CARNIVORES
DINOSAUR HUNTER
REBORN
USER MANUAL
PC DVD ROM
DIGITAL DREAMS
ENTERTAINMENT

CARNIVORES
DINOSAUR HUNTER
REBORN

Table of Contents

Minimum Requirements....2
Using Steam....2
Installing the game DRM Free download....3
Installing the game DVD....3
Controls....4-5
Story....6
First Hunt....6
Main Menu....7
Game Options....8-9
Hunting Dinosaurs....10-11
M.I.S.T. Device....12
Binocular Mode....13
Weapons....14-16
Dinosaurs....17-21
Trophy....22-23
Evacuation....23
Trophy Gallery....24
Shooting Range....25
Observer Mode....25
Preparing for a Hunt....26
Purchasing Weapons....26
Weapon Upgrades....27
M.I.S.T. Device Tech....28-29
M.I.S.T Device Upgrades....29
Player Equipment....30
Player Upgrades....31
Hunting Equipment....31-32
Island Adventures....33-35
Release of Liability, Assumption of Risk and Indemnification Agreement....36

Minimum Requirements

System RAM: 4 GB

Processor: Intel CPU 2 GHz, AMD CPU 3 GHz.

Both has to be dual cores.

Video: NVidia GTX 260.

Using Steam

To Install Carnivores: Dinosaur Hunter Reborn

1. Run Steam or activate its window if Steam is already running.
2. Select LIBRARY menu.
3. Under Games template find Carnivores Reborn game and select it.
4. Press INSTALL button at the right panel.
5. When the installation is done, press PLAY button to play the game.

To activate a key for the Steam game:

1. Press ADD A GAME button at the lower left corner.
2. Select Activate a product.
3. Read and sign EULA.
4. Enter the key.
5. Game will appear at the LIBRARY/GAMES.
6. Follow previous instructions.

Installing the Game

Installing the game DRM Free download

1. Download setup file "**Carnivores Reborn Setup.exe**" from the provided link.
2. After download complete run "**Carnivores Reborn Setup.exe**".
3. Select components to install and press Next. If you don't know which components to install then leave all items checked and press Next.
4. Choose destination folder for the game and press Install. You can use default folder if you like.
5. When installation completes, run the game.

Installing the game DVD

1. Insert the installation DVD into the optical drive. When the autorun page appears, select components to install and press Next. If you don't know which components to install then leave all items checked and press Next.
2. Choose destination folder for the game and press Install. You can use default folder if you like.
3. When installation completes, run the game.

If autorun page did not appear, open Explorer, locate your optical drive and run "**Carnivores Reborn Setup.exe**". Follow the instructions above.

Controls

Keyboard and Mouse Mapping

MOVEMENT

W – Move Forward
S – Move Back
A – Strafe Left
D – Strafe Right
Space – Jump
Ctrl – Crouch
Shift – Sprint

HUNT

R – Recharge
Q – Change Weapon
1 – Primary Weapon
2 – Secondary Weapon
Tab – Toggle M.I.S.T.
LMB – Fire
Alt – Hold Breath (in Targeting Mode)
RMB – Targeting
MMB – Holster

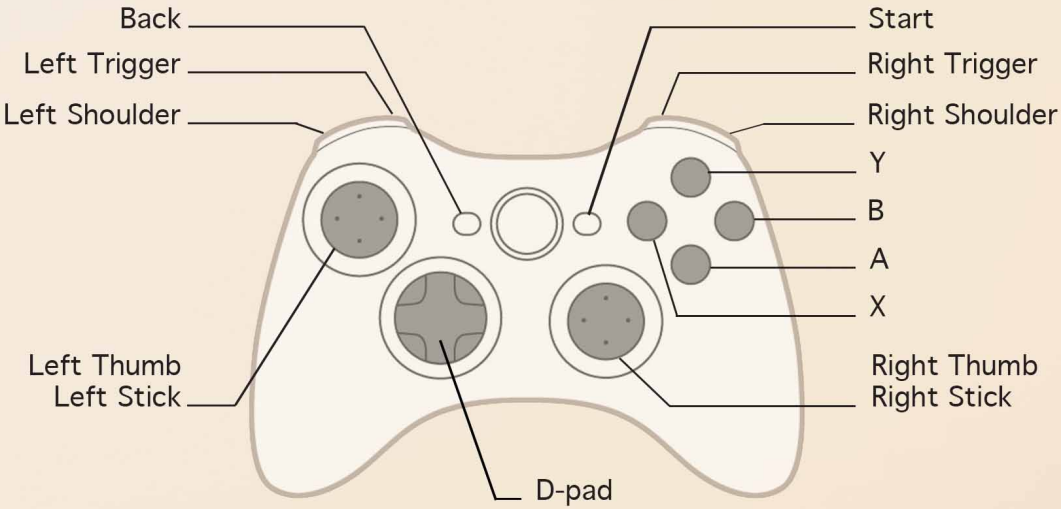
M.I.S.T.

