



TERRA

EVOLUTION™

INSTRUCTION BOOKLET

AKKlaim®



NINTENDO
GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.[®]



THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

MATURE

**BLOOD AND GORE
VIOLENCE**

Visit www.esrb.org or call 1-800-771-3772 for Rating information.

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The Scent of Blood

3

LOADING

1. Make sure the power is **OFF** on your Nintendo GameCube™.
2. Insert your **Turok™: Evolution™** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert Nintendo GameCube™ Controller into Controller Socket

Note: Turok™: Evolution™ is for 1 to 4 players. Each player should insert a controller into the proper controller socket at this time.

4. If you wish to save a game, insert a **Nintendo GameCube™ Memory Card** into Memory Card Slot A.
5. Press the **POWER** button **ON** (important: make sure not to touch the Control Stick while doing so).



INTRODUCTION

There have been many generations of special warriors chosen to carry the mystic mantle of Turok, and their stories are told wherever grateful people gather to honor their heroes. This adventure, *Turok: Evolution*, concerns one of the greatest of them all, Tal'Set, leader of the Saquin nation.

About to enter battle against Captain Bruckner, a brutal butcher and vengeful veteran of many Indian campaigns, Tal'Set is ready to confront this most hated of enemies, when both are mysteriously plucked out of their world and into the simmering swirl of vicious plans that await in an ancient place...

There are sinister stirrings in the Lost Land, disturbing rumbles of a coming reign of unquenchable raging fury. It falls to Tal'Set to explore a wide range of terrain, and triumph in each; to battle in the air, in steaming jungles and beneath the rippling water.

If he is wise and swift and cunning, if he is courageous and agile and bold, he may yet emerge victorious and show all who follow the meaning of the name... Turok.

MAIN MENU

At the title screen, press **START** to advance to the Main Menu, which offers these choices:

NEW GAME Begin a new adventure from the beginning.

LOAD GAME Load a previously saved game from a Nintendo GameCube™ Memory Card (sold separately) to resume where you left off.

OPTIONS Set options to suit you.

MULTIPLAYER Play a variety of games with up to four players. See Multiplayer on page 19 for details.

CHEATS View game credits or enter any cheat codes you've discovered to turn on various game cheats.

GAME OPTIONS

Auto Aim Choose to play with Auto Aim feature ON or OFF. When ON, targeting is automatic, making for easier hits (default is OFF).

HUD Choose to play with the standard Heads Up Display information (health, ammo, etc) showing (ON) or not (OFF) (default is ON).

Crosshair Choose to play with aiming crosshair ON or OFF (default is ON).

Violence Choose to play with graphic violence ON or OFF.

CONTROL SETUP

Set controls scheme for any of up to four controllers.

FPS Choose your preferred First Person Shooter control scheme.

Flight Choose your preferred flight control scheme.

Advanced Options

Look Spring When ON, your view will return (spring back) to its neutral position when the look control is released. When OFF, your view will remain where it is pointed when the control is released (default is OFF).

Invert Look When ON, pressing ↓ will point the view up, and vice versa. When OFF, you will look in the same direction you press (default is ON).

Rumble Feature Turn the rumble function on your GameCube controller ON or OFF (ON is the default).

Horizontal Speed On a 0 to 10 scale, set how fast the camera moves horizontally (Default is 5).

Vertical Speed On a 0 to 10 scale, set how fast the camera moves vertically (default is 5).

SOUND OPTIONS

SFX Volume On a 0 to 10 scale, set the sound effects volume.

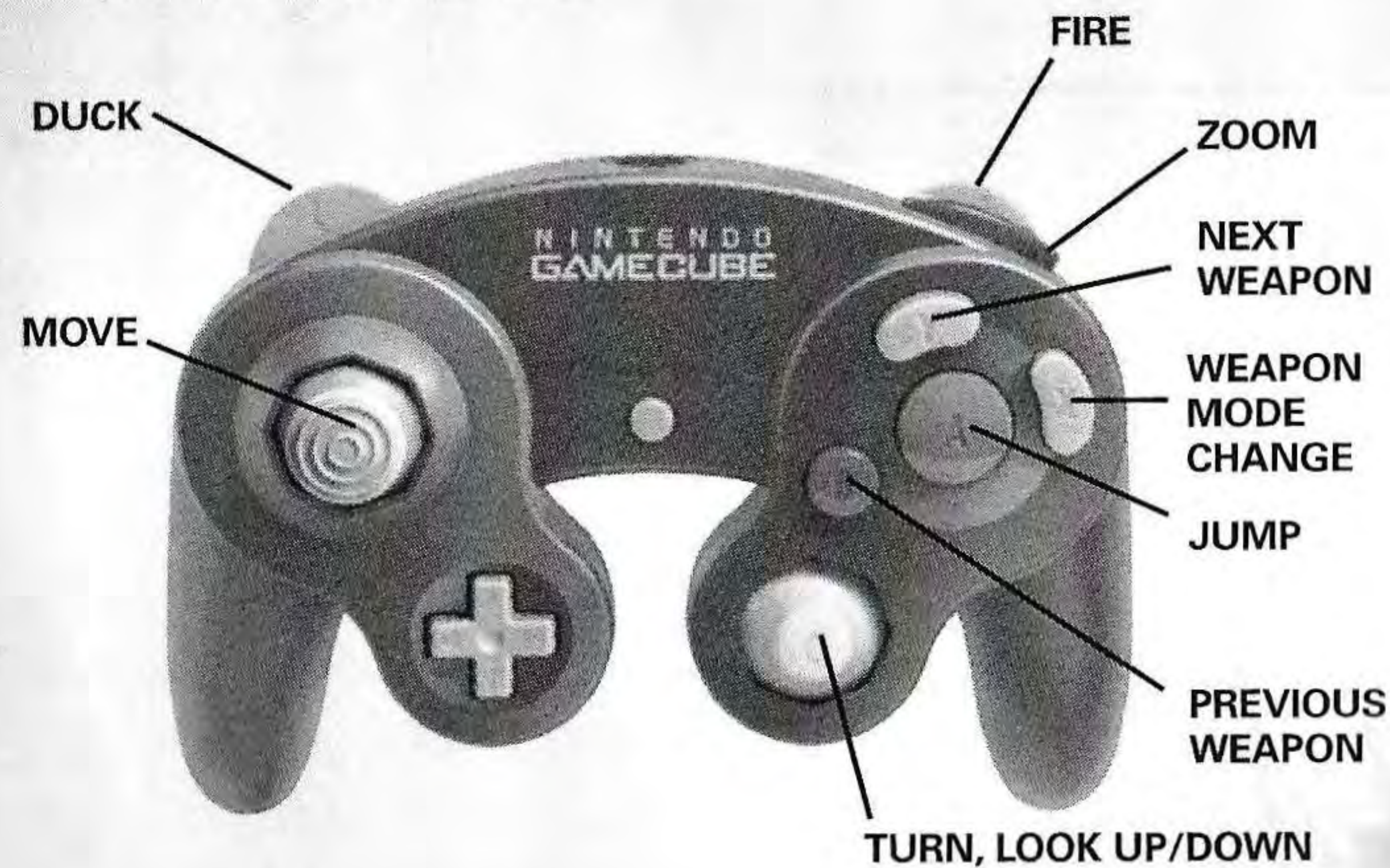
Music Volume On a 0 to 10 scale, set the music volume.

Save Options Select this to save your options settings. Note: You cannot save Multiplayer options settings.

PLAYING TUROK EVOLUTION DEFAULT CONTROLS

Controls shown are the default Type 1 controls with default option settings. You can change control schemes by selecting Control Setup from the Options menu.

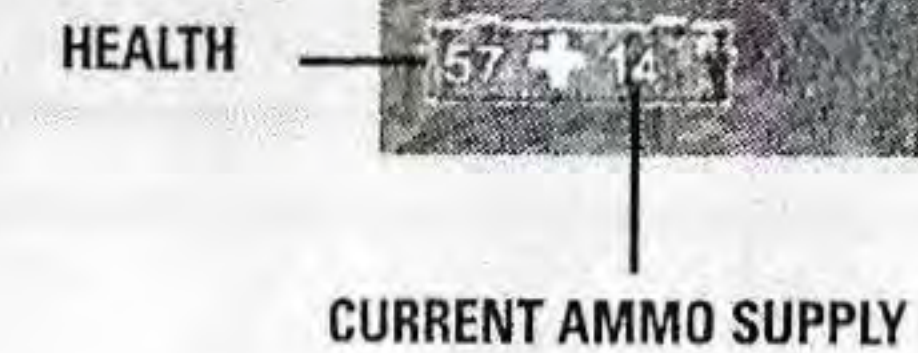
FIRST PERSON MODE



Note: the C stick is also used to AIM your weapon (in the direction the control is moved).

FPS GAME DISPLAY

Health You begin with 100 health points. As you take damage your health points go down. When you reach 0 points, you are dead.



COMBAT

Combat is extremely varied and intense. Familiarize yourself with every weapon's second and third functions (varies per weapon) in order to maximize your combat effectiveness. Use your surroundings to your advantage. Enemies will make heavy use of cover during combat; don't waste ammunition! Fire when they expose themselves, or take time for precision shots at partially concealed enemies.

SWIMMING

There are many points where you'll have to swim. Generally, swimming controls are similar to land movement controls. Tal'Set is a fine swimmer, but his air supply only lasts so long. If you stay under too long, the display will turn red, indicating Tal'Set is about to drown. Surface (press Jump control) as quickly as you can.

CLIMBING

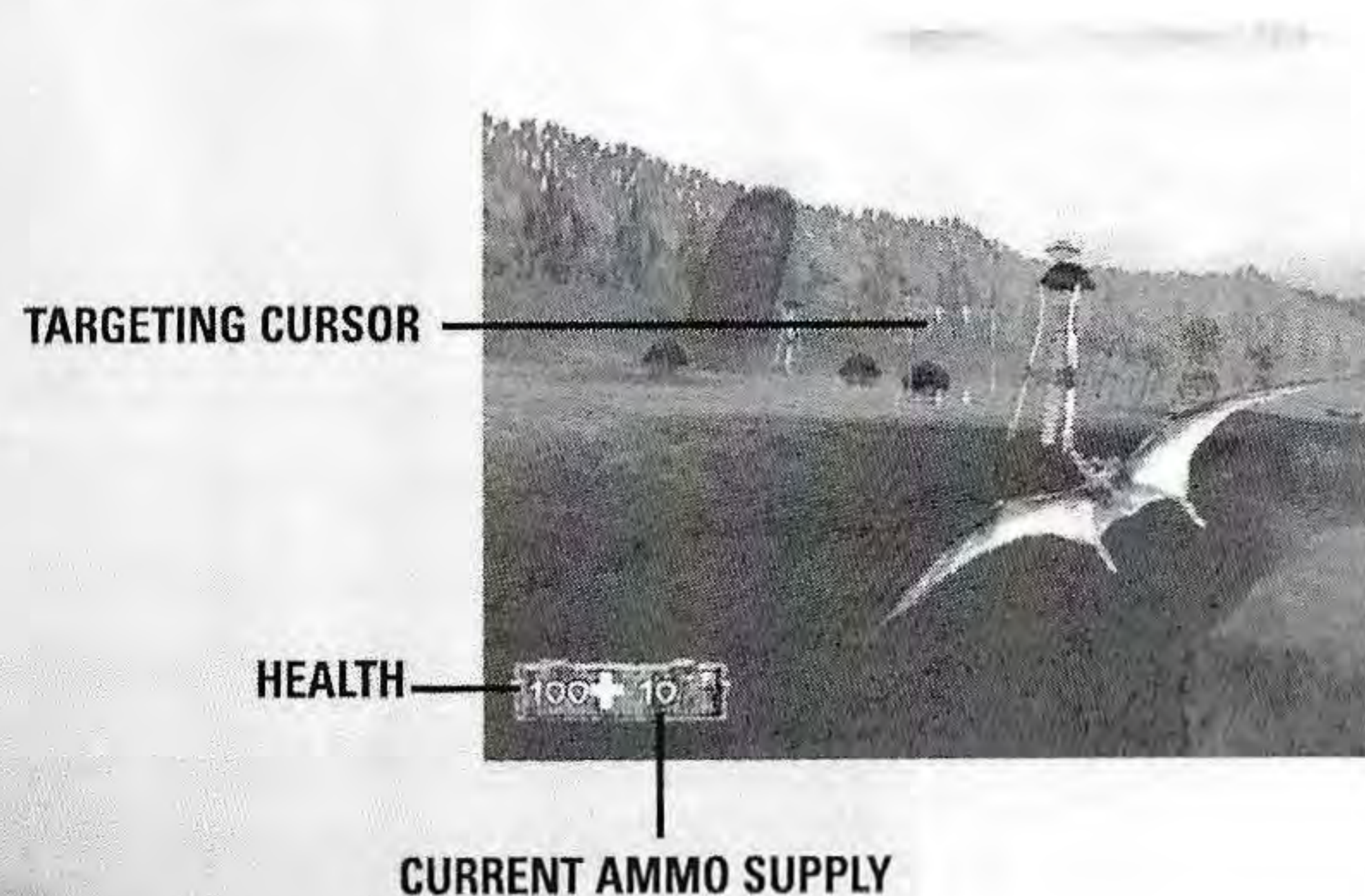
In certain places you can climb by approaching climbing surfaces and continuing to press **↑** on the **control stick** to climb up, or **↓** on the **control stick** to climb down.

