

CARNIVORES

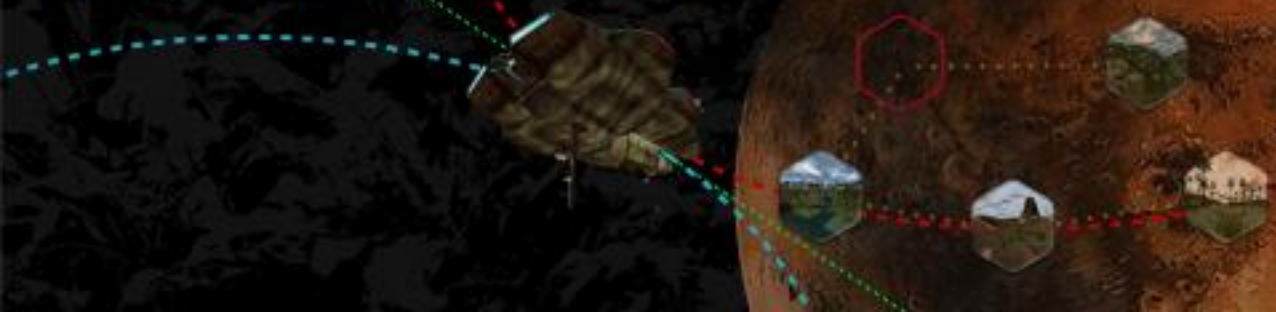
DINOSAUR HUNTER

THE ULTIMATE DINOSAUR
HUNTING HANDBOOK

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About DinoHunt Corporation

2193 AD. On a routine exploration mission, research vessel FMM UV discovered a planet with a suitable climate for humankind. During the initial scouting expedition this young planet was declared inhospitable for colony life due to its unstable terrain and immense population of prehistoric reptiles. News of this amazing planet spread and reports of the "Dinosaur Planet" led an earth corporation to purchase the rights to the planet, and create DinoHunt Corp. DinoHunt created the unique opportunity for paying customers to become dinosaur hunters for the first time in 50 million years.



CARNIVORES

DINOSAUR HUNTER

TOGGLE
WEAPON

FIRE

BINOCULAR

FORWARD

DINOSAUR
CALL

STRAFE
LEFT/RIGHT

TOGGLE
MAP

BACKWARD

VIEW

PAUSE

Controls layout

GAME OPTIONS

Measurement

Switch between Metric (meters) and Imperial (feets) measurement units.

Sound Volume

This slider control the sound effects and ambience volume level.

Sensitivity

Changes camera movement speed factor. Just adjust it for your best fit.

Invert Camera

Vertical and Horizontal camera inversion.

NOTES ON HUD ELEMENTS

The **Wind Indicator** inside the **Compass** shows wind direction by the arrow, and the length of the arrow denotes the force of the wind. At the top of the compass it shows your current direction.



The **map** allows you to pinpoint your location on any island. The map is used with the radar, as stated above to point out locations of the dinosaurs. To navigate on map always remember that North is on top of map and South is on bottom.

With the **binoculars**, you can see just outside of your normal viewable range, and centering the crosshairs on a dinosaur will show you the animal's size.



The **Dinosaur Call** imitates dinosaur's native sounds to attract them. The call, when overused, can scare plant eaters, or attract meat eaters to your location, so be careful.



WEAPONS

9mm Pistol

This weapon has a rapid firing rate, but its accuracy declines with range. It is very good for close combat, but is poor for distant shots. The pistol will scare herbivores, but may attract the larger carnivores, who have learned to associate the gunshot sounds with an easy meal.

Shotgun

This is a very powerful weapon. Since it uses buckshot, however, the damage it can do will decrease significantly over distance. Shooting this weapon requires less precise aiming due to the spread of the buckshot. The target area for this weapon is the center of the sighting circle. The shotgun will scare plant eaters, causing them to scatter, but the noise will alert carnivores, which can be dangerous for you.

Double Shotgun

This weapon is similar to the shotgun, but can fire two rounds almost simultaneously. However, the added noise will scare herbivores and even some small carnivores.

The X-Bow

This weapon has two target areas, called aiming pins. The top pin is sighted in for **131 ft (40 meters)**, and the bottom pin is sighted for **262 ft (>80 m)**. This weapon is relatively soundless, and can be shot several times without alerting dinosaurs, but the difficulty of aiming it takes some practice.

Rifle

The target area for this weapon is the center of the circle. Although powerful, aim well - the noise from this weapon will attract the deadly carnivores.