LMB – Decoy/Retrieve
RMB – Use Binocular
Z – Map Zoom
Wheel Up – Previous License
Wheel Down – Next License
X (hold) – Evacuate

TROPHY GALLERY

LMB – Place Trophy
Delete – Delete Trophy
Wheel Up – Previous Trophy
Wheel Down – Next Trophy
Q – Previous Trophy Type
E – Next Trophy Type

Controller Mapping



MOVEMENT

Left Stick – Move
Right Stick – Look
A – Jump
B – Crouch
Left Thumb – Sprint

HUNT

X – Recharge
D-pad Left – Change Weapon
Y – Toggle M.I.S.T.
Left Trigger – Targeting
Right Trigger – Fire
Right Thumb – Holster
Left Shoulder – Hold Breath (in Targeting Mode)

M.I.S.T.

X – Decoy/Retrieve
Left Trigger – Use Binocular
D-pad Up – Map Zoom
D-pad Left – Previous License
D-pad Right – Next License
Back (hold) – Evacuate

TROPHY GALLERY

X – Clear and Place Trophy
Y – Delete Trophy
D-pad Up – Previous Trophy
D-pad Down – Next Trophy
D-pad Left – Previous Trophy Type
D-pad Right – Next Trophy Type

Story

The future of hunting has been found in the past.

When science advanced to make interstellar travel possible, mankind took to the stars in search of new worlds to conquer. Across countless planets orbiting innumerable suns, we found only one like the world we left behind. Light years away and seemingly millions of years in the past, this new Earth mirrored our own Jurassic period... inhabitants and all.

For those brave enough to see these fearsome beasts and wealthy enough to make the voyage, there is DinoHunt, Inc -- the premier service for taking you to an unspoiled game world rich with dinosaurs long thought extinct and an adventure you never dreamed possible. Pack your bags, get your shuttle ticket and remember, you'll need your wits, your best riffle, and most of all...

You're going to need a bigger trophy wall.

First Hunt

If you're reading this then congratulations! You're a client of DinoHunt, Inc and you're about to embark on the adventure of a lifetime. You will get a chance to hunt the most fearsome animals ever to live – Dinosaurs. But make no mistake, all that we provide here is opportunity... you dictate your experience.

We like to start first time hunters at Delapheus Hills. Think of it as the "stocked pond" on the planet in contrast to the wider "open ocean." Here you'll still have to track your prey, but they'll be better introduction before you take on bigger game.

Once you've shown you can hunt and track, we'll let you out in the deep end.

Main Menu

Hunt

Where the adventure begins

Trophy Gallery

Your personal showroom of memories and conquests (see Trophy Gallery for details)

Leaderboards

See where you stand next to our most elite hunters.

Options

Takes you to Game Options where you can personalize a variety of different Game Settings (see Game Options for details).

Credits

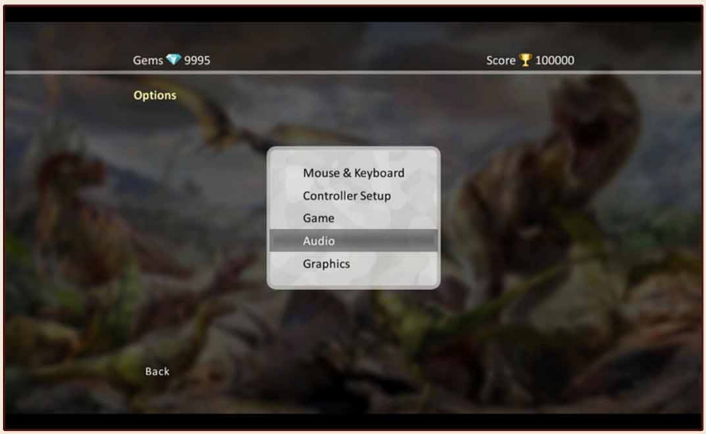
All the people who were involved in the making of this game.

Exit

Exits game

Game Options

The game can be customized to your personal preferences.
Typically, the configuration is similar to any game.



Mouse & Keyboard

Customize the Mouse and Keyboard configurations to your personal tastes:

- **Mouse Speed:** Increase or decrease.
- **Invert Y:** Invert the mouse on the vertical axis.
- **Mouse Smoothing:** More fluid control.
- **Mouse Acceleration:** Acceleration can be turned on or off.
- **Keyboard Bindings:** Reconfigure the keyboard control scheme.

Controller Setup

Customize the Controller configurations:

- **Vibration:** Increase or decrease.
- **Invert X:** Invert the controller on the horizontal axis.
- **Invert Y:** Invert the controller on the vertical axis.
- **Look Sensitivity:** Increase or decrease movement sensitivity.
- **Gamepad Bindings:** Reconfigure the controller control scheme.