FLIGHT CONTROLS

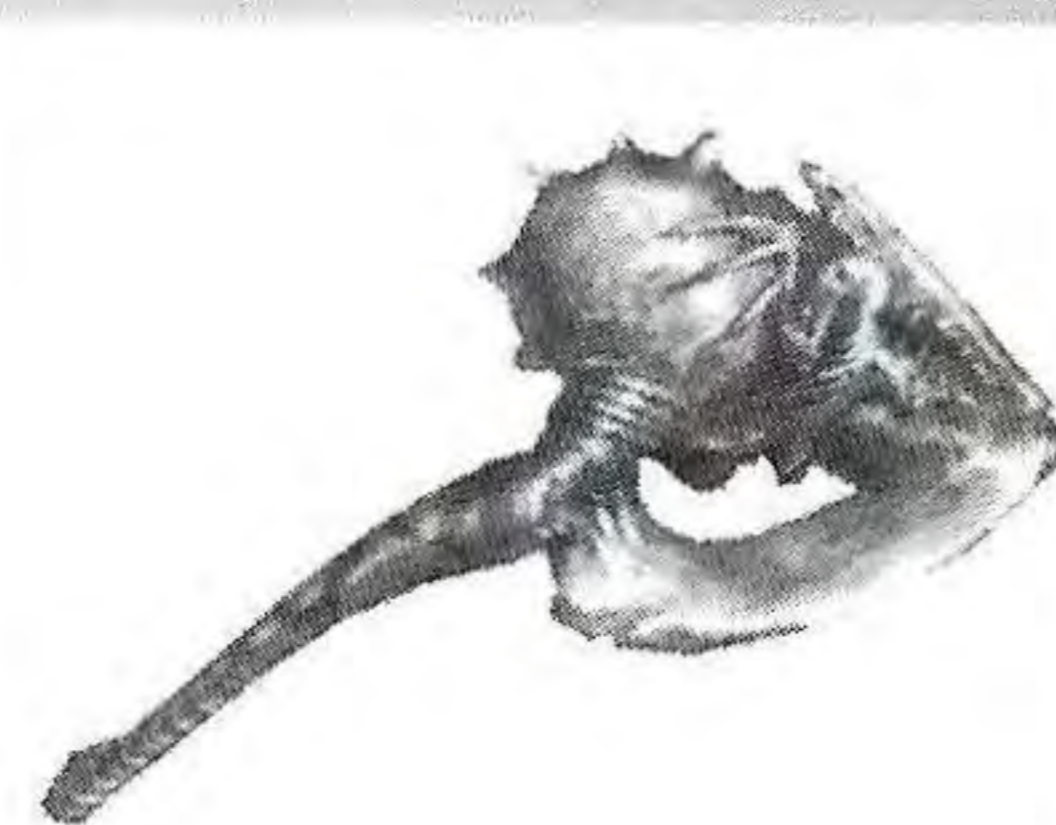
At some points in your adventure, you must pilot a flying Quetzalcoatlus to accomplish your missions.



FLIGHT GAME DISPLAY



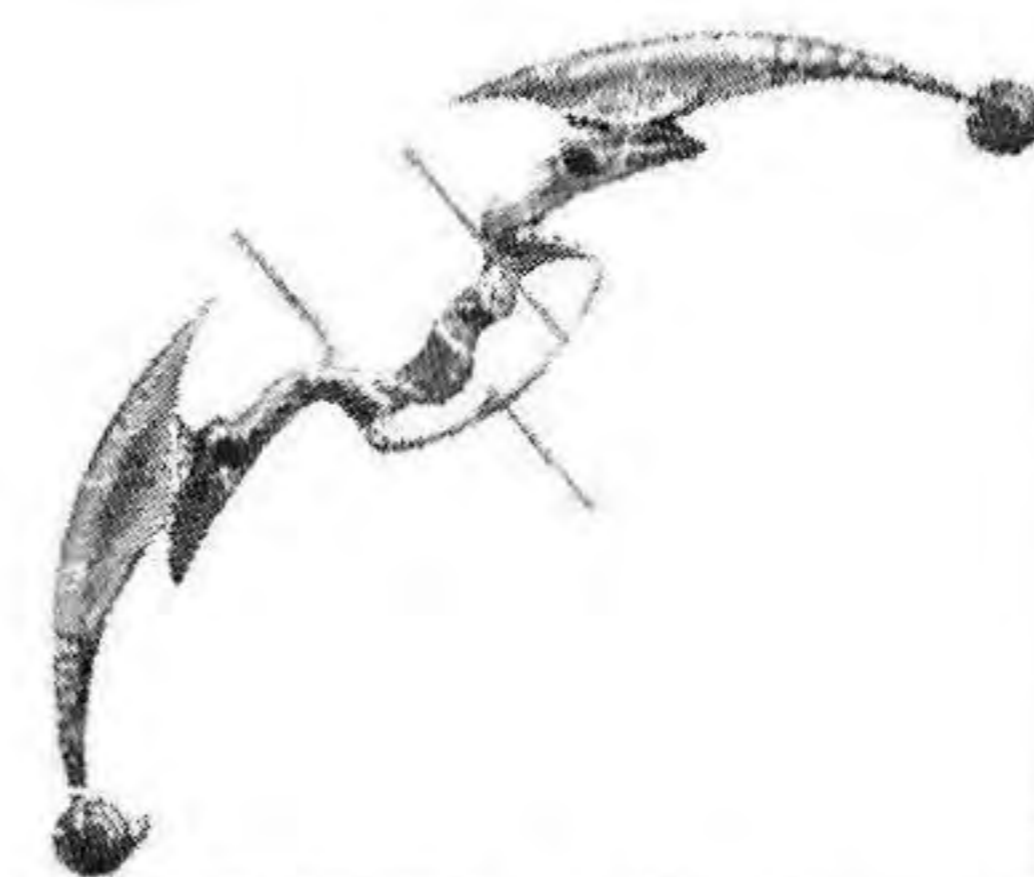
WEAPONS (FPS Mode)



War Club The mighty War Club is the basic weapon you begin with, and is handy for close combat throughout your travels. When switched to its secondary function, it can be charged and the deadly spikes will bring sorrow to a target.



Bow The first distance weapon you collect, the Bow offers the ability to strike from afar. Remember to collect extra arrows, and that you can re-equip your quiver by recovering any standard arrows you shoot.



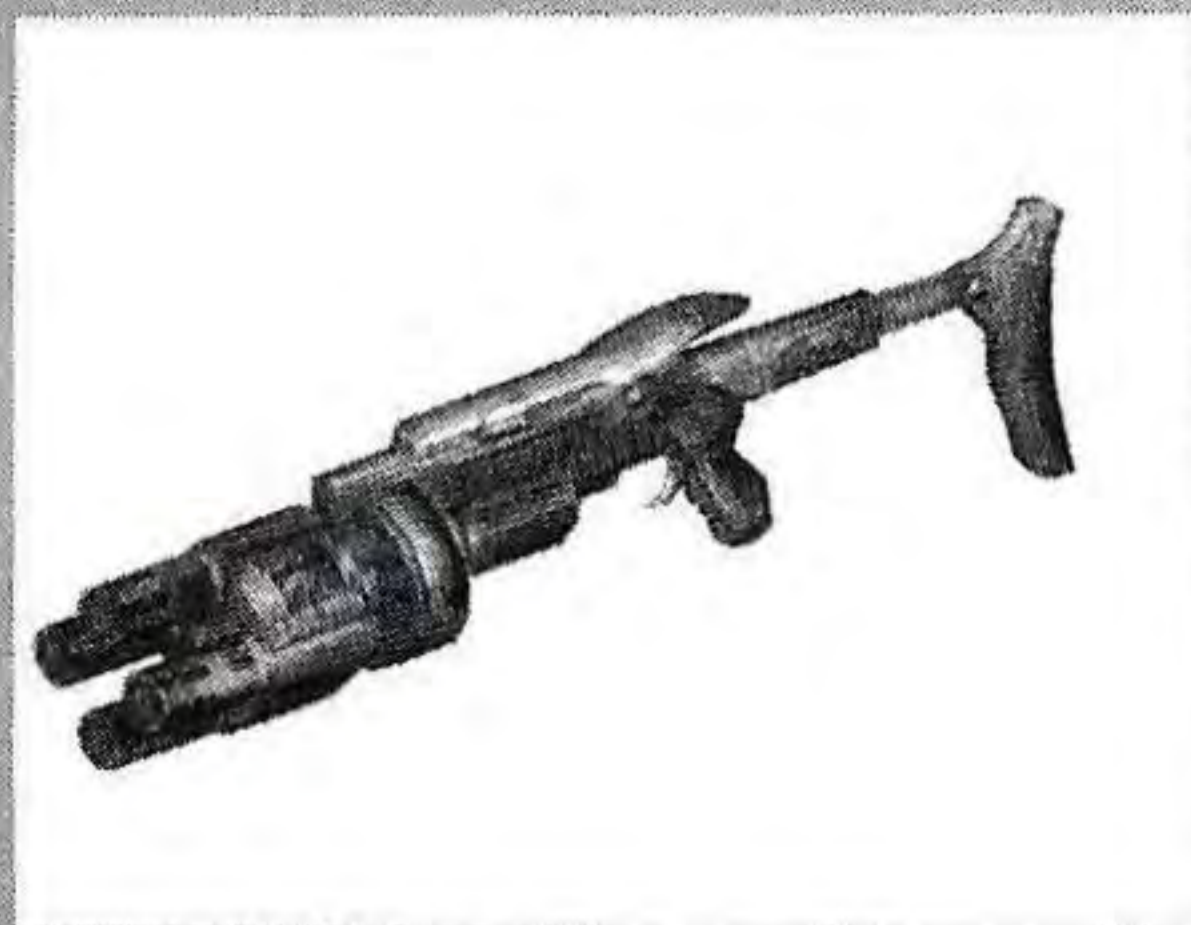
Tek Bow The Tek Bow is a much stronger bow equipped with special arrows that make enemies cry out for death. A powerful two-stage sniper zoom makes the Tek Bow a supreme choice for long range attacks.



Pistol The Pistol is a powerful automatic weapon. Make sure to collect ammo!

