arcade Controls but can be difficult to master.



## Arcade Controls

Controls shown below are the arcade right-handed controls. The controls are the same as the Normal Controls except that looking up and down uses the C Buttons and moving forward and backwards uses the Control Stick. You might find these controls easier to use than the Normal Controls.



## SINGLE PLAYER QUEST

Select **New Game** from the main menu to begin a new single player game.

Select **Load Game** from the main menu to load a game saved on a Controller Pak.

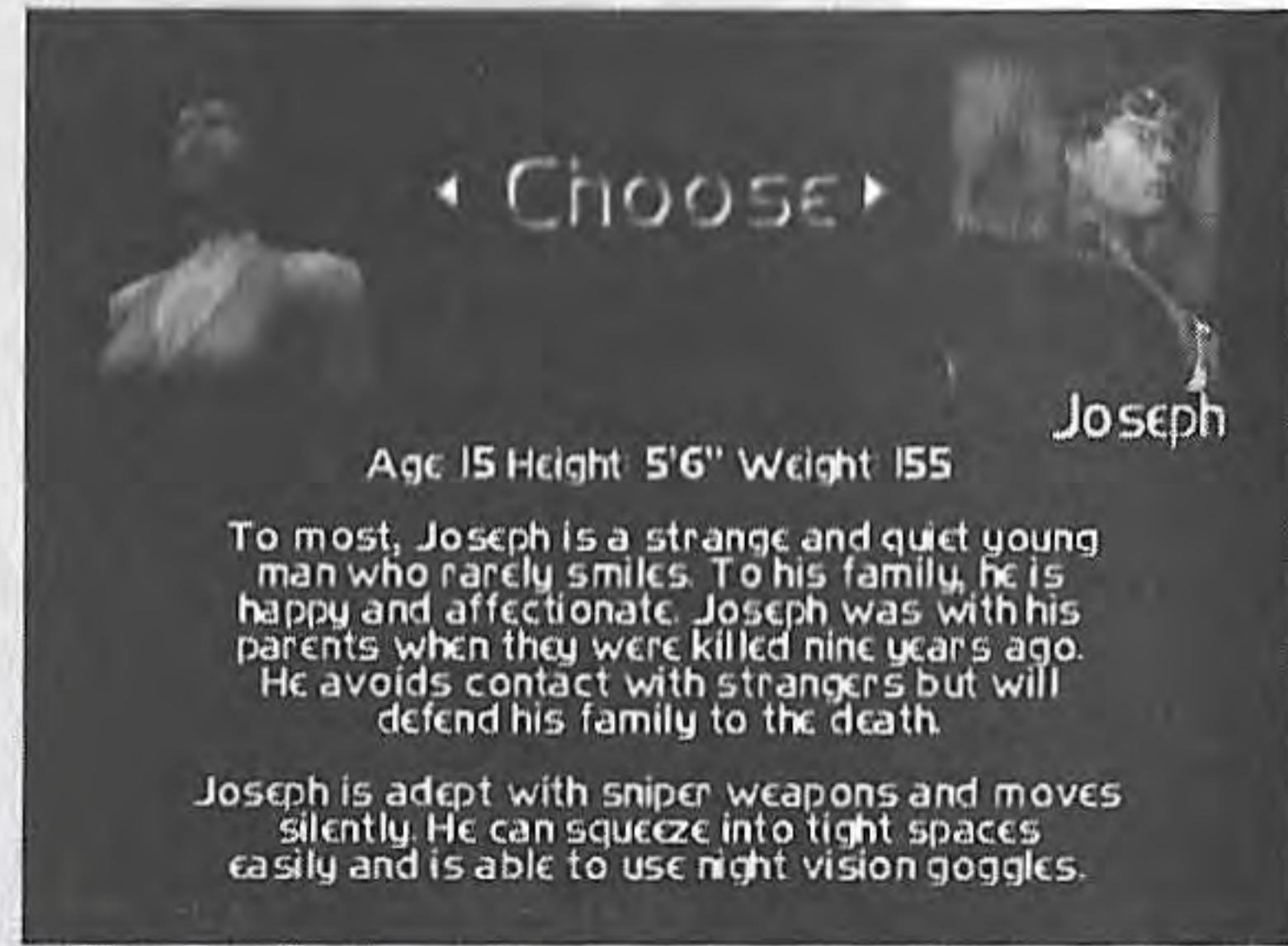
### Select Difficulty

After selecting **New Game**, choose from **Easy**, **Normal**, **Hard** and **Oblivion** skill levels. Among other things, the higher difficulty levels have tougher enemies and give you less time to finish the timed objectives.

You will then be prompted to insert a Rumble Pak if you wish to play with one.

## Choose Character

After viewing the introductory cinema, you will be asked to make a choice: play as either Joseph or Danielle Fireseed. Each approaches things differently, has different skills and will get different weapon upgrades.



## Missions

There are five chapters to master in order to complete *Turok 3: Shadow of Oblivion*. Within these chapters there are several main objectives which must be met, as well as various other tasks that are optional, though most worthwhile.

## Single Player Game Display



**Health** Your health appears as a bar and number at the bottom left of your screen. You begin with 100 health points. As you take damage, your health decreases. You can restore health up to 100% by collecting health pick ups, and boost your health to more than 100 points by

collecting the Ultra Health pick up. In addition, every time you collect enough Life Force your maximum health will be permanently increased for the rest of the game.