Game

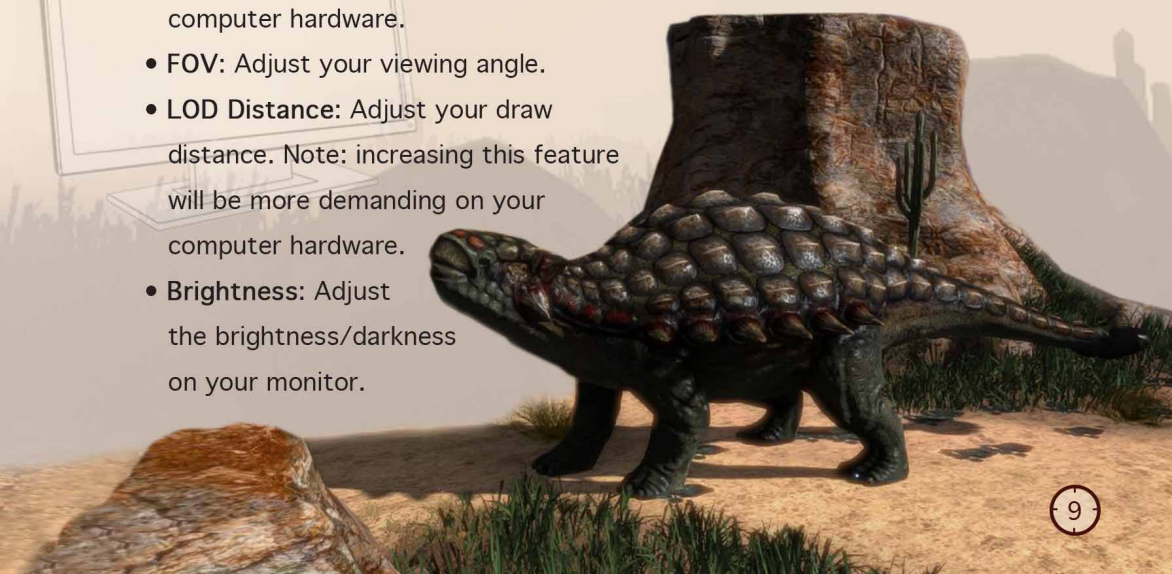
- **Hints:** Provided by our seasoned game wardens, we suggest all new hunters follow these for the best results. As well as their safety. You can enable or disable game hints at any time.
- **Map Rotation:** Hunters can adjust how the radar map is displayed on the Mobile Interstellar Satellite Transponder (M.I.S.T.). “Map rotation on” keeps your position static in the center of the radar screen and highlights areas in your immediate area. “Map rotation off” tracks your movement against a static map with absolute positioning.

Audio

- **Music Volume:** Increase or decrease music volume.
- **Context Music:** We’ve added dynamic music to the hunting, which you can increase or decrease.
- **Sound Volume:** Increase or decrease sounds volume.

Graphics

- **Fullscreen:** Allows you to switch between fullscreen or window mode.
- **Advanced Grass:** Allows you to increase or decrease environmental detail. Note: turning this feature on is more demanding on your computer hardware.
- **FOV:** Adjust your viewing angle.
- **LOD Distance:** Adjust your draw distance. Note: increasing this feature will be more demanding on your computer hardware.
- **Brightness:** Adjust the brightness/darkness on your monitor.



Hunting Dinosaurs

You're half-way across the universe, you've been given advanced technology and high-caliber weaponry, and done your first hunt. All of that was the easy part; this is where the dangerous part truly begins.

You can't just rely on your weaponry and later arrival in the evolutionary theater to get you through. You need to be thoughtful and mind your surroundings. Consider your prey, their habits, and how they'll react to seeing you. And most importantly, you need to consider that the last thing that was needed to kill these creatures was a giant comet.

Every dinosaur you encounter on this planet is unique; some are practically tame; others will run and hide at the merest suggestion of sound or smell of you; the worst will become enraged at the first sight of you, turn the tables, and hunt you until the ends of the reserve.

In every occasion, you'll want to make sure you make every shot count.

This planet is alive with sound. With thick vegetation and wildly shifting terrain, it's likely you'll hear your target – moving, eating, even resting -- before you see it. Use sprint to quickly move through open ground, move in a crouch to keep yourself quiet and less visible as you get in close.

It's important to remember: You're not the only creature looking to survive out here. Herbivores are constantly moving, looking for lush terrain and to keep away from predators. Carnivores are stalking prey – or at least an easy meal from the freshly fallen. Finding any of these creatures while they're searching for food is unlikely.

Your M.I.S.T. radar will also tell you wind direction so you can keep downwind and reduce the chances that a dinosaur will be aware of your presence since he will not be able to smell your scent.

Dinosaur Hunting Hints:

- While crouching you are not only more quiet, but less visible as well.
- M.I.S.T. indicators will always inform you when a dinosaur sees or hears you.
- The most vulnerable area of a dinosaur is its eyes.
- The fewer shots it takes to kill your prey, the more gems you will receive.
- The closer you are to your prey, the greater damage you will inflict.

Just because your prey is a few million years old doesn't mean you don't need every advantage available. DinoHunt, Inc provides each of our clientele with everything needed to take on the biggest game imaginable, but there's nothing more critical than your M.I.S.T device and your weapon. Take care of them and they will take care of you.

M.I.S.T. Device

The Mobile Interstellar Satellite Transponder (or M.I.S.T. for short) was developed by Gadget Global Industries, and – believe it or not – it comprises 75% of your DinoHunt package cost. Compared to this unit, interstellar travel is affordable, so do not lose it. If you're running from a T-Rex, you can drop everything else except for this because while your rifle might have another round or two left in it, it doesn't know the way home.

Your M.I.S.T. combines binoculars, tablet, GPS-receiver and a host of other functionality. Just don't try to split your concentration between it and your firearm, so switch between them frequently.

- **Wind Speed and Direction**: Like it says on the tin. The weather on this planet is treacherous, and these can change at a moment's notice. Keep an eye on it lest you find yourself suddenly upwind from a few tons of angry.
- **Evacuation**: When you call for an evacuation – like if the above scenario happens -- your exit zone will show up on the map.
- **Audible Detector**: A yellow bar will show when a dinosaur can hear you.
- **Aroma Sensor**: An orange bar will show when a dinosaur can smell you.