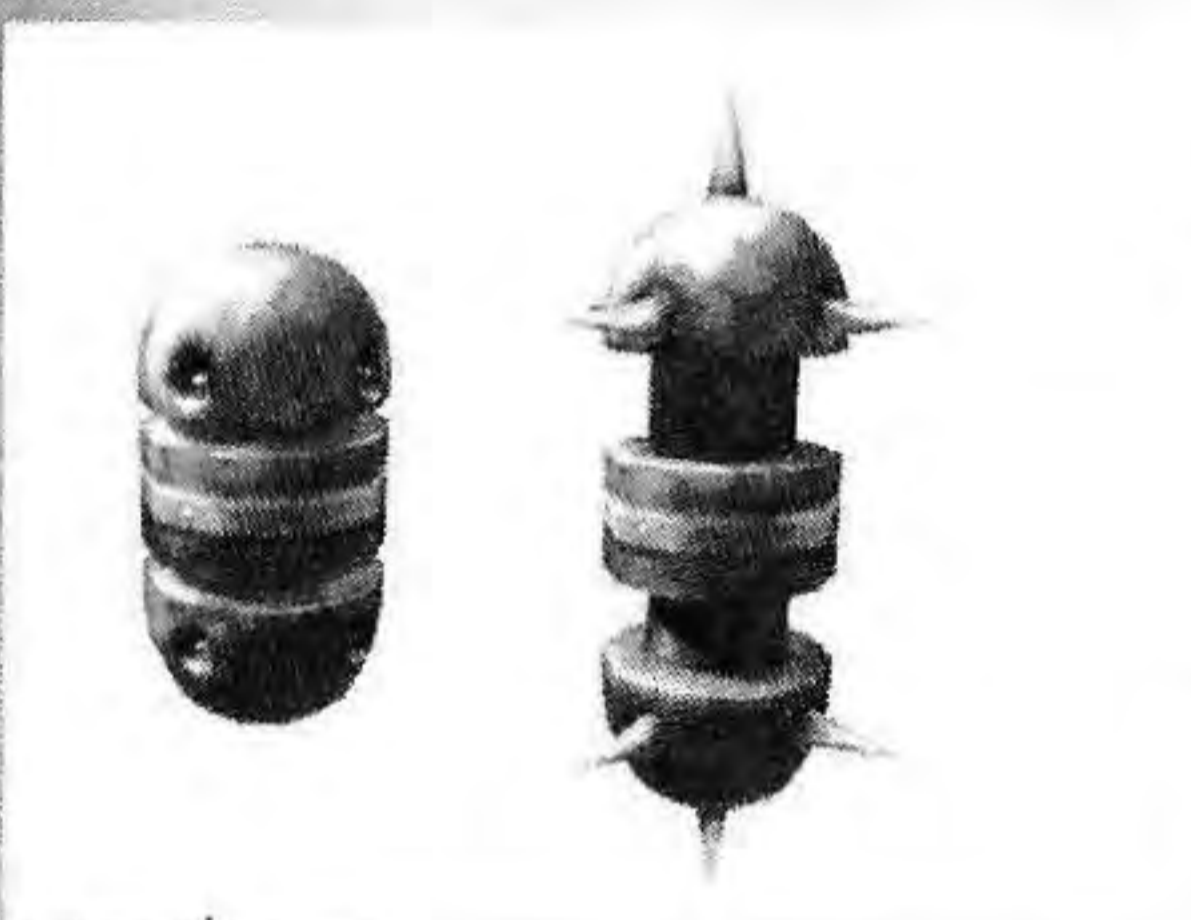


Sniper Scope Collect the Sniper Scope to add lethal sniper capability to your Pistol.

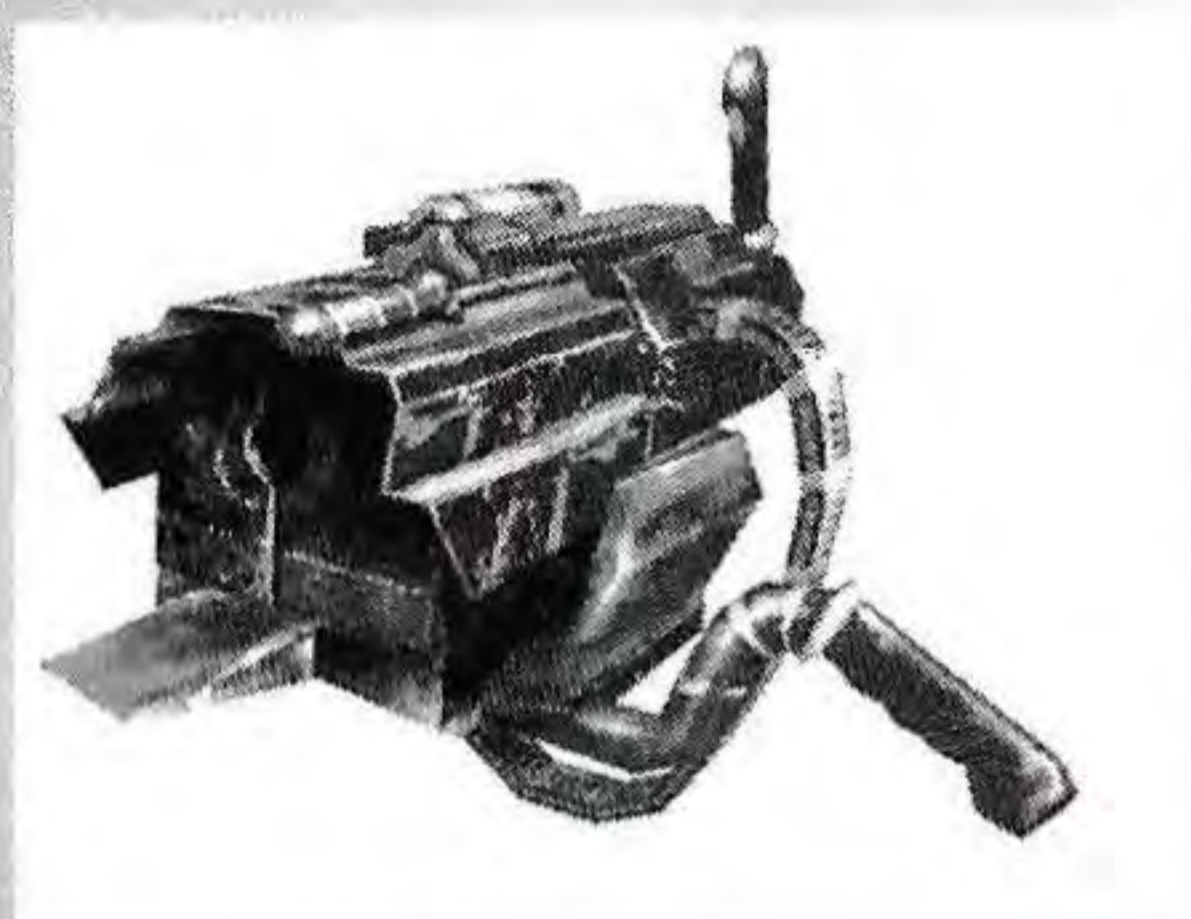


Shotgun The Shotgun fires a wide spread pattern that makes it less effective at medium or long range. Deadly in close quarters combat.

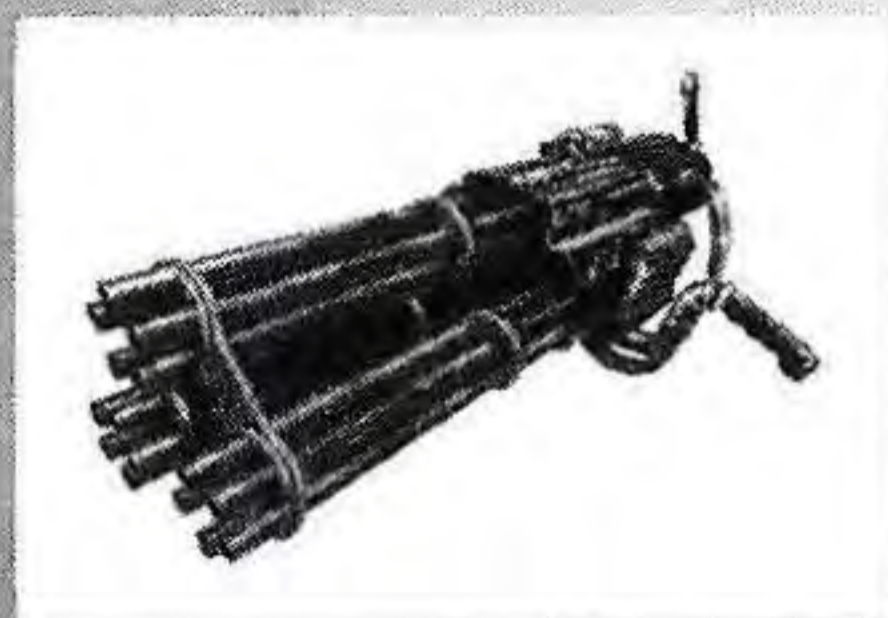
Quad Shot This useful device will allow you to load up to four Shotgun Shells at once, exponentially increasing the killing power of your Shotgun!



Grenades Grenades are excellent for use against entrenched enemies. Hit the secondary to activate deadly spikes that will allow the Grenade to stick to walls, ceilings, and enemies. Awesome!



Flechette Gun This watertight, air compressed wonder fires large steel darts. Air compressed power makes it a silent weapon, and enemies cannot hear its fire. This is the only firearm that can be used underwater.



Minigun Barrels Locate the Minigun Barrels and your Flechette Gun unfolds to reveal 18 barrels of 20mm death! Ammo goes quickly, but the Minigun can vaporize even huge opponents.



INC



GAS

Dispenses a lethal cloud of poisonous gas.



ABORT

Instantly returns the device to Tal'Set and returns the player to FPS mode.

Note: The Spider mine has a limited range. The further the device moves away from Tal'Set, the weaker the signal becomes. If the device travels beyond its maximum range, it will self destruct automatically.

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Get your game on with Acclaim!

REGISTER ONLINE: WWW.ACCLAIM.COM/REGISTER OR RETURN THIS CARD!

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Product Item # 65273

Turok™: Evolution™ for Nintendo GameCube™

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Date of Birth (mm dd yy):

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Game Systems Owned (check all that apply)

PlayStation® game console

PlayStation®2 computer entertainment system

Xbox™ video game system

Nintendo GameCube™

Game Boy® Color

Game Boy® Advance

PC

What is your favorite type of game?

Action/Adventure

Extreme Sports

Fighting

First Person Shooter

Puzzle

Racing Action

Racing Sims

Realtime/Strategy

Role Playing/Fantasy

Sports

Other

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underwater.

Minigun Barrels Locate the Minigun Barrels and your Flechette Gun unfolds to reveal 18 barrels of 20mm death! Ammo goes quickly, but the Minigun can vaporize even huge opponents.



GAS

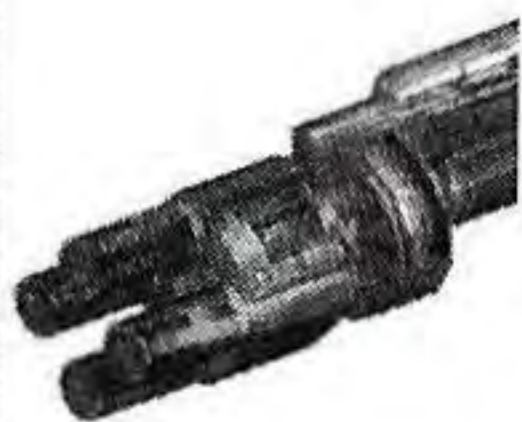
Dispenses a lethal cloud of poisonous gas.