**Current Weapon** Your current weapon is always in hand.

**Ammo** The amount of ammunition for the current weapon appears as a bar and number above your health. When you run out of ammo for a weapon, you will automatically switch to another weapon.

## Weapon Selection and the Weapon Wheel

Tap the **A BUTTON** quickly to change from your current weapon to the next highest available weapon. Tap the **B BUTTON** quickly to change from your current weapon to the next lowest available weapon. If you hold down either the **A BUTTON** or the **B BUTTON**, a weapon wheel will appear.



**To select a weapon or item from a weapon wheel:**

1. Press and hold the **A BUTTON** or the **B BUTTON**. A wheel of items will appear on the screen.
2. Press the Control Stick towards the desired item to select it.
3. Release the **A BUTTON** or **B BUTTON**.

In a **Single Player Quest** game, use the **A BUTTON** to access most of your weapons and use the **B BUTTON** to access special weapons and items or to see the special items you have found. In a **Deathmatch** game, use the **A BUTTON** to access your first set of weapons and use the **B BUTTON** to access your remaining (more powerful) weapons. Most weapons on the

weapon wheels have two versions, the regular weapon and the upgraded version. They occupy the same position on the wheel, so selecting the same position as that of your current weapon will switch you between the regular and upgraded version of the weapon. The topmost slot of the weapon wheel for the **A BUTTON** has the Tomahawk (for Danielle), the Blade (for Joseph), and the Razor Wind (for both).

**Note:** If the weapon wheel appears too slowly or quickly, its speed can be adjusted in the Control Options menu.

## Sniper Mode

When using certain weapons, pressing **Right** on the **Control Pad** will toggle Sniper Mode On and Off. If a weapon is not compatible with Sniper Mode, the mode will not be engaged. When ON, a sniper scope will display, and you'll be ready for some serious hunting. Hold the **R** (shoulder) **BUTTON** and press **C ▲** to Zoom In or **C ▼** to Zoom Out. When the **R** **BUTTON** is released, the **C BUTTONS** resume their normal functions.

**Note:** In Sniper Mode, the Jump function of the **R BUTTON** is disabled until Sniper Mode is turned off (by pressing left on the **CONTROL PAD**).

## LOAD GAME

The Load Game menu will appear when you select Load Game from the pause menu or from the main menu. You will be presented with a display of all the saved games on your Controller Pak, if any. Saved Turok 3 games will be shown with the Oblivion symbol. Simply move to the game you wish to load and press the **A BUTTON** to load it. You cannot save or load a Deathmatch game.

## SAVE GAME

The Save Game menu will appear when you select Save Game from the pause menu (you cannot save a Deathmatch game). You will be presented with a display of the contents of your Controller Pak.

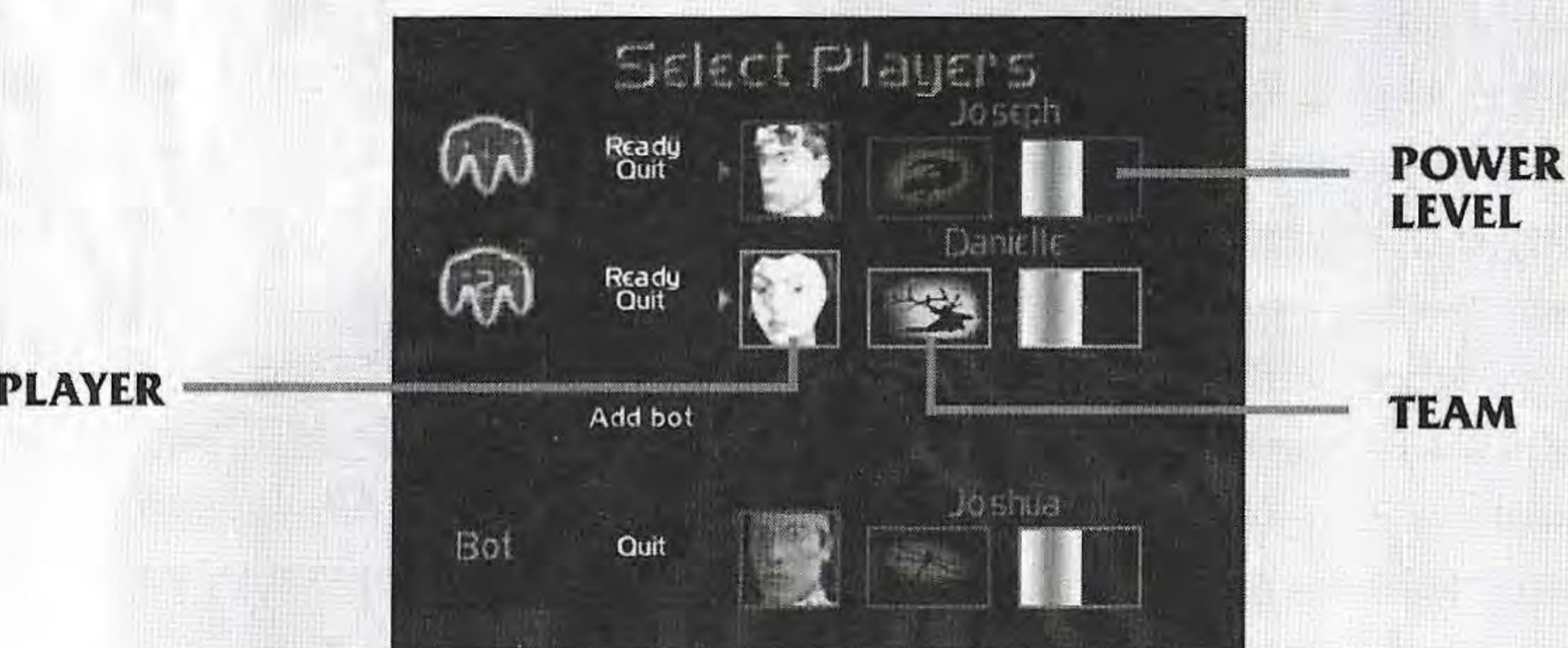
Saved Turok 3 games will be shown with the Oblivion symbol. You can save over an existing Turok 3 saved game (or any other saved game) by moving to it and pressing the **A BUTTON**. You can save into the next empty slot (if available) by moving to any empty slot and pressing the **A BUTTON**.