Sniper Rifle

This weapon is very accurate, and will shoot exactly where the crosshairs are placed. Its range goes as far as the binoculars, but is extremely narrow. This is not a weapon for a charging meat eater, but fantastic for distance shots.

Laser Rifle

This new, experimental weapon is super accurate, and will shoot exactly to the crosshair spot. This is mid-high-range rifle, however it's firepower is incredible big - its can kill the Mammoth with a 2 shots.



HUNTING ACCESSORIES

Tranquilizer

Tranquillizing a dinosaur is an alternative to killing it. This will drop the dinosaur where it stands with a quick-acting drug. Use of the Tranquilizer increases **25%** of your total points acquired during that hunt, but you are **unable** to include a tranquilized dinosaur in your trophy room.

Radar

This allows you to view the dinosaur locations on the map during your hunt. Dinosaurs are depicted on the map as green dots. Your location is shown as the red dot with a circle surrounding it. Please note that the map shows only the dinosaurs you are hunting. All other dinosaurs are masked. Use of the map deducts 30% from your total points acquired during that hunt.



HUNTING ACCESSORIES

Cover Scent

This item allows you to mask your scent, reducing the likelihood of you being spotted by dinosaur. Use of the Cover Scent deducts 20% from your total points acquired during that hunt.



Camouflage

This special suit decreases the dinosaur's ability to detect you by sight. Use of the Camouflage deducts 15% from your total points acquired during that hunt.



Note: Credits are deducted from your hunt with the use of accessories items. To use any item, simply select it via checkbox in the menu.



DINOSAUR BEHAVIOR

Each dinosaur will **react** to a hunter differently depending on its nature. Some are more adept at detecting your **scent**, while others may see you in the distance, or hearing your footsteps. Once a dinosaur takes note of you, a number of reactions can happen. Herbivores may run away or attack you if they feel cornered. Carnivores may attack you head on, or gather in an organized pack to flank you and take you out. Below is a comparison of each dinosaur's senses.

The dinosaur's senses shown in the menu when you select it for the hunting. You can look at their senses metrics and select the dinosaur based on your current hunting **skills**. For the beginners we strongly recommend start with **herbivorous** species in order to train the skills and prepare themselves for the **carnivores** hunt.

DINOSAURS FOR HUNTING

The Herbivorous (Plant Eating)

Parasaurolophus

This is a good dinosaur for the novice hunter. This duckbilled plant-eater has a striking head crest that can reach up to six feet (1.8 m) long, making it very easy to spot. This herbivore has an average sense of sight, an average sense of smell, and an excellent sense of hearing. The target-zones on this specimen are the head, neck, and back areas.



Anklyosaurus

Ankylosaurus is a tank-like dinosaur – its entire top side is heavily protected from carnivores with thick, oval plates embedded in its leathery skin. It even has bony plates shielding its eyes. Ankylosaurus is well protected from predators, and defends itself with its club-like tail. For more damage, aim for the head, since its armored plated back offers some protection.



Pachycephalosaurus (new)

This is a good dinosaur for the beginning hunter. The name means "thick headed lizard" and it comes from its 10 inch (25 cm) thick skull rimmed with knobby spikes used defensively against other dinosaurs as battering ram. This amazing plant eater has an average sense of sight, a low sense of smell and an average sense of hearing. The target-zones on this specimen are the neck and back areas.



Stegosaurus

This is a good dinosaur for the novice hunter. It is easy to recognize due to the giant plates protruding from its back, in two staggered rows and spikes on the end of his tail. This bus-sized herbivore, weighing up to six tons has an average sense of sight, a poor sense of smell, and an average sense of hearing. The target-zone on this specimen is the head area.



Chasmosaurus

Chasmosaurus is a rhinoceros-like dinosaur. It has three short horns on its face along with a large bony plate projecting from the back of its skull. One short, wide horn protrudes from its snout above its parrot-like beak and two backwards-facing brow horns lie above its eyes. It has a large skull, four sturdy legs with hoof-like claws, a bulky body and a short, pointed tail. When threatened by predators, Chasmosaurus charges into its enemy like the rhinoceros. This is a very effective defense. The target-zone on this specimen is the neck, back and eye area's, as well as the left side of the heart.

Warning! This dinosaur is very dangerous as my attack the hunter on close distances!



The Carnivorous (Meat-Eating)

Allosaurus

Another good carnivore for the novice hunter to try, but beware, it will attack you at close range. A dangerous dinosaur indeed, this saw-toothed meat eater with its immense expandable jaws and clawed toes is a challenge to hunt. This muscular dinosaur has an average sense of sight, an excellent sense of smell, and a poor sense of hearing. The target-zones on this specimen are: head, neck, and back.