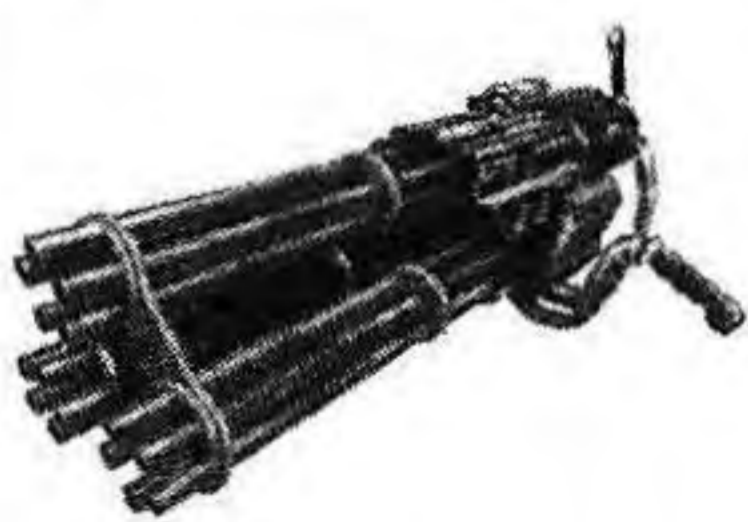
ABORT

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Note: The Spider mine has a limited range. The further the device moves away from Tal'Set, the weaker the signal becomes. If the device travels beyond its maximum range, it will self destruct automatically.



Quad
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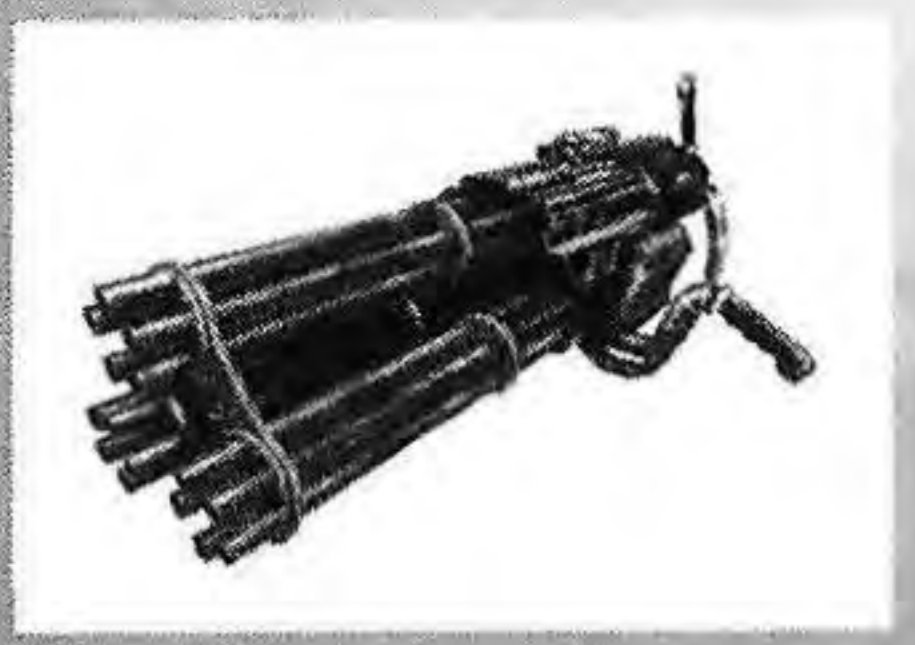


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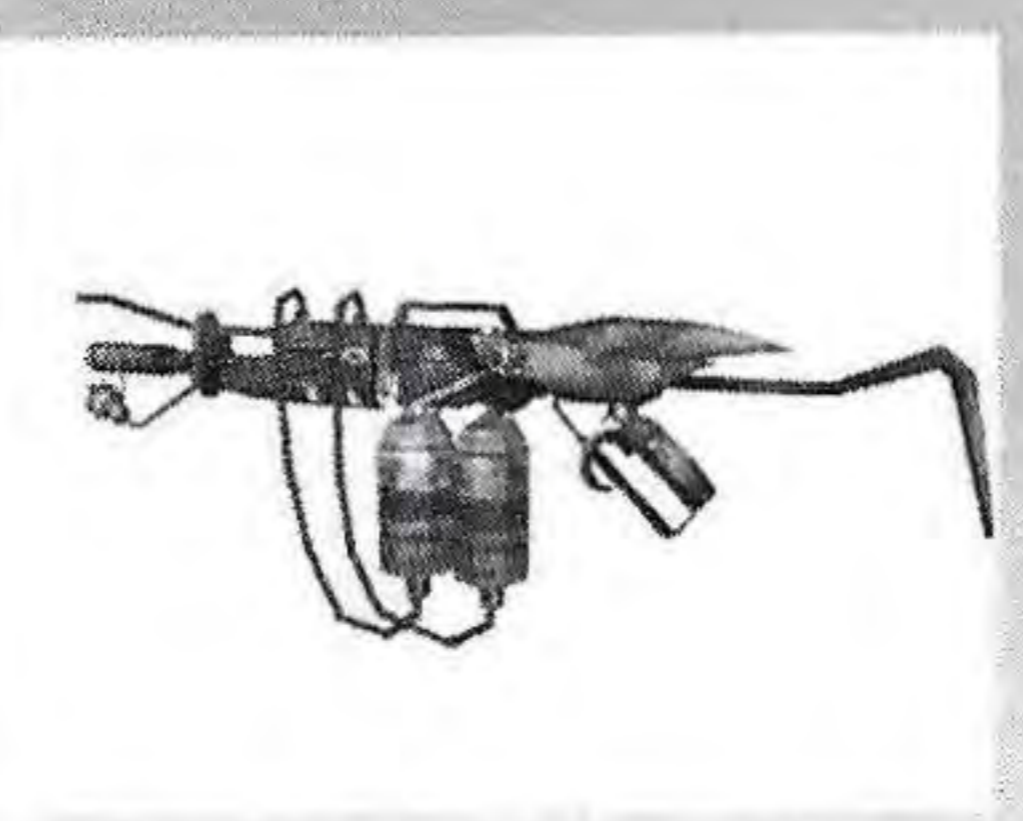
WARRANTY REGISTRATION
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underwater.

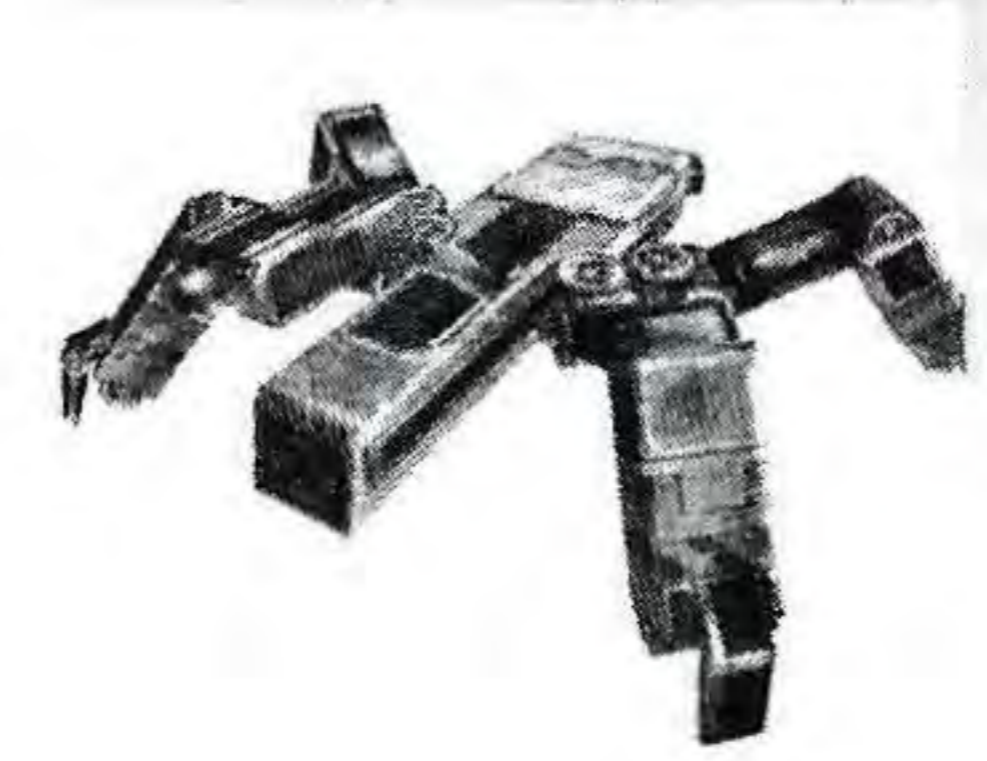


Minigun Barrels Locate the Minigun Barrels and your Flechette Gun unfolds to reveal 18 barrels of 20mm death! Ammo goes quickly, but the Minigun can vaporize even huge opponents.



Flame Thrower Hand-held Hell is here in the form of a gritty gas burner that will barbecue foe and foliage. Did someone say "extra crispy"?

Napalm Alternate Switch to the secondary fire to lob gelatinous projectiles at your enemies.



Spider Mine This remote controlled device is a cunning way to attack enemies from concealed locations. Deploy the device by pulling the **R Button**, then control it as normal in FPS mode. Pull the **R Button** when deployed to perform the selected function (see below). The Spider Mine has several functions, which are selected by pulling the **L Button**. They are as follows:



LURE

Causes nearby enemies to follow the device, allowing you to set up ambushes or clear enemies from key positions.



BOMB

Detonates a powerful explosive, lethal to nearby enemies.



GAS

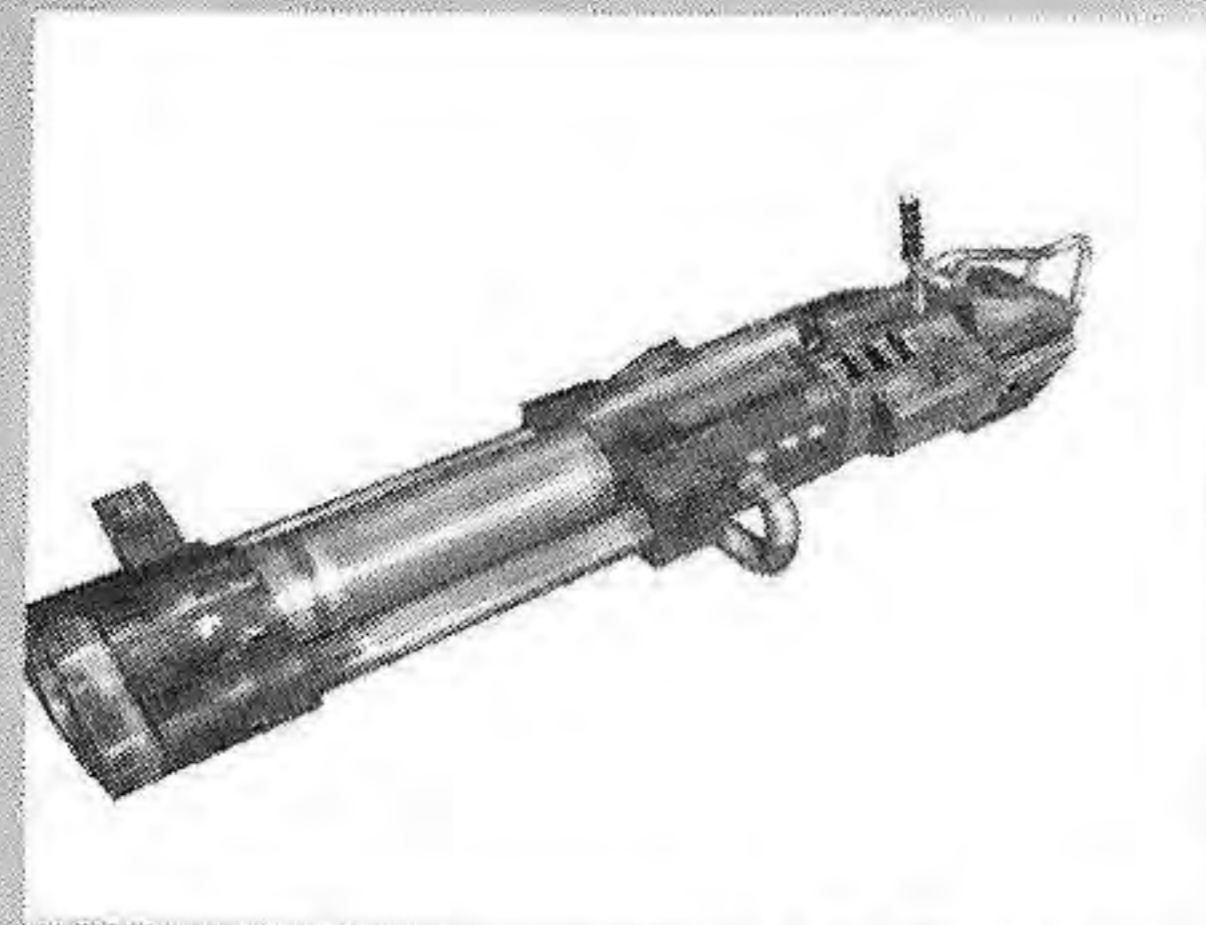
Dispenses a lethal cloud of poisonous gas.