## DEATHMATCH MULTIPLAYER

### Select Deathmatch

There are eight great multiplayer Deathmatch games to choose from. Press **Control Stick Left** and **Right** to highlight the different games. The rules for each one will be shown. Each game can be played with teams or as every player for himself. You can play with up to 3 other players, including friends or computer-controlled bots (or any combination).

Select your chosen deathmatch game with the **A BUTTON**. You will then proceed to the Select Players menu.



### Select Players

This menu lets you set up the players and change their character, their team, and their power level. There is room for up to three additional players besides yourself. These three players can be your friends, computer-controlled bots, or any combination of these. Your friends can join by pressing **START** on

their controllers. You can add a bot to play against by selecting Add Bot or remove a bot by selecting the Quit next to it. There must be at least two players in every game, and some games (such as Color Tag or Last Stand) are best played with 3 or more. If you only select one player, a bot will be chosen to compete with you.

## Player

This is the character you will play as in the deathmatch game. Different characters can use different weapons, so experiment to find the character you like. You can change a character by highlighting the portrait and pressing the **A BUTTON**.

## Team

This is your team. If you are using Deathmatch Radar (see Display Options on page 7), your teammates will be identified by a green triangle. You can change a team by highlighting the team picture and pressing the **A BUTTON**. You cannot play a game where everyone is on the same team.

## Power Level

The power level can be used to give you an advantage or disadvantage over other players. If you have a negative power level, you will do less damage to other players and you will take more damage from them. If you have a positive power level, you will do more damage to other players and take less damage from them. You can use this to make a game more fun when playing with a more- or less-experienced player than yourself. If you find that the bots are too hard to play against, try decreasing their power level.

You can change the power level by highlighting the power level bar and pressing the **A BUTTON**. Then you can use Control Stick Left and Right to change the power level. Press the **A BUTTON** again when done.

After making any changes, each player can

simply press **START** when they are ready. Once all players are ready, you will then proceed to the Deathmatch menu.

## Deathmatch

This menu lets you change the deathmatch settings or start a new deathmatch game.

Highlight an option by pressing **Control Pad/Stick Up or Down**, then press **Control Pad/Stick Left or Right** to change the option.

## Game

Choose the deathmatch game you wish to play, or select this with the **A BUTTON** to see the available games or read their rules.

## Variation

Choose from a list of specialized game variations with different gravity, movement speed, pickup amounts, and so on. The bots might have trouble coping with the variation you choose. For a real kick in the pants, select this with the **A BUTTON** to try your own custom variation.

## Weapons

Choose from a list of weapon configurations including spears only or a full arsenal, or choose Default for the default setup. Select this with the **A BUTTON** to set up your own custom configuration where you can decide which weapons you start with, which weapons you can pick up, and which weapons will not be used in the game.

**Note:** Just like all the games, Arsenal of War and Weapon Master will not use the weapons that you have excluded from the game.

## Victory

Choose the score needed to win the match: the first player or team to reach this score wins. For most games you can also choose no specific limit and

instead see who has the best score when the time runs out. For some games the victory is preset and cannot be changed.

## Time

Choose the time limit for the match, or, for some games, the time limit for each round.

For most games, you can also choose no time limit and instead play the game until a player or team reaches the score chosen for victory. For some games the time limit cannot be changed.

## Team Damage

Choose Yes to allow teammates to cause damage to or kill each other. This option is only available if there is a team with more than 1 player.

## Sudden Death

If you have chosen a time limit for a match, you can also choose sudden death to determine the winner if a match is tied when the time runs out. Choose No to simply declare such a match a tie. Choose Until Won to continue the match until someone wins.