- **Trophies:** Dinosaurs that have been killed or knocked unconscious will show on your radar as a white cross, provided you are within 300 meters of the body.
- **Upgrades:** Experienced hunters may update the software and firmware on their M.I.S.T. units to provide additional tactical advantages such as situational radar to dinosaur calls.

Binocular Mode

Binoculars provide increased visibility at distance. When trained on a dinosaur, the binocular function displays the animals name, weight and range to target.

Weapons

There are three main weapon types in the game. You will need to switch between your M.I.S.T. device and weapon during the hunt and remember. All weapons lose power over distance! If you want to do more damage, you're going to have to risk getting in close.

High Caliber Rifle

Your starting weapon and all-purpose rifle for short to middle range encounters. The "high caliber" part of the name means that any bullet fired is true to 100 meters, meaning you don't have to worry about bullet drop or windspeed. Point and click.

Any shot longer than 100 meters and you're going to need to raise the barrel a little and consult your M.I.S.T. first, or else you're just wasting good rounds.

The other part about that "high caliber" moniker is that this rifle is a little loud and will alert any animal within a close distance to your location. Some dinosaurs will run away, others... won't.

High Caliber Rifle targeting mode.

Crossbow

The silent, ballistic hunter. The crossbow does devastating damage at close range without alerting nearby prey. But the bolts are heavy and drop rapidly once they've left the weapon, so if you're too far to reach out and touch your target yourself, you'd better use your M.I.S.T.'s range finder before expending the ammo.

The Rangefinder on your M.I.S.T.'s binoculars will help you determine the amount of rise needed for your shot.

Rise, measure, hold your breath and let a bolt fly.

Sniper Rifle

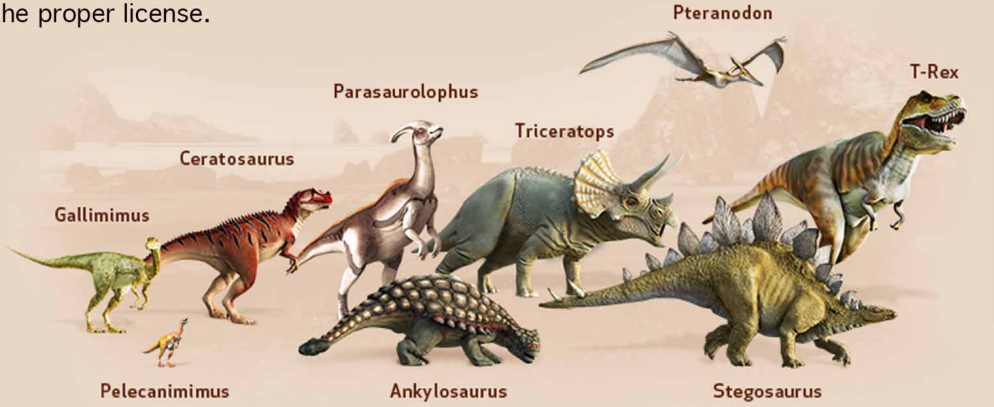
The Sniper Rifle. If you have to murder something in another zip code, accept no substitutes. This weapon laughs at bullet drop, shrugs off wind speed, and will send a round smashing through scales and bone like they were nothing at all. And as if that weren't enough, it reloads itself when the clip runs out.

But there is one very big – or should we say "loud" – drawback: a single shot will alert any dinosaurs in the vicinity. So if a round doesn't find its target, a few dozen would-be targets might find you instead.

Hold your breath and don't screw this up.

This is why you came here. These are what you're hoping to bring home, put on your wall, and tell your friends about.

There are a variety of different dinosaurs in on this planet; some are herbivores, others are carnivores... almost all of them are dangerous. Each dinosaur has a unique weak spot, but if you're a good enough shot they're all vulnerable in the eyes. We here at DinoHunt, Inc try to make sure that our wild game... and our clientele... are not endangered, so before you can hunt a dinosaur you will need to purchase the proper license.



PELECANIMIMUS

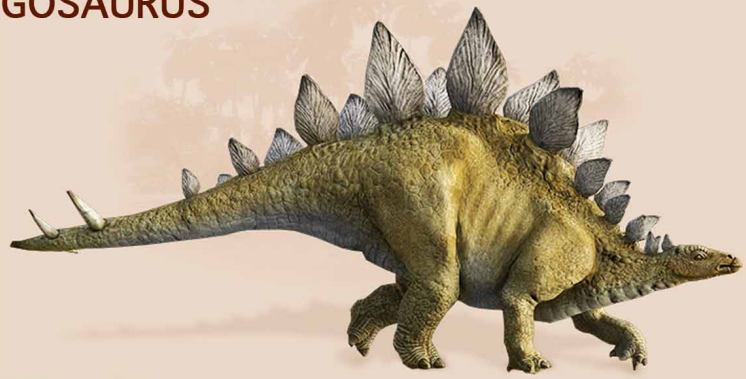
Pelecanimimus

A tiny dinosaur, Pelecanimimus is roughly the size of a human and is only around 7 feet (2 m) long and 3.5 feet (a bit over 1 m) tall. It has over 200 teeth – even more than Tyrannosaurus Rex! – but don't let that fool you. Pelecanimimus is an omnivore like a Gallimimus and will most likely run away if you come too close.