ABORT

Instantly returns the device to Tal'Set and returns the player to FPS mode.

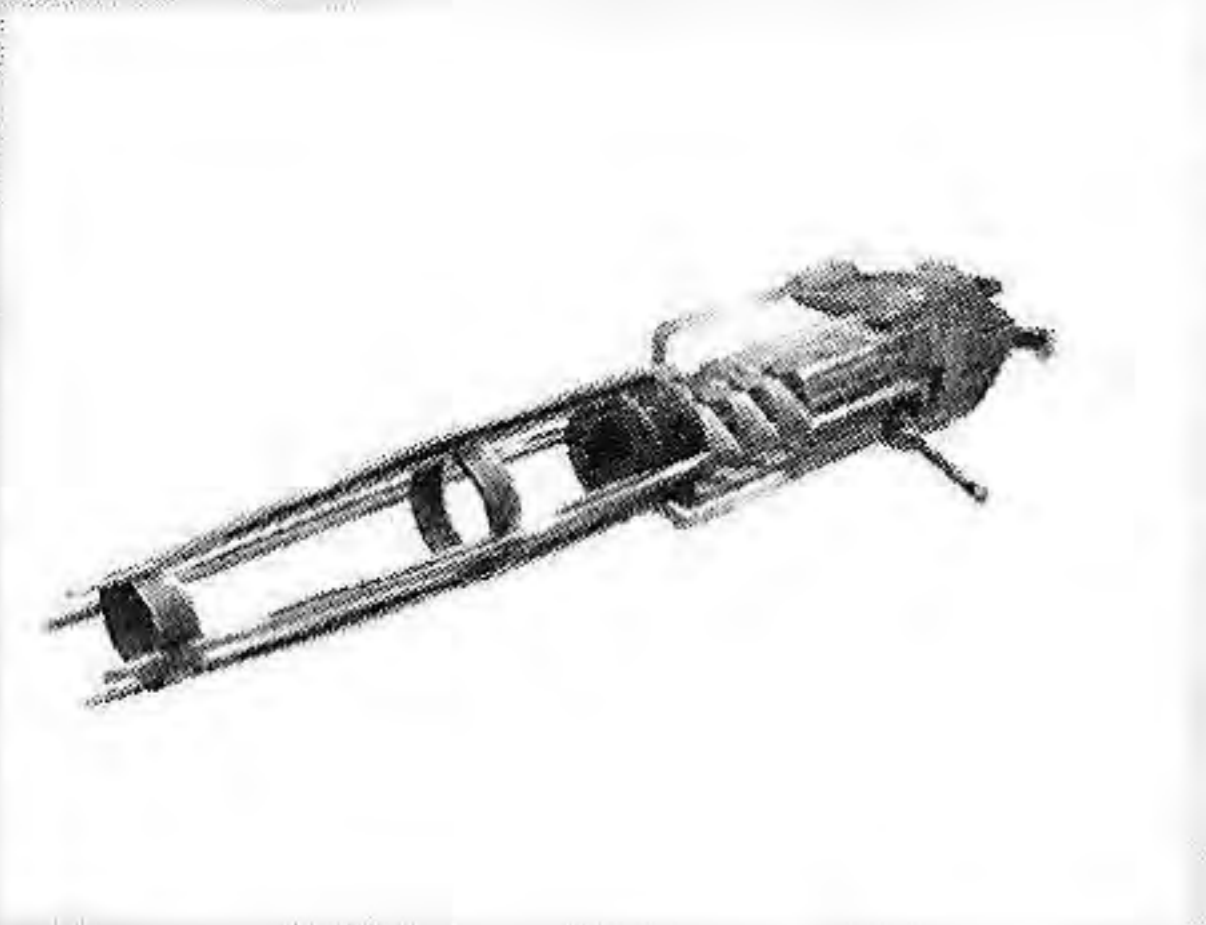
Note: The Spider mine has a limited range. The further the device moves away from Tal'Set, the weaker the signal becomes. If the device travels beyond its maximum range, it will self destruct automatically.



Rocket Launcher This powerful piece of primal ordinance fires a single large rocket surrounded by smaller swarming rockets. No need for an artillery strike when you've got one of these babies!

Swarm-Bore Attachment Collect the Swarm-Bore Attachment upgrade and you can fire 5 lethal homing projectiles at a single enemy. Each bore is a drill bit from hell, and can saw through flesh and bone. Eewwww....

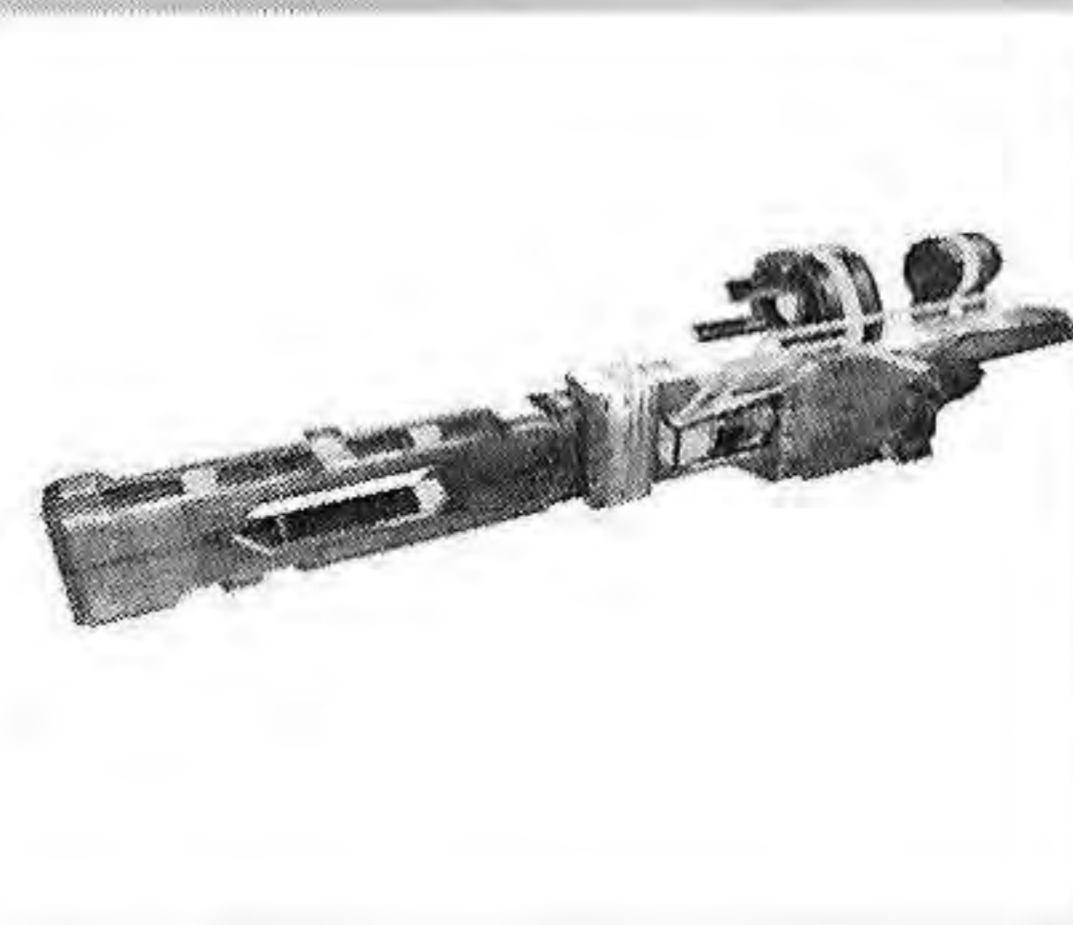
Nuke Attachment Who needs backup when you're packing a portable nuke? Collect this upgrade and your rocket launcher can fire a burst of atomic energy that will vaporize any enemy that gets pulled into its blast radius.



Plasma Cannon The Plasma Cannon fires a blast of superheated energy that will give enemies more than a hotfoot.

Seeker Upgrade Collect the seeker lens and your Plasma Cannon can fire homing projectiles at multiple enemies.

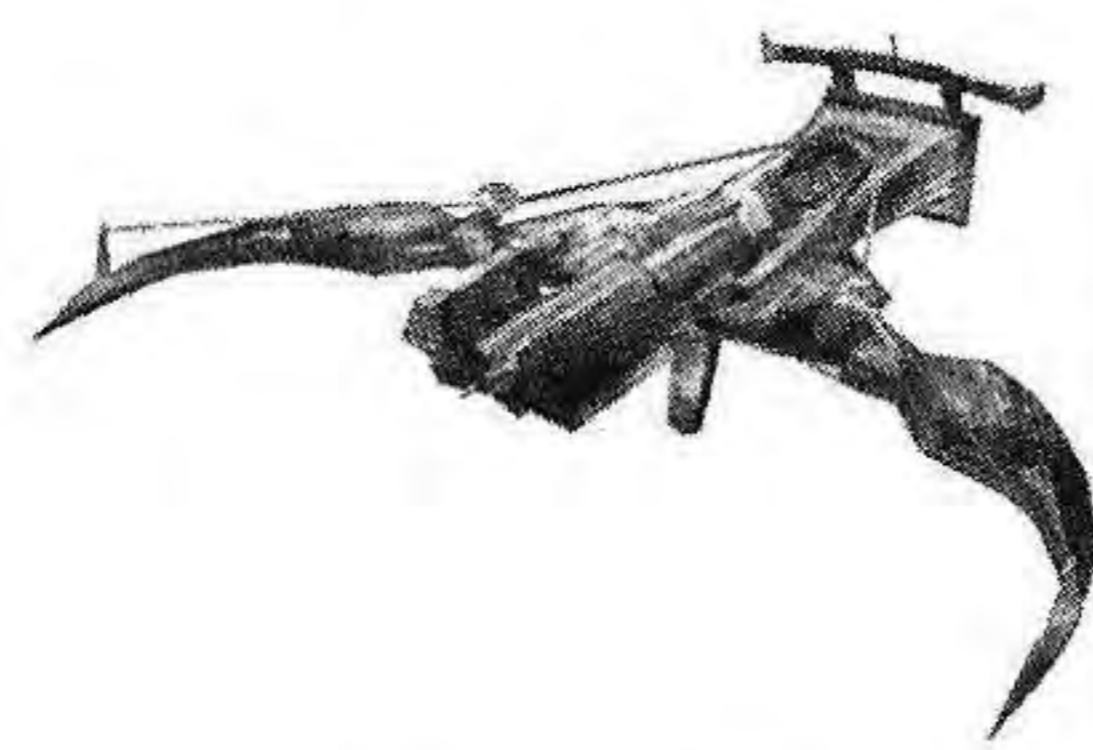
Chain Upgrade Collect the chain lightning lens and your Plasma Cannon will fire a powerful burst that will arc from one enemy to the next! That's gotta hurt!