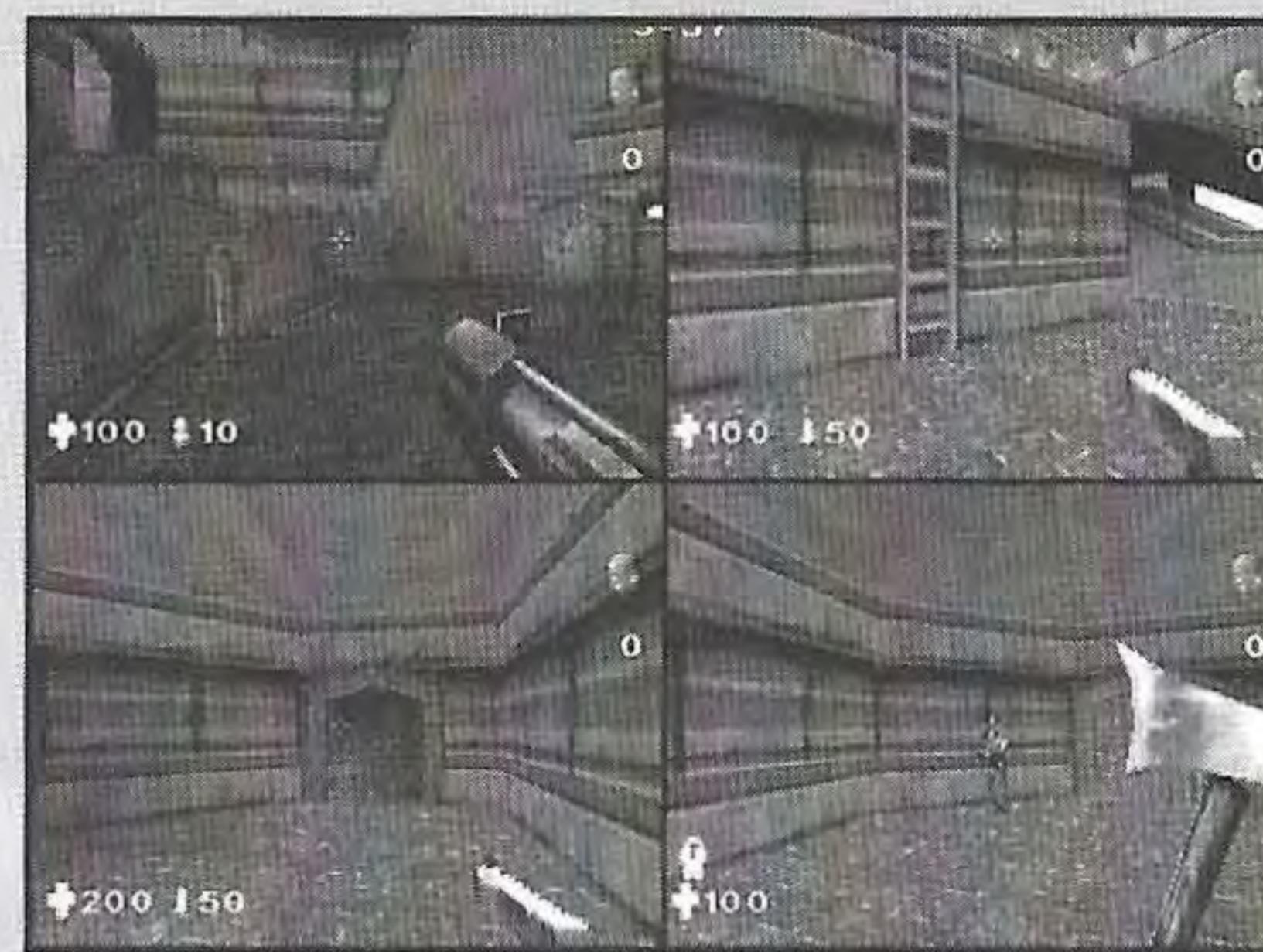
Choose a time limit to play the game for that additional time or until a player or team wins the match. For most games, only the players or teams with the highest score will continue playing in sudden death - the other players will be out of the match. For some games you cannot set a sudden death time.

## Arena

Choose from a collection of deathmatch arenas to battle in. Select with the **A BUTTON** to see your choices or to change the order in which the arenas are played.

When you've set up your Deathmatch game, highlight Begin Match and press the **A BUTTON** or **START** to get into action.

## Deathmatch Game Display



The screen is divided up into displays for each player, except for the bots.

The player's health is in the lower left corner of his display and the ammo available for his current weapon is shown to the right of the health. Appearing above the health will be any special powers the player has, such as the player in the bottom right (who is cloaked).

The upper right corner has the player's score (or, if he is on a team, his team's score). For the game Color Tag, there are two scores: the player's current score (on top) and his score for the current round. If the player (or his team) is in the lead, he will have a green arrow beside his score. If the player is trailing behind the lead player, he will have a red arrow beside his score.

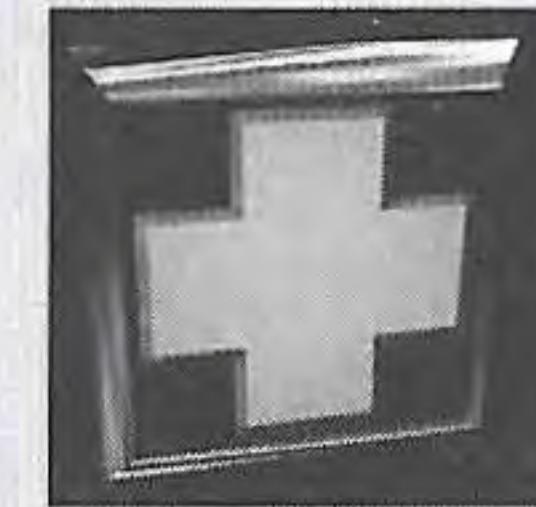
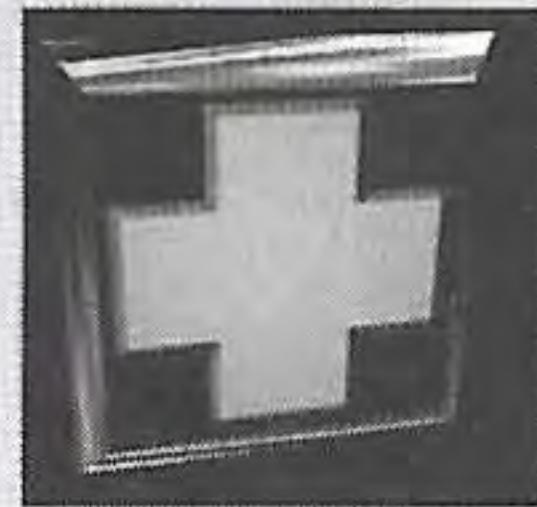
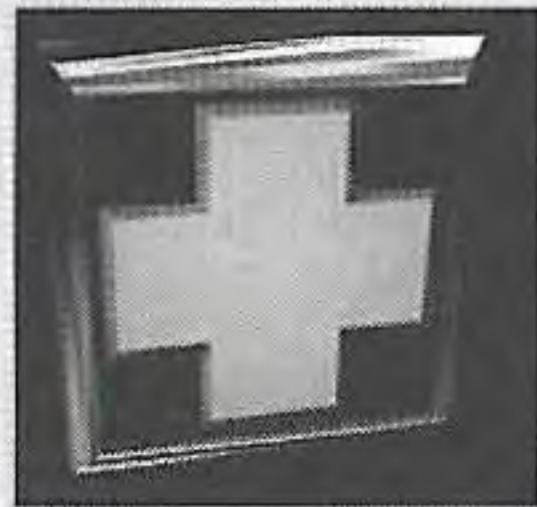
The symbol in the top right corner of each display is different for most games and animates depending on events in the game. For example, in Monkey Tag the symbol will animate when you are the monkey, and in Capture The Flag the symbol will animate if you have the flag.