License Required: No

Hunting Hints: Compared to the other things out there you hardly even have to shoot this guy. Honestly, if you're worried about this you might want to consider staying in the drop ship.

STEGOSAURUS



Stegosaurus

One of the most iconic dinosaurs due to distinctive bony plates embedded in its back and spikes at the end of its club-like tail. Stegosaurus is an herbivore and you might find it near its favorite meal (ferns, mosses, horsetails, cycads or bushy conifers). These dinosaurs are 26-30 feet (8-9 m) long ,12-13 feet (4 m) tall and are easy to spot and identify, thus making them an effortless target even for an inexperienced hunter.

License Required: Yes

Hunting Hints: Aim in the fleshy chest area, between neck area and front legs.

GALLIMIMUS

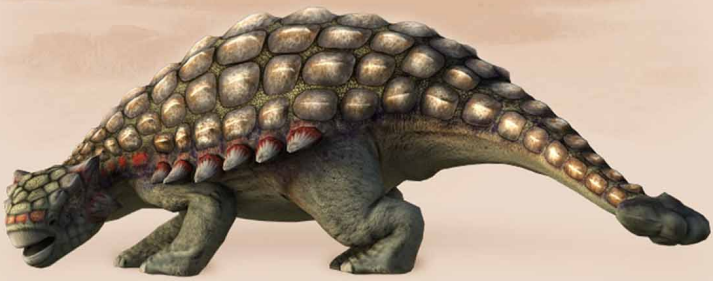
Gallimimus

Maybe the fastest dinosaur on the planet, gallimimus is built like an ostrich back on earth – powerful legs, long neck and a small head. It is relatively small in comparison with other dinosaurs – about 20 feet (6 m) long and 7 feet (2 m) tall. Gallimimus is an omnivore and eats small crustaceans, insects, and plant material by using comb-like plates in its mouth. This dinosaur is not aggressive and will run away if attacked.

License Required: No

Hunting Hints: Anything is easy to shoot when standing still, but let's see how you fare against something moving over 30mph.

ANKYLOSAURUS



Ankylosaurus

If an M1 Abrams were given spears and a sledgehammer, it would be the anklosaurus. About 7 feet (2 m) tall, 25-35 feet (7-10 m) long and heavily armored with thick, oval bone plates and two rows of spikes along its body. It also protects itself from predators with its club-shaped tail, which is that sledgehammer it might use against you. But other than the stabbing spikes, the bashing tail, and the practically impenetrable armor, Ankylosaurus makes an easy target even for a novice hunter; just make sure to aim for its soft, unprotected underbelly.

License Required: Yes

Hunting Hints: When agitated, it pounds the ground with its tail before it attacks.

PARASAUROLOPHUS

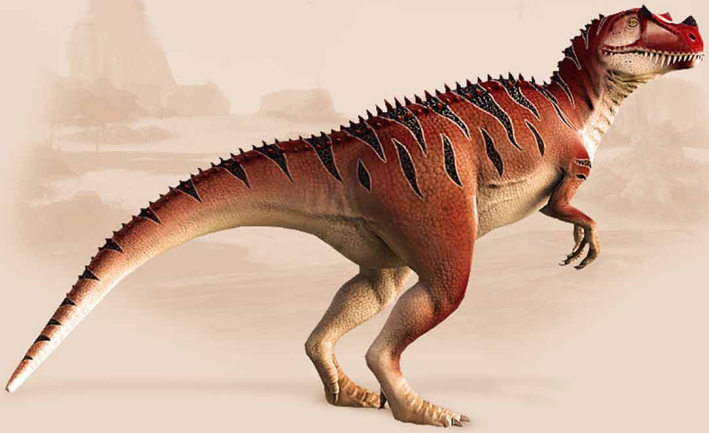
Parasaurolophus

Has a large (up to 6 feet or 1.8 meters long) bony crest on its head which helps to easily spot this dinosaur. Parasaurolophus is even bigger than Stegosaurus (roughly the same height, but up to 40 feet or 12 meters long) and is an herbivore too. The Parasaurolophus walks on two legs and has no armor, which is compensated by its keen senses.

License Required: Yes.

Hunting Hints: It is very difficult to approach a Parasaurolophus undetected, it has incredible sight and hearing.

CERATOSAURUS



Ceratosaurus

A relatively small carnivore reaching length of 20 feet (6 m), a height of 8 feet (2.3 m), and with a bright colored hide. This makes Ceratosaurus a good practice target before you get to hunt a bigger game like T. Rex. But don't let that fool you; Ceratosaurus is a carnivore. It's much bigger than any human, faster than any human, and has much sharper teeth. Make sure you attack this beast from afar. Meeting it in any other circumstances will likely prove fatal.

License Required: Yes.

Hunting Hints: This Dinosaur is a keen hunter with excellent instincts. It likes to sneak up on its prey. It has excellent sight and can smell you from 200 yards away.