Velociraptor

This is a dinosaur for advanced hunters. A ferocious fanged dinosaur and an agile hunter. Using its retractable sickle shaped claw on its second toe as its primary weapon, slashing open the bellies of its prey, this meat eater is a challenge to all hunters. This dinosaur has an average sense of sight, an excellent sense of smell, and an average sense of hearing. The target-zones on this specimen are the head, neck, and back areas.



Spinosaurus

This is a dinosaur for advanced hunters. Spinosaurus is called the "spiny lizard" because it had a series of large neural spines up to 6 feet (1.8 m) long coming out of its back vertebrae. Take the speed of Velociraptor and combine it with the perseverance of Allosaurus, and you get Spinosaurus. The target-zones on this specimen are the head, neck or chest.



Ceratosaurus

This is a dinosaur for advanced hunters. Ceratosaurus is named "horned reptile" due to the two large horns on the end of its snout, along with several smaller horn-like spikes running down its back. Ceratosaurus is a powerful predator and intelligent, so it is not safe to fire your gun when a couple are roaming in the area. The target-zones on this specimen are the neck, back, and eye areas, as well as the left side of the heart.

Tyrannosaurus Rex (infamous as T-Rex)

Possibly the most feared of all dinosaurs, this monster is two stories tall, with razor sharp teeth in its enormous jaws. It is an extremely aggressive carnivore that will eat anything in its sight. Shooting this dinosaur anywhere but the targeted eye area will only make it more aggressive, so be careful of this dangerous beast. It has excellent sight, excellent scent, and excellent hearing.



Warning! This beast is extremely dangerous and suitable for an expert hunters only!

The target-zone on this specimen is only in the **eye area**.



Other Dinosaurs (Not Scored)

These dinosaurs aren't dangerous but they can't be hunted and won't increase player's score.



Moschops

This is a massive herbivore with short, chisel-like teeth for cropping vegetation. Moschops is quite a beast. Moschops' hind legs extended straight down like mammals', while its front legs extended outward and then downward like a reptile. Moschops' diet is mostly plants although he sometimes eats meat.



Gallimimus

This is a ostrich-like fast-running dinosaur. Gallimimus uses its beak to crop plants, capture small animals (like insects and lizards), and eggs by sieving them from mud. Gallimimus means "chicken mimic", but it is not a small dinosaur. Actually Gallimimus one of the largest of its type of dinosaurs called an Ornithomimosaur.

Dimetrodon

Dimetrodon is not a dinosaur, but a pelycosaur, a so-called mammal-like reptile. Dimetrodon has a large sail-like flap of skin along its back, dense with blood vessels. The flap may have been a thermoregulatory structure, used to absorb and release heat. The flap may have also been used for mating and dominance rituals, and to make it look much larger to predators. Dimetrodon has sharp teeth and clawed feet and eats small pelycosaurs, animals and insects.



Dimorphodon

Dimorphodon is a pterosaur with a 4-foot (1.2 m) long wingspan. It is a flying reptile. It has a huge head with deep, wide, toothed jaws resembling the beak, a short neck, and a diamond-shaped flap of skin at the end of the long, pointed tail. Dimorphodon spent much of its non-flying time hanging from cliffs or tree branches, holding on with its toe claws.



Pteranodon

Pteranodon is a massive flying reptile – not a dinosaur, but a close relative. Pteranodon's wing-span is longer than that of any known bird. Pteranodon has a long head crest that is probably used to help counter balance the weight of its massive beak.



Brachiosaurus

Brachiosaurus is the largest and heaviest animal to ever walk the earth. This massive animal is different from other large plant-eating Sauropods, it has longer forelegs than hind legs and spends most of its time in water. This dinosaur is an **Invincible** by hunter's weapon.



LOCATIONS

Area 1: Delphaeus Hills

The smallest island on the tour. The rolling hills surround an enormous bay. Impassible mountains make deadly traps for the unwary. In the center of the island is a deep chasm of unknown origin, and the deserted remains of an archaeology outpost. **Mild** difficulty.

Area 2: Fort Ciskin

A good sized area consisting of dense pine forests encircling a murky swamp. In the southwest corner lies an abandoned settlement guarded by a towering "Dinosaur Wall", that now lies in ruins from the fury of a T-Rex. **Mild** difficulty.

Area 3: Vengar Fjords

Lush pockets of vegetation, and thousands of inlets cover this area. This beautiful but treacherous piece of land includes an ancient volcano. Be careful when wandering the virtual maze of water and mountains created by glaciers millions of years ago. **Intermediate** difficulty.

