= Turok 2 : Seeds of Evil =

  Turok 2 : Seeds of Evil is a first @-@ person shooter video game developed by Iguana Entertainment and originally released for the Nintendo 64 video game console on October 21 , 1998 . A port of the game was also released for Microsoft Windows shortly afterwards . Turok 2 is the second game in the Turok video game series and a sequel to Turok : Dinosaur Hunter . The game features a single @-@ player mode consisting of six levels where the player assumes the role of Turok as he tries to defeat a powerful alien entity called the Primagen . It also includes a multiplayer mode where various players can compete against each other in several game types .
  Turok 2 received very positive reviews from video game journalists and sold more than one million copies in the United States . Critics praised the arsenal of weapons and the length of the levels , but opinions were mixed on its inconsistent frame rate . A separate game , also titled Turok 2 : Seeds of Evil , was released for the Game Boy Color in December 1998 . Although set in the same fictional universe , it follows a different storyline . A sequel , Turok 3 : Shadow of Oblivion , was released in 2000 . A remastered version of the game , developed by Night Dive Studios , is planned to be released for the Xbox One .

= = Plot = =

  Turok 2 : Seeds of Evil begins with the new Turok , Joshua Fireseed , appearing through a portal to face a blue @-@ skinned woman named Adon . She explains he has been called by the Elders of the Lost Lands , the Lazarus Concordance , to defeat a powerful alien entity called the Primagen . The Primagen is a creature imprisoned long ago in the wreckage of his spacecraft after attempting to conquer a place called the Lost Lands ; a bizarre and barbarian world where " Time has no meaning " . The Primagen seeks to destroy five devices called Energy Totems and has mobilized several races of creatures in an attempt to destroy them . Turok must locate the Energy Totems and destroy all forces mobilized to attack them , and then defeat the Primagen himself to end the threat he poses to the Lost Land . To accomplish his quest , Turok must acquire ancient magical powers from Talisman chambers .
  Throughout the game , a mysterious entity calling itself Oblivion attempts to thwart Turok 's quest by creating false copies of the Talisman chamber portals that lead to areas populated by its servants , the Flesh Eaters . Eventually , Turok faces the Primagen himself . How the Primagen dies and the game 's ending depends on what the player did during the game . If not all of the objectives are completed , the Primagen will collapse from his fatal injuries . When talking to Adon , she thanks Joshua for his efforts , but states that although the Primagen 's body was fatally injured , traces of his psychic powers seem to remain , causing her to wonder if he 's really dead . If all of the objectives are completed , the Primagen will be obliterated by a series of energy blasts from the totems . Adon will give a greater thanks to Joshua and state the Primagen 's body is destroyed and no traces of his powers remain . Once the credits have finished rolling , the player will hear Oblivion say " It is inevitable " . This sets up the plot for the sequel Turok 3 : Shadow of Oblivion .

= = Gameplay = =

  Like its predecessor Turok : Dinosaur Hunter , Turok 2 is a first @-@ person shooter where the player assumes the role of Turok from a first @-@ person perspective . As Turok , the player can run , jump , climb ladders , swim and dive underwater for a limited period of time . The player can also carry an unlimited number of weapons , ranging from bows and arrows to pistols , rifles , a shotgun , a grenade launcher , a flamethrower , a speargun , and more advanced weapons such as the Cerebral Bore , which fires a homing projectile capable of latching onto enemy 's heads , killing them by drilling into their skulls and exploding . Turok has a certain amount of health which decreases when attacked by enemies . If Turok 's health is fully depleted , the player loses one Life Force point and has to continue the game from a previous checkpoint . If the player loses all Life Force points , the game will be over . Ammunition , health , and Life Force suppliers can be

collected throughout the game to increase the player 's resources .

To progress through the single @-@ player campaign , the player must venture through six expansive levels interconnected by a hub area . In each level , the player must complete a certain set of objectives and then exit the level via a portal . Objectives range from destroying objects to rescuing hostages and defeating enemies , among others . Upon exiting a level , the player must either protect a totem from enemy forces or defeat a boss , or both , depending on which level the player was ; the first three levels require the player to protect a totem , the fourth and fifth levels require the player to protect a totem and then defeat a boss , and the last level requires the player to defeat a boss . Once a particular level has been completed , the player is sent to the hub area , which features six portals to each of the individual levels and a gate that leads to the final boss , the Primagen .