PTERANODON

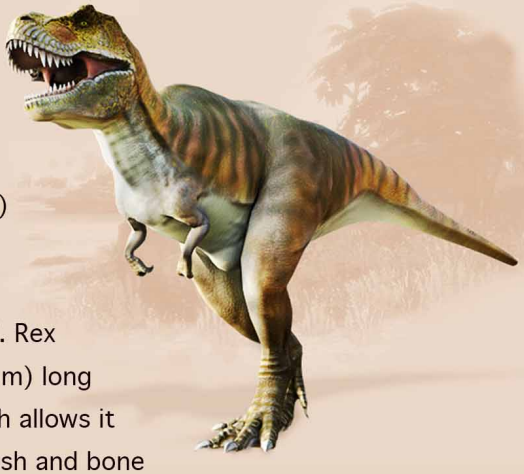
Pteranodon

A close relative of dinosaurs, this flying, fish-eating reptile with a crest on its head has a wingspan of up to 33 feet (10 m) and is about a man's height tall – 6 feet (1.8 m). Though it is a carnivore, this animal is not aggressive to humans, making it one of the few animals you can shoot at, miss, and not have to run for your life. Just make sure you have enough ammo and you didn't alert anything worse nearby.

License Required: No.

Hunting Hints: For a challenge try hunting it with a crossbow.

TYRANNOSAURUS REX



Tyrannosaurus Rex

The terrible lizard. The tyrant king. T. Rex. This is what you came to hunt. Although it's not the largest carnivorous dinosaur, at upwards of 40 feet (12.5 m) long and up to 20 feet (6 m) tall, Tyrannosaurus Rex is one of the biggest meat-eating animals known to science. T. Rex has an enormous skull about 5 feet (1.5 m) long with jaws up to 4 feet (1.2 m) long which allows it to eat about 500 pounds (230 kg) of flesh and bone in just one bite! (Pro-tip: that's probably a few of you). The T-Rex can run at a speed up to 15 mph (25 km/h).

License Required: Yes.

Hunting Hints: This is the planet's alpha predator, with excellent sight, smell and hearing. You're getting one shot at this. Maybe literally, because shooting a T. Rex anywhere but the targeted eye area will only make it more aggressive.

GENETICALLY MUTATED DINOSAURS

Genetically Mutated Dinosaurs

Certain publications have suggested recently that DinoHunt Inc, has been experimenting with various dinosaurs. These disreputable outlets spuriously claim that our company is cross breeding animals and changing their genetic structure to create new, hybrid dinosaurs for the subject of copyright. DinoHunt, Inc would like to assure any potential client that we have conducted a thorough internal investigation and has cleared all employees of any wrong-doing.

License Required: As it is the official stance of Dinohunt, Inc, its shareholders and its subsidiaries that no such animals exist, no license would be required.

Hunting Hints: [Redacted from record]

Trophy

A dinosaur which has been tranquilized or killed is a "trophy." These will show on your M.I.S.T. as a white cross, provided you are within 300 meters of the body. Use the indicator to help you find your downed prey, as you have to confirm a trophy to claim it.

In addition to the body, each trophy will earn you a valuable bounty which -- for tax purposes -- DinoHunt, Inc. pays out in gems rather than cash.

Gems are used at our company store to buy equipment and weapons. The quantity you receive for each trophy will be displayed on your M.I.S.T. as well as in your field of vision.

In addition to gems, DinoHunt, Inc issues a score for each trophy which is used by our company to evaluate an individual hunter's skill and evaluate their progression through the DinoHunt Experience. As a hunter’s score improves, they'll be granted access to new environments within the reserve.

Remember, DinoHunt, Inc does not reward poachers and will refuse trophies and bounties for any caught in unsportsmanlike poaching. Ensure that all of your licenses are properly filed *before* beginning a hunt, or else you'll be stuck with a few tons of rotting dinosaur carcass to deal with on your own. Although if you die in a hunt before evacuating you will lose everything you’ve earned in the hunt.

Trophy Retrieval

After you confirm a trophy, your Drop Ship will be called in to use its antigravity retrieval system to gather the remains for transport to the Trophy Gallery. Do not attempt to transport any animal yourself as they are unsanitary and are known to have dangerous post mortem muscle reflexes due to their distributed nervous systems.
Also they're heavy. When these drop ships appear they tend to scare away any dinosaurs in the vicinity. So keep that in mind -- for good and for bad -- when calling for a retrieval.

Evacuation

Maybe you're low on ammunition. Maybe you're overburdened with trophies and eager to cash in to upgrade. Maybe you don't like the looks of that Pelecanimimus bite and you want a Hello Dino brand band aid. Whatever the reason, eventually you'll need to head back to camp and we're here for you, no questions asked. But you are on a timetable. To conclude your hunt, you will need the DinoHunt drop ship -- colloquially called the "Retriever Bot" -- to pick you up. To call for an EVAC, take out your M.I.S.T. device and hold the X key or Back Button. The Pick Up zone location will be shown on your M.I.S.T. and you'll have 30 seconds to enter the antigravity retrieval area before it and your ride disappears to get a more punctual guest.
If you can't reach the beam in time and miss your pickup, another will not come available for about one minute.

Trophy Gallery

DinoHunt Inc. provides its clients with a state-of-the-art Trophy Gallery. Not merely holograms, but 3D printed, SaniProtein-fabricated sculptures; all the bragging rights, no gauche decay or taxidermy.

You can cycle through all of your trophies using your M.I.S.T. device and can save up to 120 dinosaurs in the printer's memory banks. There are six different species on the island, each of which we estimate to have twenty representative varietals or "types."