Antigrav Beam Switch the weapons function and you can capture an enemy in a powerful anti-gravity beam and hold him there. Slam 'em into walls, floors, ceilings, or even other enemies.

Gravity Disruptor The gravity disruptor fires a shot that will send enemies flying backwards like they were hit by a freight train!

Antigrav Burst Hold down the shoot button, and your gravity disruptor will create a huge shock ring around Ta'Set. Charge and release to send any nearby enemies flying in every direction.



Crossbow (multiplayer only) The crossbow delivers a powerful punch in a compact size, which makes it perfect for a man on the go. A full selection of arrows and powerful 2 stage sniper zoom makes the crossbow a deadly weapon indeed.



Dark Matter Cube In its primary state, the Dark Matter Cube acts much like a grenade, causing a powerful disruption. In its secondary form, it creates a matter anomaly and sucks enemies into its eerie vortex.

PICKUPS (FPS Mode)

AMMO



Arrows These arrows are steel shafted and come with a nasty tip. They can be used with any type of bow.



Explosive Arrows These arrows come with an explosive charge that detonates on impact. Be careful not to fire them at an enemy that is too close or you could lose your own limb. The explosive arrow can be used with any type of bow.



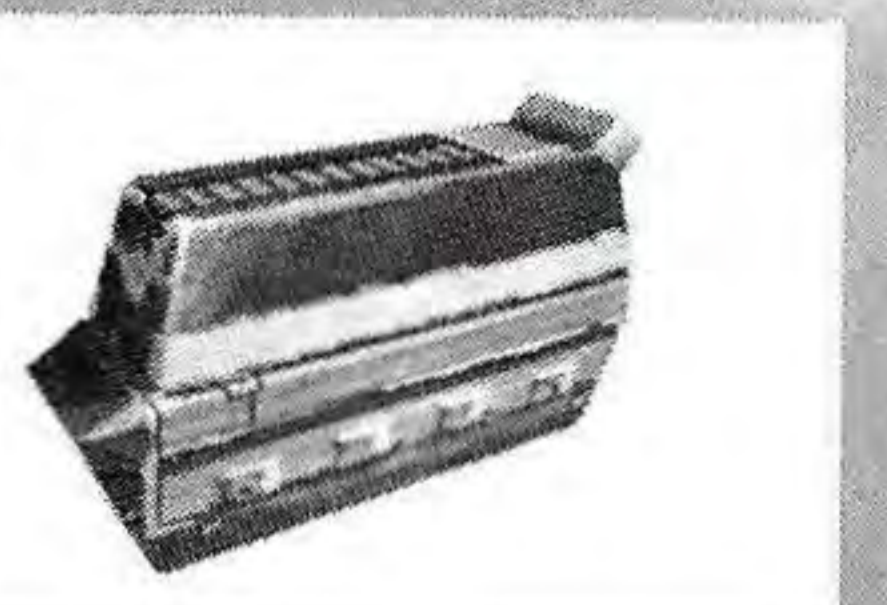
Poison Arrows These malicious arrows carry a deadly poison that can incapacitate the largest of enemies. Only the Tek Bow is powerful enough to launch this deadly projectile.



Pistol Bullets These .45 caliber rounds pack a mean punch when fired out of a pistol or sniper upgrade.



Shotgun Shells Packing a deadly blast in each cartridge. Load up to 4 shells into the quad shotgun for a devastating blast.



Flechettes Loading up your Flechette gun with these mean little darts gives a new meaning to the term "silent but deadly".



Minigun rounds Normally rounds of this size are only used in aircraft. Put them in your minigun and you can deliver a solid sheet of lead at your enemies.



Fuel A pyromaniac's dream, five liters of ultra flammable high-octane fuel. Normally useful for jet engines, instead you can use for barbecuing your enemies with your flamethrower.



Rocket Clusters These rocket clusters are very dangerous. Use them with caution in your rocket launcher.



Swarm Bores While looking small and harmless, the swarm bores are some of the most feared ordinance in the Lost Land. Nothing is scarier then seeing a rocket launcher with the swarm bore attachment bearing down on you.



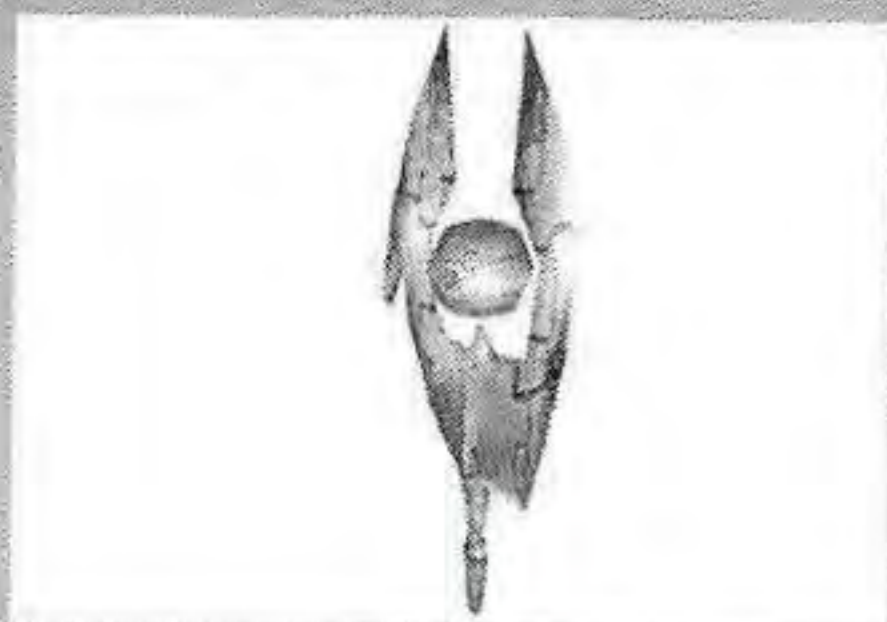
Nuke Useful for when you have to kill every last living creature in a room. Strap on the upgrade to your rocket launcher and let her rip.



Plasma Battery These are used to power the high energy Refractive Plasma Cannon.



Anti-Matter Cell These alloy cells store powerful anti-matter particles. They provide the gravitational forces used inside of the Gravity Disruptor.



Tarkeen Keys Tarkeen Keys are hidden in certain areas which allow you access to otherwise impassable places.

MULTIPLAYER

These pickups can only be found in multiplayer



Cloaking Belt This handy device renders the player practically invisible for a short period of time. It is perfect for sneaking up on that unsuspecting sniper.



Death Helm An ancient barbarian cursed this helm long ago. Over time it has passed through generations of generals and kings. To the wearer it gives them ultimate power, but at a price.



Empathy Chest Plate This piece of armor well protects its owner by both blocking half of the damage being given to him, and by firing the other half back at the attacker.



Jump Boots Ever see that item that you can't quite reach? Never worry about that again with these handy boots that can put quite a spring in your step. Beware, however, as they wear out after only 3 uses.



Shield Belt This electronic body bracelet gives the player an invisible energy shield that can absorb the impact of all but the most deadly projectiles.



Damage Idol Each Damage Idol permanently increases the amount of damage a player can do by 20% while they still live. Collect up to five to double your damage.



MaxHealth Idol Each MaxHealth Idol permanently increases your maximum health by 20 points while you still live. Collect up to five to max out your health at 200 points.



Regeneration Idol Each Regeneration Idol permanently increases the rate at which you can regenerate health automatically as long as you stay alive. Collect up to five to reach the maximum rate of regeneration. This can become very powerful combined with the MaxHealth Idol.



Speed Idol Each Speed Idol permanently increases the running speed of a player while they manage to stay alive. Collect up to five to run at the maximum speed possible.

HEALTH

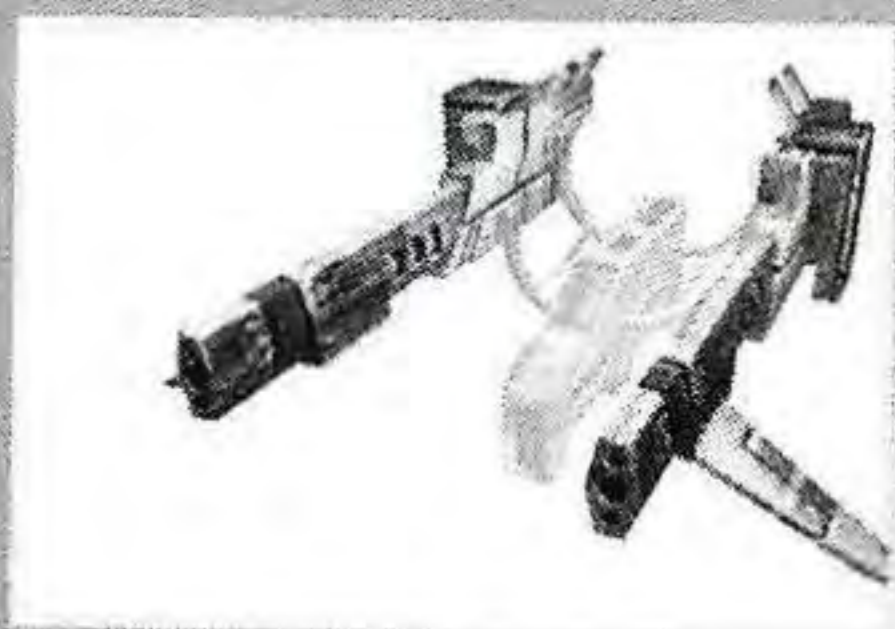


Small Med Kit Use this healing salve to heal small scrapes and wounds.



Large Med Kit This large medical kit can be a real lifesaver when low on health.

WEAPONS (Flight Mode)



Machine Guns Your winged mount is armed with twin .50 caliber machine guns. Ammunition is unlimited, so let 'em rip!



Homing Missiles In addition to your machine guns, your mount can also fire homing missiles. Center the crosshairs on an enemy to acquire a lock before pressing fire. (NOTE: Not all targets will lock on.)

PICKUPS (Flight Mode)



Rockets Restocks your homing rocket reserves.



Health Filling your Quetzalcoatlus' belly will help give him strength to continue the battle.



Overdrive This add-on temporarily gives your machine guns the extra fire-power needed to get through the toughest fights.

SINGLE PLAYER

In a single player adventure, you begin play as Tal'Set and must battle your way through all the various challenges that await you in the Lost Land until you are finally able to destroy Captain Bruckner and his horrible host Lord Tyrannus.

MULTIPLAYER

There are many ways to enjoy Turok action with your wonderful friends. You can select any of the available multiplayer areas to wage war in.

Deathmatch: Battle to the death. Highest score wins.

Team Deathmatch: Team up to fight each other to the death.

Hunter: Score points by killing as the hunter. Kill the hunter to become one.

Capture the Flag: Steal the other team's fire and return it to your own base. Highest score wins.

One Flag: Teams battle for the single torch to light their team's fire.

Last Man: Battle to be the last alive in each round of death.

Monkey Tag: Hold on to the monkey. Person who holds it the longest, wins.

Turok Fight: Battle to the death with warclub and bows only.

Team Turok Fight: Team up using bows and the warclub.

Warrior Rage: Making multiple kills without dying increases your power.

Blood Bath: Players start with all the weapons.

Beginner Deathmatch: Auto balancing the good and the weak.