Area 4: Manya Jungle

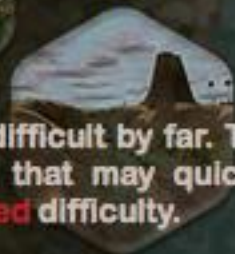
Ringed with snow-capped mountains, this hunting area is rumored to be a nesting ground for some of the larger dinosaurs. Muddy marshes to the southwest, and a long abandoned "Dinosaur Wall" make this one of the most mysterious areas on the tour. **Intermediate** difficulty.

Area 5: Mount Ravan

This island, broken by waterways and mountains is the most difficult by far. The frozen peaks of Mt. Ravan overlook a thick tropical forest that may quickly become a deadly maze where hidden danger abounds. **Advanced** difficulty.

Area 6: Ravaren's Bridge

Came from Ice Age times, his series of islands covered with lakes and frigid swamps is connected by an elevated bridge system. Pine trees crown this otherwise barren area, making good crown for hunter and prey alike. **Mild-Advanced** difficulty.



CREDITS FOR HUNTING

When you first choose HUNT, you are given 50 credits. Use credits to select your hunting area, which dinosaurs you will hunt and which weapons and accessories you will use. Each dinosaur, area, and weapon has its own cost, and the credits you have remaining determine what you can and cannot bring on your hunt.



Your total remaining credits are shown on the bottom of the screen at the center in the location, dinosaurs and weaponry select menu.

When you choose an item from the menu, other selections may become unavailable depending on your remaining credits. Available selections are colored, selected items have a red edging and unavailable items are gray. As you hunt the selected dinosaur, each successful kill will result in a number of credits added to your account. You can kill more than one dinosaur per hunting expedition, allowing you to earn enough credits to move into more advanced areas with more expensive weapons and more dangerous dinosaurs.

CREDITS FOR HUNTING

However, if you are killed by a dinosaur, all credits accumulated on that specific hunt are forfeit. You must be picked up by DinoHunt Corp's ship to keep the credits you earned.

There are various methods of increasing or decreasing your credits per dinosaur. When you kill or tranquilize a dinosaur, you will receive credits that are dependent on the type of dinosaur and on your selected equipment usage.



Note: Tranquillizing rather than killing a dinosaur will **increase** your credits per hunt by 25% (but sleeping dinosaur **do not appears** in the Trophy room). Also, using other items from the equipment list can also **reduce** your credits received from your hunt. Radar, for example, will decrease by 30% the credits that you receive on that particular hunt.

SUGGESTIONS FOR A SUCCESSFUL HUNTING

- ⇒ **Move into the wind**, so the dinosaurs will not catch your scent: It can spook herbivores and attract hungry carnivores.
- ⇒ **Use the dinosaur call** to attract prey to your location, and move to cover before making the kill. An elevated position usually makes the best spot to perch after you have made a call from the valley below. But do not use call too frequently.
- ⇒ Novice hunters should **use additional equipment** (Camouflage, Radar and Cover Scent) until you feel comfortable with your hunting skills. While some points may be lost, learning dinosaur behavior can be a lifesaver later in the hunt.
- ⇒ Moving slowly **makes less noise** and will not startle the dinosaurs.
- ⇒ Use your surroundings. **Climb hills** and **use the binoculars** to get a good view of the valleys below. Move around obstacles to flank your prey from upwind of them.
- ⇒ When herbivores detect you, they will generally try to get as far away from your as possible. If you pursue them, they will usually **continue in the same direction** until they no longer detect you.

SUGGESTIONS FOR A SUCCESSFUL HUNTING

- ⇒ **Don't waste your shots** on non-target herbivores such as Moschops and Gallimimus.
- ⇒ Carnivores often have difficulty in navigating cliffs and precipices. If you detect a predator early enough, jump into a ravine or over a cliff, and then pick off the beast as it attempts to find a way to you. **Be aware that Tyrannosaurs Rex** have an uncanny ability to get to you in places where other carnivores can't.
- ⇒ **Jumping into water** to escape predators **is not recommended**, as the Carnivores move almost as quickly in water as they do on land.
- ⇒ If you get killed, all of your trophies and points from that hunt will be lost. Once you have a trophy, **it's best to evacuate and re-arm**. Don't get greedy!
- ⇒ It is not possible to reload your weapon during hunting. If you run out of ammo you will have to **leave the area** and **begin your hunt** over again.
- ⇒ Press **Select** button in the trophy room to delete dinosaur from the slot. Warning, there is no undo on this operation.

CARNIVORES

DINOSAUR HUNTER

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BEATSHAPERS





**No dinosaurs were harmed during
the development of this game...**