Each hunter is given 17 platforms, any of which can display the trophy of his or her choosing, positioned any way they please. Want to make a tableau of a herd of Stegosaurus being chased by a T.Rex? Done. Always wanted to see a Triceratops poker table? Start shooting and get arranging you weirdo.

The Trophy Gallery is accessed from the main menu. Its limits are your imagination.

Shooting Range

Let’s be real a second: You’re hunting giant animals, many of which can kill you without notice or intention.
Before you go out in the field or just after you pick up a new weapon, you're probably going to want to practice. And you're almost certainly going to want to do so on a target that can't gore, trample, stab, bludgeon, or otherwise injure you or your brand new weapon. That’s just sensible. This is why DinoHunt Inc. provides you the opportunity to hone your skills on non-living stationary or moving targets in our range simulation. The Shooting Range is accessed on the Hunt Preparation Screen where you purchase and select weapons.

Observer Mode

Some of you don't like shooting. And we’ll be honest, we don't know how you got this far if that's case. The bad news is, this trip isn't refundable and has now become an expensive nature hike. The good news is, you can still enjoy the wildlife! You'll still get your own M.I.S.T. device, but we'll confiscate your weaponry and instead provide you with top-of-the-line quantum thermal camouflage that will render you invisible, silent and completely undetectable to the animals. Enjoy the majesty of these beautiful creatures as they live their fragile, precious lives. Or just study their habits for a future hunt. No judgments, just saying that murder option is always available.

Observer Mode is accessed from the Hunt Preparation Screen, ironically where you can also purchase weapons.

Preparing for a Hunt

Every hunt begins with a debriefing on your Summary Screen. It's an a la carte menu that allows you to select which area of our reserve you'd like to hunt, which weapons you'd like to bring with on your expedition. This screen also allows hunters to purchase any and all necessary licenses, as well as upgrades, new equipment, and anything else they'd like to purchase with hard-earned gems.

Hunt Preparation

Purchasing Trophy Licenses

Select your terrain and prey. Buy licenses you need, sell licenses you don't. Paperwork is your friend.

Purchasing Weapons

Purchase and evaluate your armaments carefully; you can pick any one you like, but you only have room for only one on each hunt!

(If you're having trouble deciding, take it to the firing range right from here or access observer mode and stalk the grounds ahead of time)

Weapon Upgrades

Upgrades give you an edge, which is important when hunting something 30 times your size. All weapons are upgradable if you've got the cash, and we don't detract from trophy payouts based on firepower so don't hold back.

Weapon Upgrade Interface

This and your ability to run are all that protect you from a few tons of Cretaceous fury. Buy the upgrade, skip the cardio.

Range

Increases range of your projectiles (bullet or arrow).

Damage

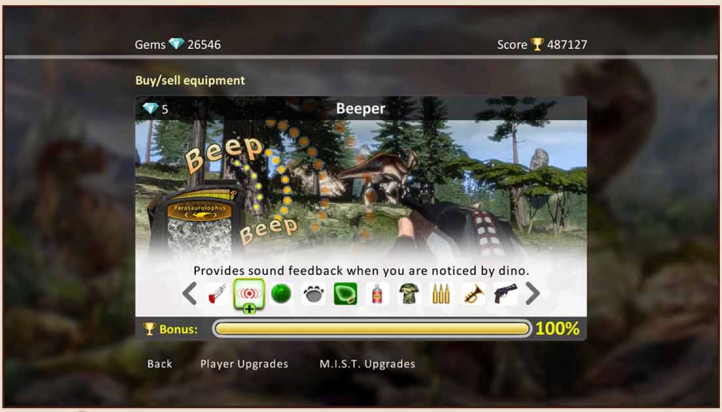
Doubles the amount of damage inflicted.

More rifle rounds

Increases the amount of ammo that a weapon can hold (not applicable to crossbow).

Light-Weight weapon

High-end, feather weight titanium weapons that allow hunters to run faster.



The best piece of equipment in your arsenal can be even better... for the right price.

Beeper

This app measures ambient movement, pheromone levels and subsonic frequencies to detect when a dinosaur has become agitated, then issues a warning alarm. It's a good thing to have when hunting in fog.

Radar

The Radar provides a live feed from our network of motion detectors across the island, isolating readings closest to your position. Additionally, the radar will cross-reference against all license data procured for your current hunt and color fair targets as white and licensed targets as orange. All Licensed dinosaurs are displayed on the top of the M.I.S.T. and different licensed dinosaurs can be displayed, which will be seen on the radar as orange dots. You can also filter dinosaurs by type, if you're only on the hunt for a certain trophy.

On the subject of trophies, while the radar is one of the most useful upgrades available, it comes with a surcharge that reduces trophy payout. Those motion trackers are expensive!

Decoy

The Decoy is just like a duck call back home, only for animals much, much bigger. Your M.I.S.T. can replicate an urgent call for any species of dinosaur on the island, causing them to answer and give away their location (shown as concentric, sonic rings). The Decoy requires a cool-down between uses, but does not reduce your hunting bonuses like the Radar.

M.I.S.T Device Upgrades

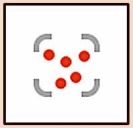
Radar Range

Increases the effective range of your radar from 300 to 500 meters.