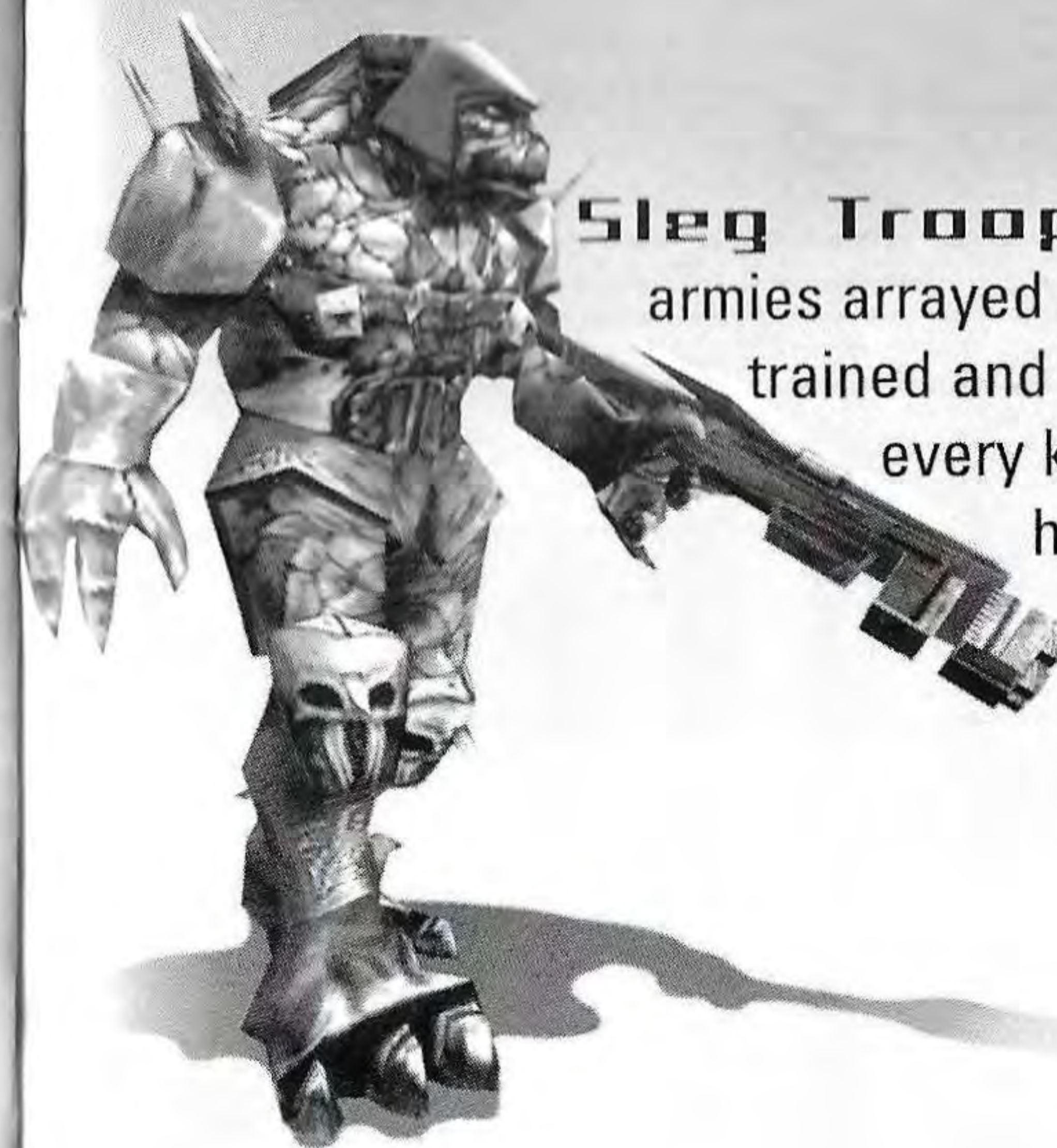
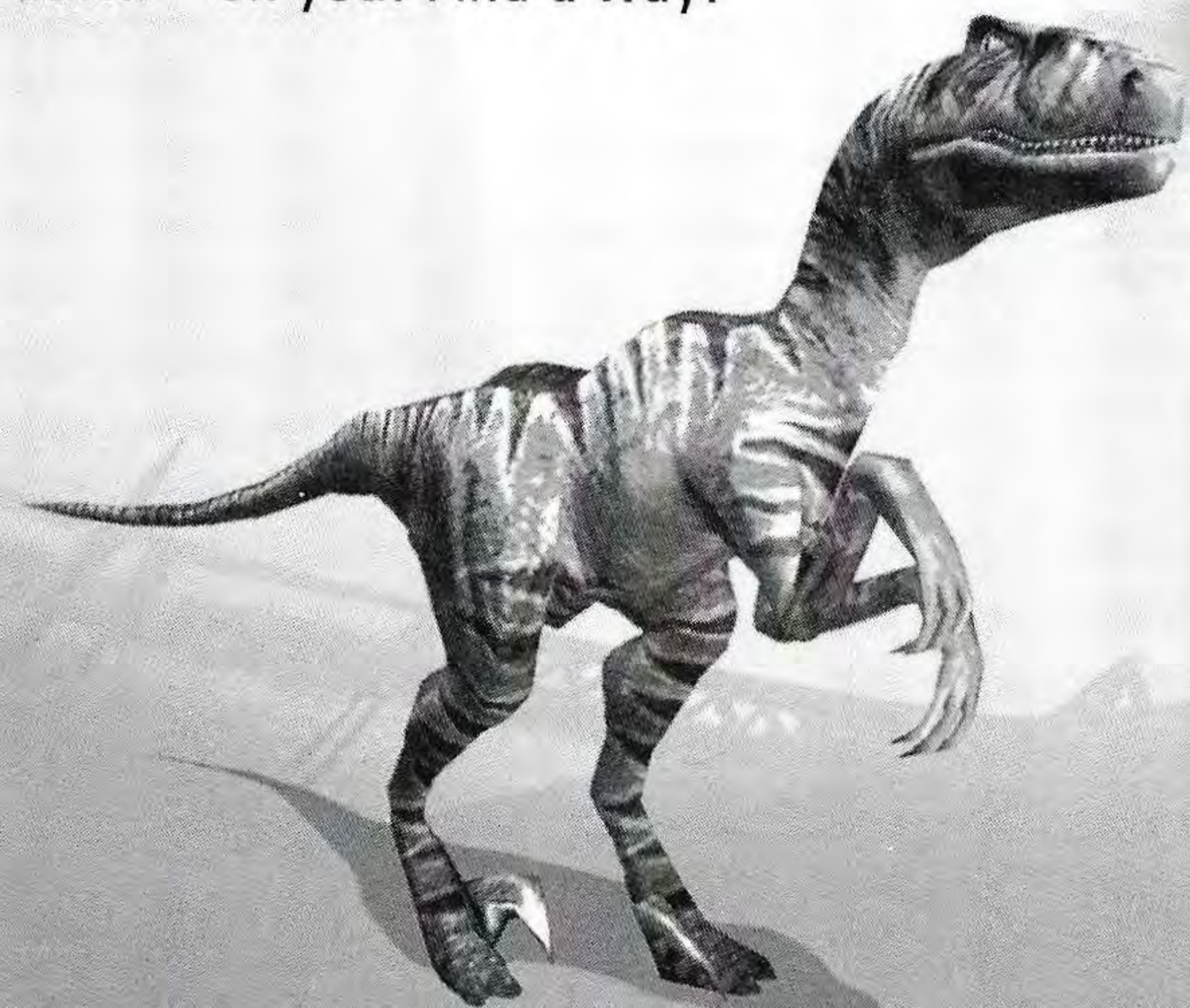
Sniper Match: Sniper Pistol and bows. Only headshots count.

Flight: Fight to the death on the back of Quetzalcoatluses.

ENEMY GALLERY

Here's a look at a few of the foes you'll face. Of course, there are many, many more to contend with!

Raptor No one wants to get ripped to shreds by raptors, but how do you stay alive with razor-sharp teeth about to chow down—on you! Find a way!

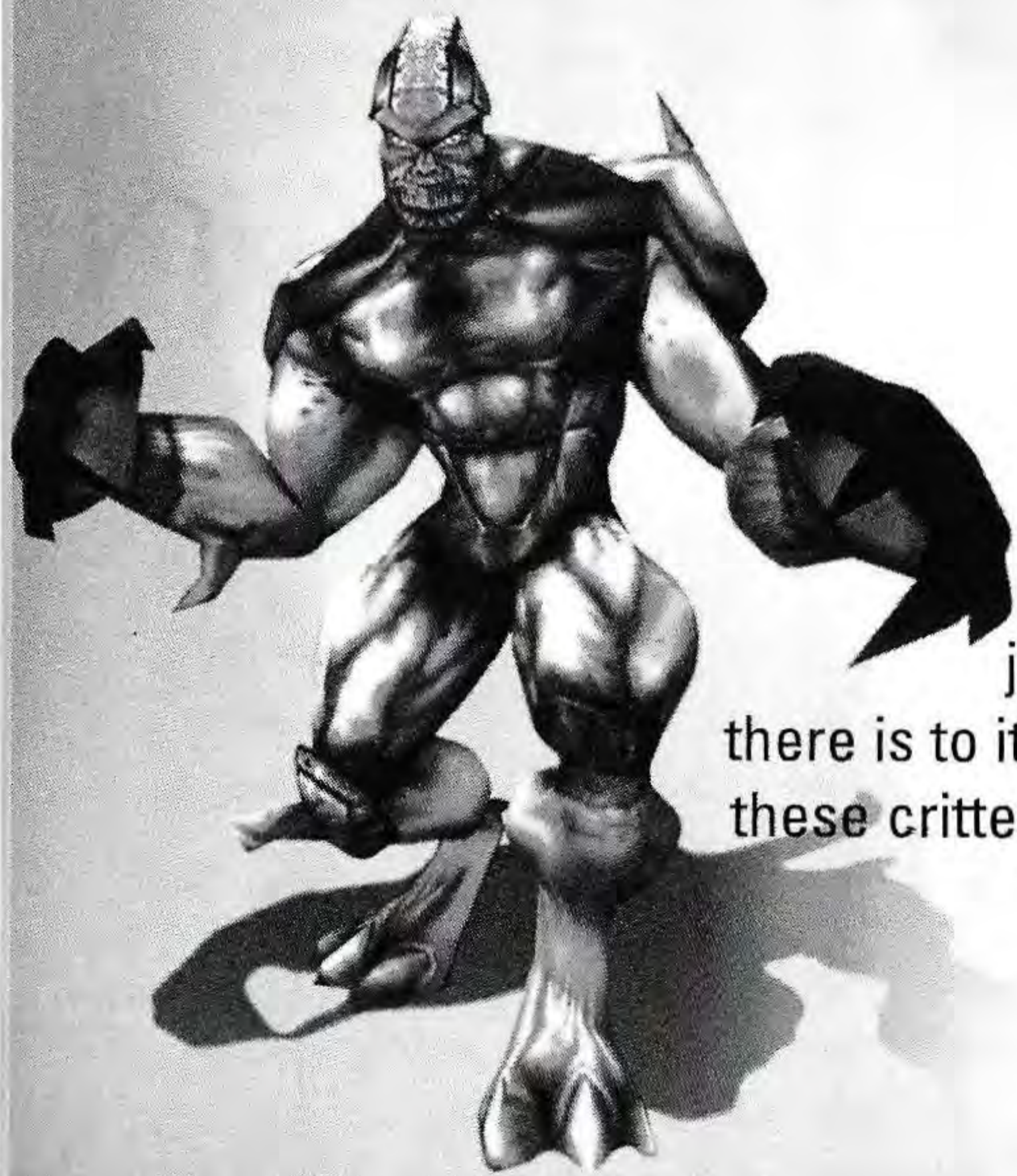


Sleg Troops There are vast armies arrayed against you, with well trained and equipped soldiers of every kind. You'll have your hands full running and gunning these troops into their graves.



Sniper Snipers are excellent shots and typically lay in wait at strategic points.