If there is a time limit for the game or for the round, it will appear at the top of the screen.

# Deathmatch Pickups

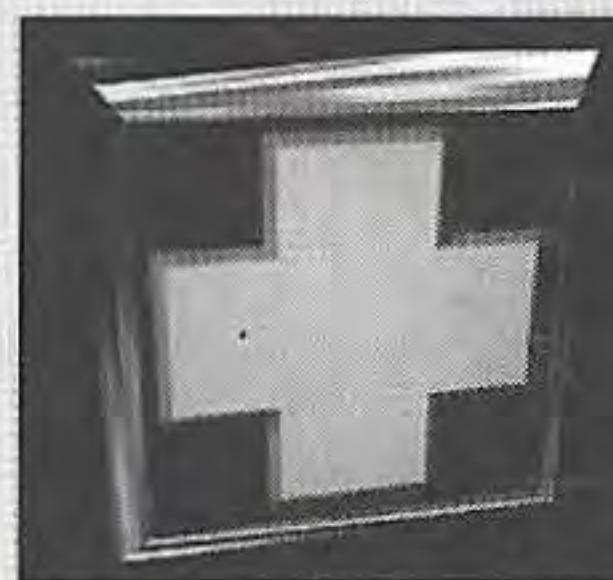
## Weapon and ammo

In most games a weapon pickup is used to both take that weapon and take additional ammo for that weapon. In some games, and with some weapon settings, you will see a separate ammo pickup instead of the weapon pickup.



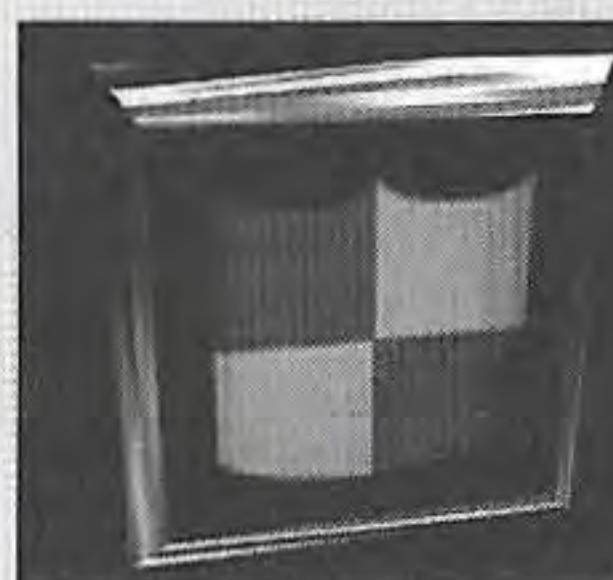
**+10 Health (Red) +20 Health (White) +100 Health (Blue)**

Add 10, 20, or 100 points to your health up to the maximum.



### Ultra health (Gold)

Add 100 to your health even beyond your normal maximum health, up to twice your maximum health.



### Shield

Makes you invincible for a short period of time - no one can harm you.



### Cloak

Makes you mostly invisible for a short period of time.



### Berserker

You can only use your spear while berserk, but you do much more damage than usual.