Exploration is a very important aspect of gameplay , as all the portals in the hub area , except for the first one , must be unlocked with keys that need to be collected within the levels . The keys that unlock the portals to the second and third levels are found in the first level , the keys that unlock the portal to the fourth level are found in the second level , the keys that unlock the portal to the fifth level are found in the third level , and the keys that unlock the last level are found in the fourth and fifth levels . As a result , the game allows the player to complete certain levels in a nonlinear order . In the Nintendo 64 game , the player 's progress can only be saved in special portals within the levels , while the Microsoft Windows version lets players save the game at any point . In these portals , the player may also fully restore Turok 's health and ammunition once per level .

In addition to level keys , every level has one Primagen key . The six Primagen keys unlock the gate to the final boss in the hub area and require the player to use Talismans to collect them . Talismans grant Turok special powers , such as allowing him to jump long distances or walk over lava . To use the power of a Talisman , the player must collect a feather in a level and then take it to the Talisman chamber of that level . There are five Talismans in the game and every level , except for the first one , features a feather and a Talisman Chamber . The Primagen key of one particular level requires the player to use the Talisman of the next level , except the Primagen key of the last level , which requires the player to use all five Talismans . Therefore , the player needs to play some levels more than once to collect all Primagen keys and complete the game . The game also features an automap to help players navigate through the levels .

= = = Multiplayer = = =

In addition to the single @-@ player mode , Turok 2 features a multiplayer mode where various players can compete against each other in several game types . Options such as time limit , map to play on , and character selection can be changed to match player preference . Each character has certain strengths and weaknesses , with some being able to regenerate health . The most notable is the Raptor , which is limited to close @-@ range attacks , but extremely fast and agile . Multiplayer games in the Nintendo 64 version of the game support up to four players via split screen . In contrast , multiplayer games in the Microsoft Windows version support up to 16 players via LAN or internet .

The Nintendo 64 version essentially features two game types : Deathmatch , where the objective is to kill as many players or players of the opposing team as possible , and Frag Tag , in which one random player is transformed into a monkey with no attacks and very little health . This player 's task is to go to a specific point to return to their normal character and transform another random player into the monkey . Players gain points by killing the monkey and lose points if they die as the monkey . The Microsoft Windows version features three game types : Rok Match , which is the same as Deathmatch ; Arena , where two players or teams must battle against each other in an arena setting . The winning player or team will have to face a new opponent . If the player or team loses , they will have to get in line and wait for their next turn to fight again ; and Capture the Flag , where the goal is to capture opposing flags and return it to a team 's base .

= = Development = =

Turok 2 was developed by Iguana Entertainment and published by Acclaim Entertainment . The game was announced in January 1997 before Dinosaur Hunter was released , under the title Turok : Dinosaur Hunter 2 . The game was completed in 21 months with a team of roughly the same size as that who worked on Dinosaur Hunter , which was composed of 18 people . During development , more staff were brought on board to assist in completing the game . Reportedly , over 10 @,@ 000 hours of game testing was conducted during its creation . The game was originally designed with a 12MB cartridge in mind . When cartridges prices fell , the storage was increased to 16MB allowing the team to add a multiplayer mode . Eventually , the cartridge size was increased again , and was finalised at 32MB .

The Cerebral Bore weapon was inspired by the Tall Man 's weapons from the movie Phantasm . The base idea for the weapon was created during a brainstorming session concerning weapon design . The original concept had the weapon " being slow and agonizing " . An artist suggested a Leech gun , which was rejected by project manager , David Dienstbier . However , a " Vampire Gun " was eventually added to the sequel , Turok 3 : Shadow of Oblivion . The game also aimed to offer less distance fog with a wider field of vision so that the gameplay would not feel as claustrophobic as the original . Unlike GoldenEye 007 , the multiplayer levels were designed so that players could have all sort of mobility , including running , jumping , climbing and swimming . According to Dienstbier , this freedom of movement " means that [players] have a lot less predictable death match play because [they] have far more possible escape routes within each level . "