Dinosoid A mix of android and dinosaur, these beasts are all too ready to reach out and crush someone. Don't let it be you!



Purrlin They're just nasty, and that's all there is to it! You'll enjoy destroying these critters!

Captain Bruckner A vicious Indian fighter from the American west, in the Lost Land Bruckner has the perfect means and opportunity to wreak destruction as he commands his minions.



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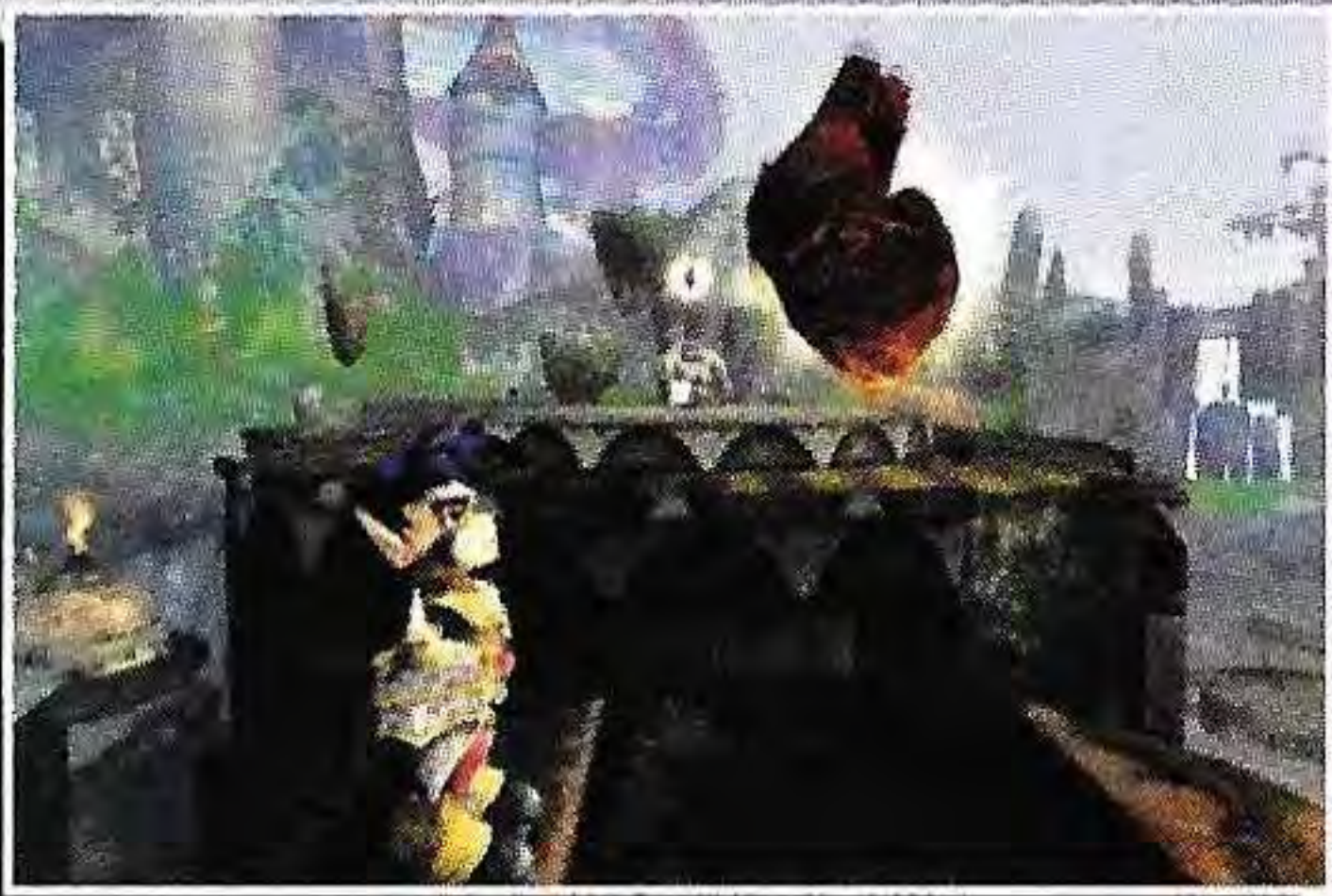
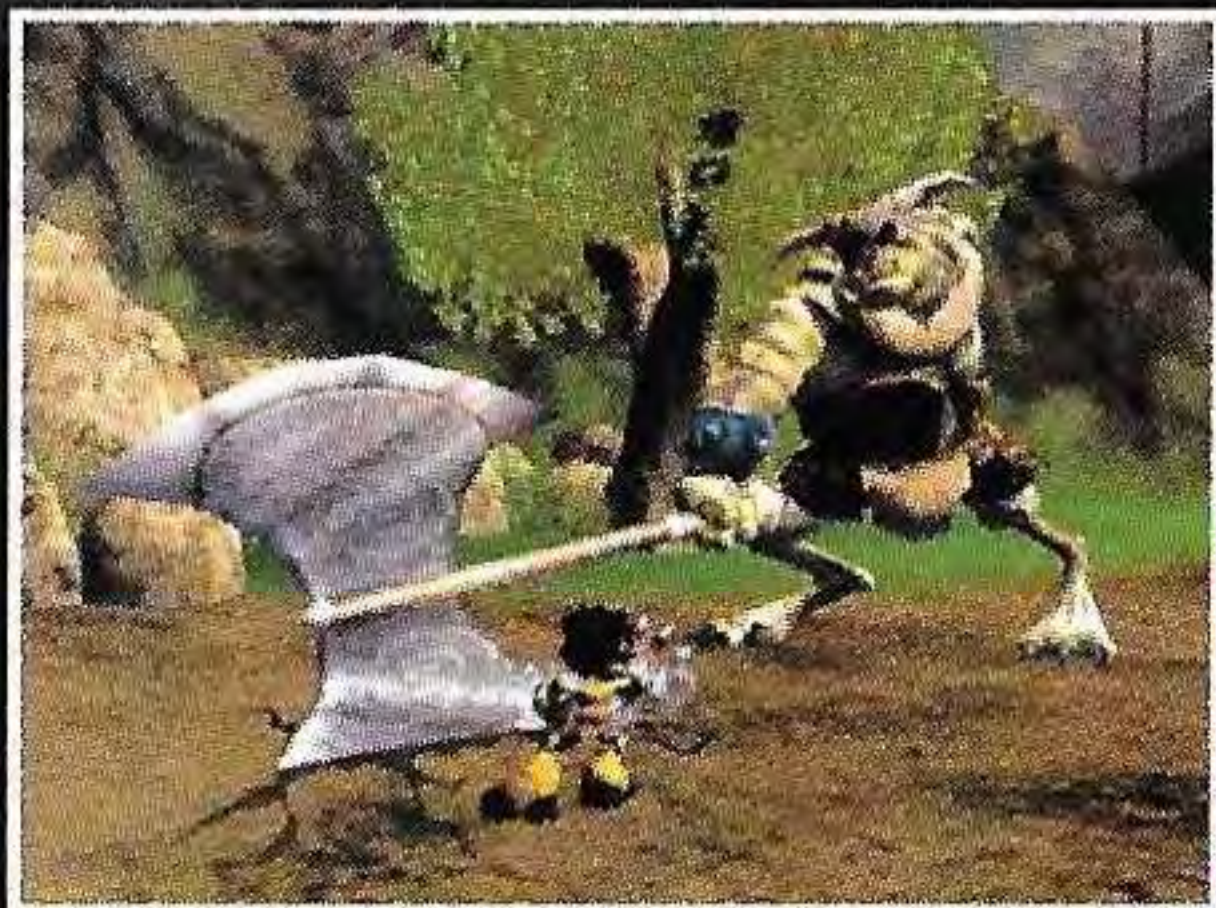
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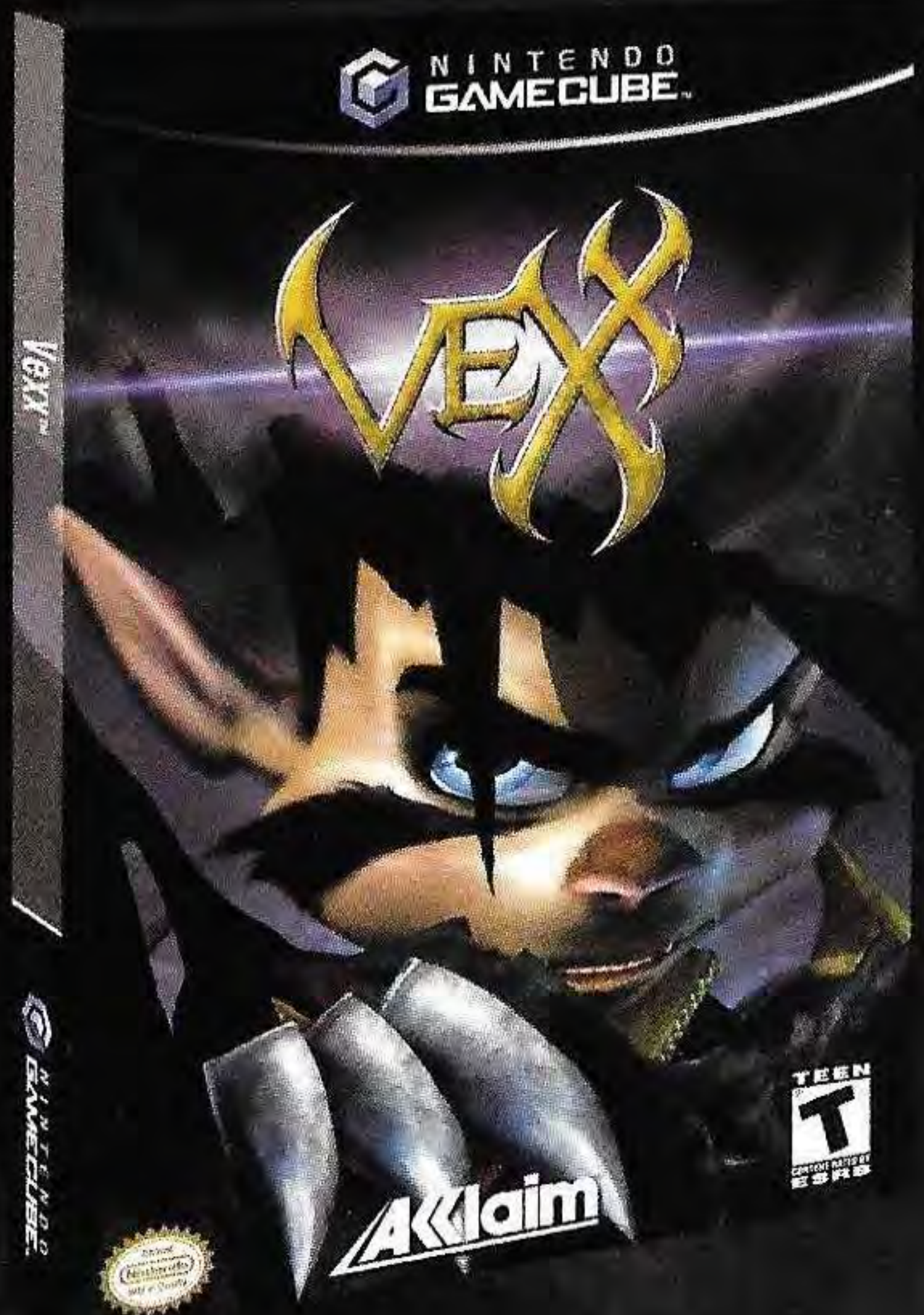
LOOK FOR

The Dark Yabu arrived during the storm and set forth his shadowraith minions to enslave the people of Astara. Only one escaped, taking Yabu's sacred Astani battle-gauntlets with him. It is now up to Vexx, slave-turned-savior, to avenge the death of his grandfather and free the people of his shattered world.



VIOLENCE

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