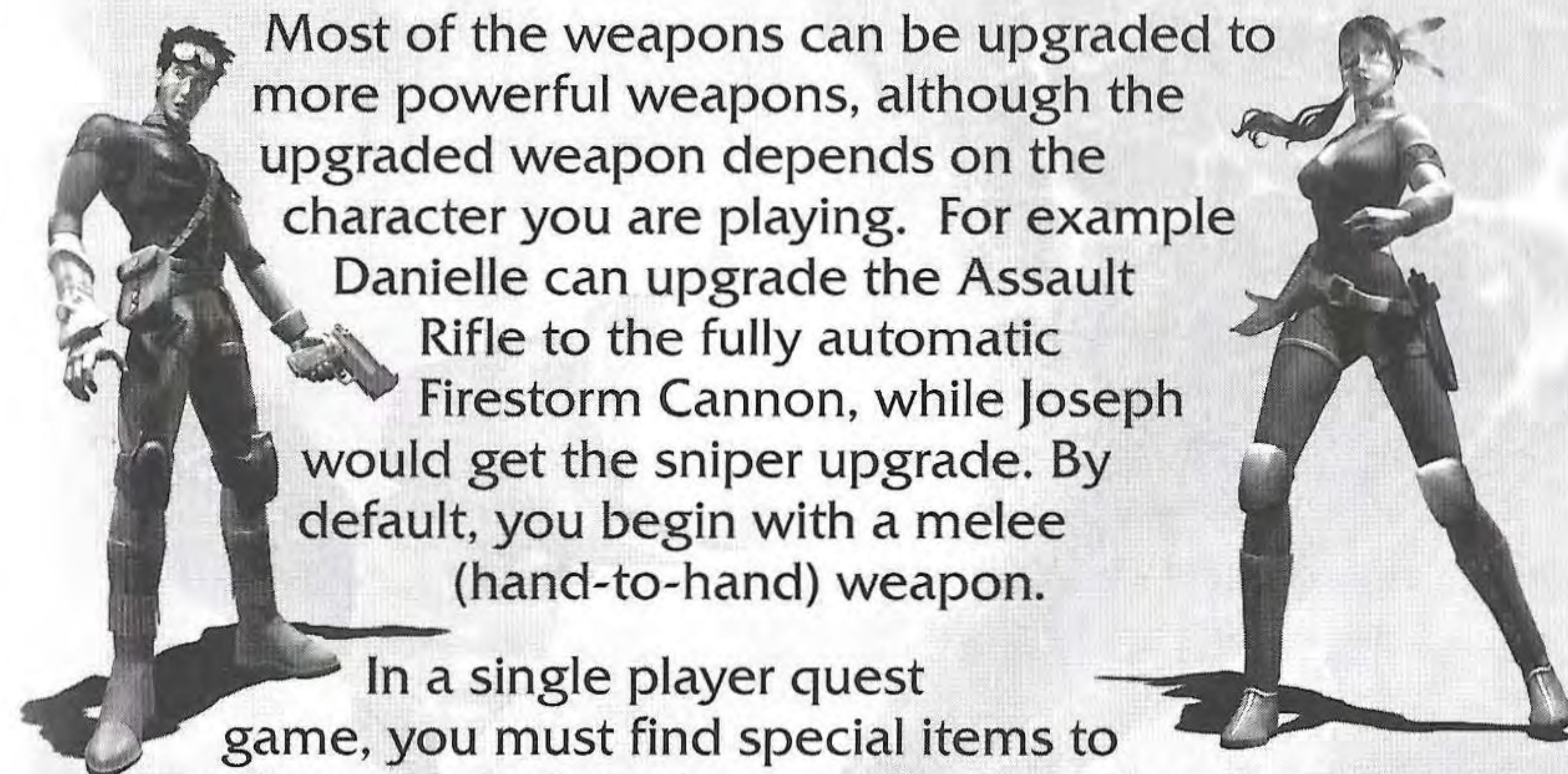
## MATCH RESULTS

When the match ends, you will be shown the match results. This includes every player's score and some statistics about how they played.

## GAME PAUSED

Press **START** while playing a game to bring up the pause screen, where you can choose to resume play, save or load a game, set options, view and enter secrets, or quit the current game. You can also view your current game results (objectives met in single player, or current status in Deathmatch). You cannot save or load a game in Deathmatch.

## WEAPONS



Most of the weapons can be upgraded to more powerful weapons, although the upgraded weapon depends on the character you are playing. For example Danielle can upgrade the Assault Rifle to the fully automatic Firestorm Cannon, while Joseph would get the sniper upgrade. By default, you begin with a melee (hand-to-hand) weapon.

In a single player quest game, you must find special items to get the upgraded version of a weapon. In a deathmatch game, you will immediately get the upgraded version for any weapon you have, if it has an upgraded version. In either case, the upgrade available to you depends on the character you are playing.

## **Tomahawk** (Starting Weapon)



Only available to Danielle.  
Not available in Deathmatch.

**DANIELLE'S UPGRADE:**  
Razor Wind

## **Blade** (Starting Weapon) Only available to Joseph.



Not available in Deathmatch.

**JOSEPH'S UPGRADE:**  
Razor Wind

## **Razor Wind** A vicious thrown weapon.

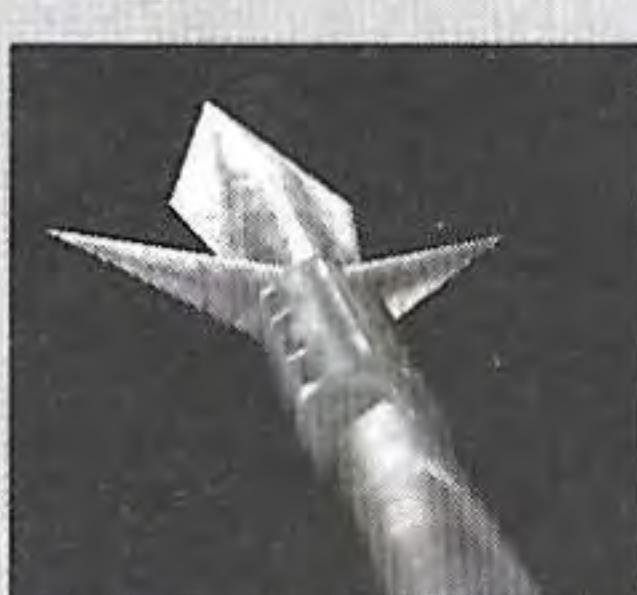


Not available in Deathmatch.