Iguana Entertainment , having received Nintendo 64DD development kits which included the 4MB Expansion Pak , added a high @-@ resolution mode to the game early on in the development timeline . This was demonstrated to Nintendo at the Electronic Entertainment Expo in 1998 , running at a resolution of 640x480 , a technical accomplishment for the Nintendo 64 at the time . Before the official unveiling of the Expansion Pak , IGN asked Dienstbier about the possibility of the game running in the high resolution mode in the leadup to the 1998 Electronic Entertainment Expo . He stated that it ran in the same resolution as the first Turok game . The game was fairly anticipated as retailers worldwide ordered 1 @.@ 75 million copies of the game before launch . It was released in North America on October 21 , 1998 . Acclaim Entertainment missed the original cartridge production slot for the game , forcing a delay from November to December 1998 in the UK . This delay was due to problems in fitting the game on a 32MB cartridge . In Japan , the game was released as Violence Killer : Turok New Generation (????????? TUROK NEW GENERATION) . A port of the game was released for Microsoft Windows in 1999 .

In 2015 , Night Dive Studios , a company that is known for remastering several classic games , announced that they were developing a remastered version of both Turok 2 and its predecessor , commenting : " We are very excited to have the opportunity to bring this great franchise back to life and to be able to share these great titles with today 's gaming audience . " In March 2016 , the company confirmed that the game would be released for the Xbox One video game console .

= = Reception = =

The Nintendo 64 version of Turok 2 was a critical and commercial success , selling more than one million copies in the United States . Next Generation praised the game , noting that " the artistic range is remarkable " and that " GoldenEye 007 now seems simple " when comparing the artificial intelligence of enemies . Game Revolution highlighted the " tremendous " length of the levels , but also admitted that " You 'll occasionally find yourself running around in circles for hours trying to figure out where to go next . This may be enjoyable for people who like puzzles and long gameplay , but it is aggravating for more action @-@ oriented players . "

The game 's large arsenal of weapons was highly praised , as GameSpot reviewer James Mielke remarked that the Cerebral Bore is " possibly the grossest weapon ever conceived " . He also praised the sound effects and the music for being " well suited to the game and never intrusive " . Victor Lucas of Electric Playground stated similar pros , describing the soundtrack as " suspenseful , dynamic and always adrenaline charged . " Despite the overall positive reaction from critics , the

game 's frame rate was a consistent complaint . Writing for IGN , Peer Schneider said that " While Turok 1 was an exercise in smoothness , [Turok 2] forgoes framerate for detail so often , some gamers will definitely be put off by the choppiness . " Nevertheless , he praised the multiplayer mode for its use of 3D space and innovative game types .

Critical reception for the Microsoft Windows port was mixed . Tal Blevins of IGN criticized the controls for its limited support of keyboard functions and the graphics for their distance fog , which was not common in computer games at the time . Despite this , he praised the save system for letting players save the game at any point . Writing for GameSpot , Elliott Chin criticized the game for its confusing level design and insistence on playing a level again if the player misses a key . In a retrospective review , Martin Watts of NintendoLife stated that Turok 2 " is quite possibly the best third @-@ party effort ever released for Nintendo 64 . " GameSpot awarded Turok 2 the Shooting Game of the Year accolade for 1998 .

= = Game Boy Color version = =

A separate game developed by Bit Managers , also titled Turok 2 : Seeds of Evil , was released for the Game Boy Color in December 1998 . Although set in the same fictional universe , it follows a different storyline than the console version , involving the Amaranthine Accordance trying to bring a massive Dinosoid army to Earth from the Lost World with Joshua Fireseed trying to stop them . The gameplay is spread over eight levels and four boss encounters . It involves platform levels that are very similar to the first Game Boy title utilizing familiar weaponry such as the bow and arrow , shotgun and grenade . Other levels have Turok on the back of a Pterodactyl with horizontal shooter gameplay , while another has him riding downriver in a canoe avoiding enemies .

The standard platform levels of the game were first created on graph paper , then replicated on a PC level editor before becoming a playable level on the Game Boy hardware . The distinctive music was produced by Alberto José González , who produced music for the other Game Boy @-@ based Turok games . IGN reviewer Peer Schneider gave it a rating of 5 @.@ 0 out of 10 and said that the game is " an E @-@ rated cookie @-@ cutter sidescroller with decent controls and unimpressive visuals . " Total Game Boy reviewed the game with a rating of 40 % and criticized the level design and unrelated gameplay to the Nintendo 64 game .