**DANIELLE'S UPGRADE:**  
None

**JOSEPH'S UPGRADE:**  
None

## **Spear** (Starting Weapon) Only available in Deathmatch.



**DANIELLE'S UPGRADE:**

None

**JOSEPH'S UPGRADE:**  
None

## **Bow** A standard bow with standard arrows.



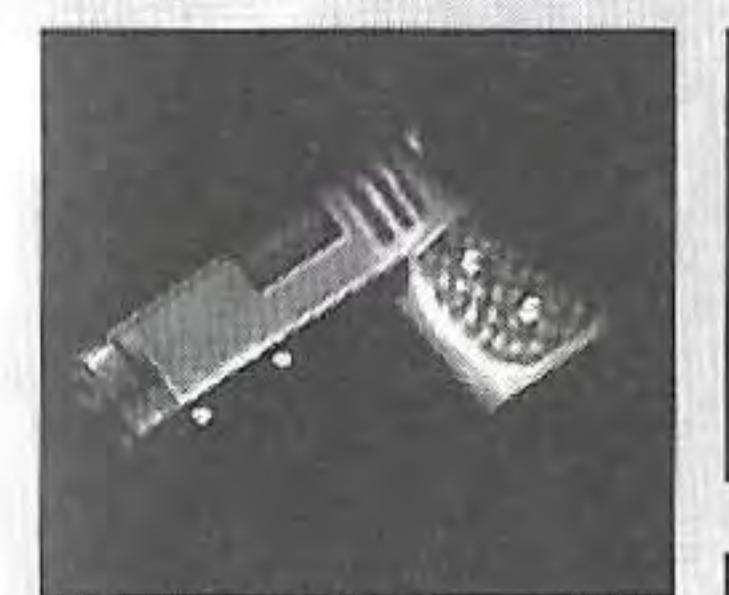
**DANIELLE'S UPGRADE:**

**Tek Bow:** Fires explosive arrows and has zooming scope.

**JOSEPH'S UPGRADE:**

**Storm Bow:** Rapid-fire bow with zooming scope.

## **Pistol** A standard single-shot pistol.



**DANIELLE'S UPGRADE:**

**Mag 60:** Semi-automatic fire with 3-round bursts.

**JOSEPH'S UPGRADE:**

**Silenced Pistol:** Silent single-shot pistol with laser sight and zooming scope.

## **Assault Rifle** Standard rifle firing 3 round burst.



**DANIELLE'S UPGRADE:**

**Firestorm Cannon:** Fully automatic rapid-fire minigun.

**JOSEPH'S UPGRADE:**

**Sniper Rifle:** With zooming scope.

**Shotgun** Standard double-barelled shotgun uses two shells per shot. Does maximum damage at close range.



**DANIELLE'S UPGRADE:**

**Fireswarm:** Fires incendiary flechettes which ignite on impact. Uses several shells.



**JOSEPH'S UPGRADE:**

**Shredder:** Fires ricocheting electrical flechettes. Uses several shells.

**Grenade Launcher** Standard grenade launcher fires a single grenade which bounces.



**DANIELLE'S UPGRADE:**

**RPG Launcher:** Fires a single Rocket-Propelled Grenade. Explodes on impact.



**JOSEPH'S UPGRADE:**

**Napalm Cannon:** Fires a single napalm mine which sticks on impact and explodes when you trigger it.

**Vampire Gun** A mysterious close-range weapon. Its operation is not entirely understood.



**DANIELLE'S UPGRADE:**

None

**JOSEPH'S UPGRADE:**

None

**Cerebral Bore** Shoots a homing bore which locks onto an enemy's brain, starts drilling, and then things get ugly.



**DANIELLE'S UPGRADE:**

**Cerebral Burst:** Shoots a homing bore which attaches to an enemy's head and explodes when you trigger it. Not available in Deathmatch.



**JOSEPH'S UPGRADE:**

**Cerebral Possessor:** Shoots a homing bore which attaches to an enemy's head and, for a short time, gives you control of the enemy's movement before the bore explodes. Not available in Deathmatch.

**PSG** (Personal Singularity Generator) Generates and fires a small black hole, with interesting effects. This weapon is assembled from 5 pieces found in the game-one from each chapter. Not available in Deathmatch.



**DANIELLE'S UPGRADE:**

None

**JOSEPH'S UPGRADE:**

None

## Special Items (Single-player only)

### Energy Grapple



This is an energy-seeking grappling hook which only Danielle can use. Adon has placed glowing energy targets to help Danielle, and the Energy Grapple will lock onto them. Once locked, press the **Z BUTTON** to pull yourself towards the target. The Energy Grapple can be selected by pressing and holding down the **B BUTTON** and then pressing **Control Stick Up**.

## Night Vision Goggles

Only available to Joseph, these allow you to see in the dark. Once found, the goggles can be turned on or off by pressing and holding down the **B BUTTON** and then pressing **Control Stick Up**.

## Miscellaneous

Various special items will be found and used to complete specific tasks. To see which such items you have found, press and hold the **B BUTTON**.

# SINGLE-PLAYER PICK UPS



### +10 Health

Adds 10 points to your current health up to your maximum.



### +20 Health

Adds 20 points to your current health up to your maximum.



### Full Health

Gives you your maximum health.



### Ultra Health

+100 health, allows greater than maximum health.



### +1 Life Force

Every time you collect 100 of these your maximum health will be permanently increased by 10.



### Ammo Pickups

Replenish your supply of ammunition.

### Weapon Pickups

Provide you with new weapons.

### Weapon Upgrades

Provide additional capabilities to your existing weapons.

# HINTS & TIPS

- If you have a Controller Pak, save your game often.
- You can replay the current section or chapter by selecting **Quit** on the pause menu.
- Duck to avoid enemies.
- Each chapter has 100 Life Force pickups. Find them all.
- Take pickups wherever you find them - you might not be able to get back to them later.
- Don't forget that some weapons have a sniper capability.
- Some areas are available only to Joseph, some only to Danielle.
- For a more challenging game, turn auto-aim off. This also lets you target your enemies precisely for critical hits.

# NOTES

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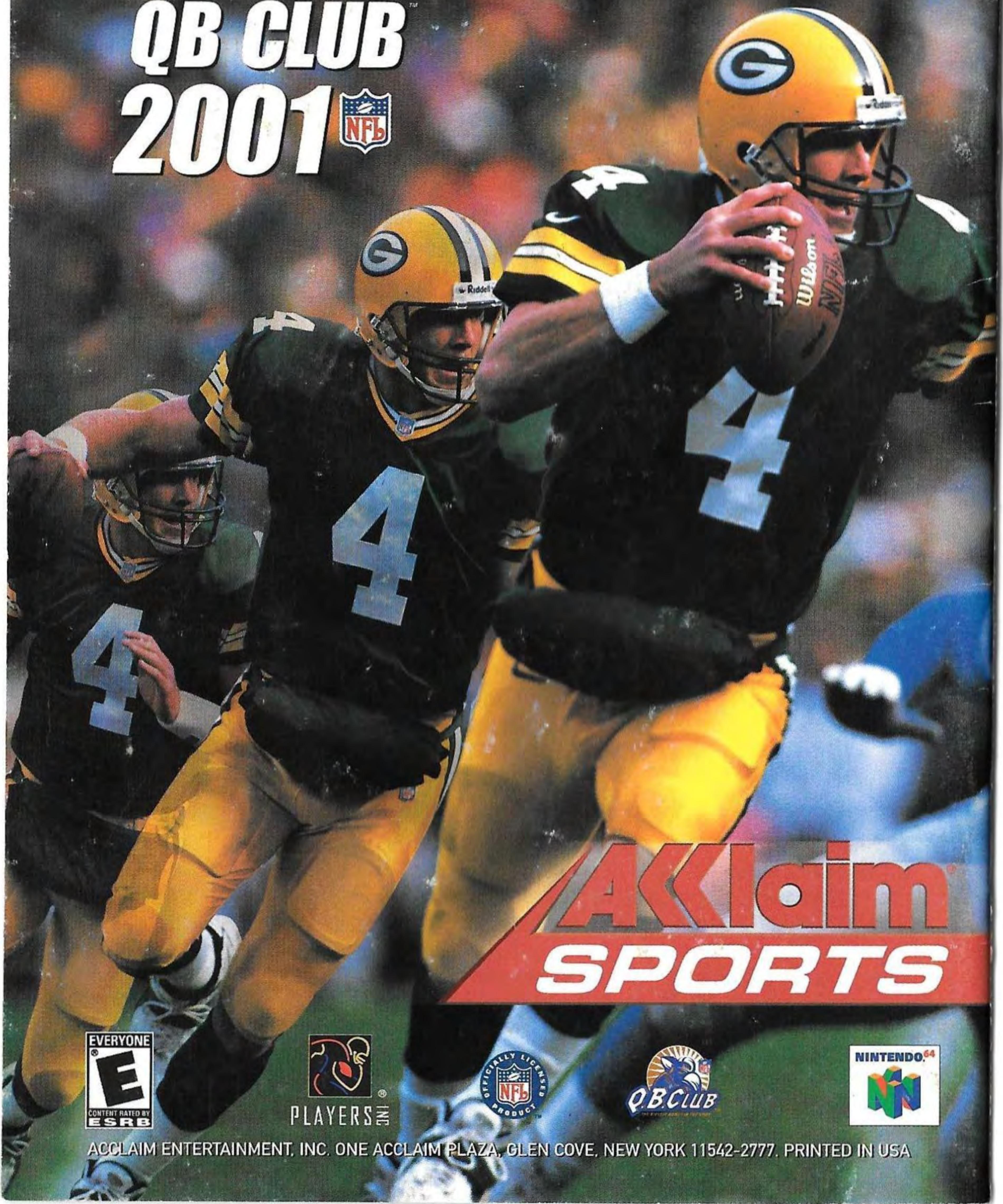
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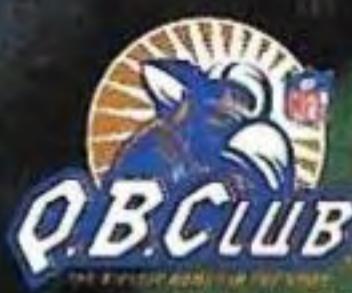
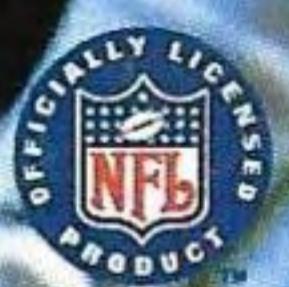
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