Decoy Recharge

Reduce the Decoy's recharge time by half.

Display All Dinosaurs



Show all dinosaurs on the radar map.

Retriever Bot Speed

Accelerate the movement of the Drop Ship for retrieval of Trophies to the Gallery or getting you to safety. (This will in handy when a Ceratosaurus is tracking you.)

Player Equipment

Cover Scent

This spray masks the smell of your human scent and allows you to move closer to any prey with an acute sense of smell. Please wash off before going to the hunter's lodge.

X-Ray Visor

Wearing your X-Ray Visor in Targeting Mode will reveal the thinner spots in a dinosaur's hide, highlighting areas most vulnerable to a tranquilizer dart or a bullet. An accurate shot delivered to these areas will earn you a critical hit, dropping an animal faster.

Camouflage

This equipment helps a hunter visibly blend into the environment, making it harder for a dinosaur to see you. You should be able to get closer to sight-based prey this way. Remember to be quiet and wear your cover scent, as camouflage only impacts your visibility.

Player Upgrades

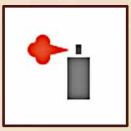
Light Clothes

Reduce your pack load, Increase your overall speed.

Better Camouflage

Increase your camouflage, making it twice as hard for a dinosaur to see you.

Better Cover Scent



Increase your Cover Scent making it twice as hard for a dinosaur to smell you.

Quiet Boots

Soften each footfall with these boots, making it twice as hard for a dinosaur to hear you.

Hunting Equipment

To further your hunting adventures DinoHunt Inc. can offer you these additional perks for when your gems are the heaviest thing in your pack out.

Remember: using this equipment may reduce bonus rewarded.

Tranquilizer

At DinoHunt, we believe a good hunter brings home a prized animal; a great hunter brings it home alive. We try to instill this virtue by making non-lethal options standard on all weapons we issue.

Tranquilizer ammo gives no bonus to silence, but also no detriment to range. This is the best option for showing your prowess, we think. But it's only an option.

If you want to shoot with real bullets, just uncheck tranquilizer in Equipment menu.

Double Ammo

Double Ammo lets you double stack your rounds for every weapon brought into the hunt. While this doesn't provide more ammo in each clip before you reload, it does mean more total bullets. More bullets means more trophies, more trophies means more gems, more gems means more toys.

Pathfinder

This equipment uses a two-step LIDAR system to read and then projects holographic images of any dinosaur's footprints, making creatures much easier to track. Red footprints mean your prey is wounded.

Revolver

Everyone needs a trusty sidearm for when their primary runs dry and their quarry keeps coming. The double-action, .44 Magnum with 340 grain +P+ HE rounds is the epitome of trust. She may not look like much, but a wad cutter to the eye will take the mean out of any animal known to man or time. Keep this nearby for close encounters.

Island Adventures

DinoHunt Inc. offers the very best in hunting expeditions with three distinct islands, each sporting their own unique ecosystems and animals. We offer day, dusk or fog excursions to our privileged clientele.

Delapheus Hills

This is an exotic tropical paradise with welcoming jungles; rain forests and beaches; great surfing and sunsets; and only a few man eaters. Delapheus Hills is where you will take your first hunt. The animals that populate this land are mostly herbivore and omnivore. Mostly.

The Great Forest

The Great Forest is dense and dark with vegetation and danger. If Delapheus is paradise than this is the pitch-black recesses of ancestral nightmare. This is an environment with mountains, rocky formations, hills and lakes making site-lines an issue. Dense fog blankets the landscape in an early morning mystery, only to be burnt off by the mid-day sun... if you can make it that long. All kinds of dinosaurs can be found in this habitat, though they are most active at dusk.

Basmachee Rocks

This part of the island is arid and dry, with a landscape filled by beautiful canyons and jutting rock formations that reach out to pierce the sky. It is as beautiful as it is unforgiving, baking beneath a sun that hardens stone and animal alike. Various types of dinosaurs roam this desert land. The island is at its most beautiful at dusk, when the heat relents and the wounded sun paints the desert in rich oranges and bruised purples.

Release of Liability, Assumption of Risk and Indemnification Agreement

1. TRIP AND ASSOCIATED RISKS - I have chosen to participate in the above referenced trip (hereinafter referred to as "the Trip"), which is organized by DinoHunt, Inc., doing business as DHI Adventures (hereinafter referred to collectively as "DHI Adventures"). I understand that:

- The Trip involves activities that are inherently risky, including but not limited to: extensive use of firearms by multiple individuals both licensed who may or may not be trained by DHI Adventures, use of gravity-altering science and transportation, extreme environments, poisonous and/or toxic indigenous plant life, disease carrying insects, water parasites, and previously extinct dangerous creatures;
- During the Trip, I may be exposed to dangers and hazards, including, equipment failures, negligence by others, improper application of sunscreen and resulting melanoma, and other hazards natural and manmade;
- As a consequence of these risks, I may be poisoned, impaled, bludgeoned, eaten (in part or whole). I accept the risk that I may be seriously injured or die from the resulting injuries, and potentially catastrophic damage to myself and/or my equipment;
- Hospital facilities, qualified medical care, and emergency medical evacuation may be limited or unavailable during portions of the Trip and, where available, may be expensive; and
- My person and my property may become irretrievable defined here as lost, found in a geographically inaccessible or dangerous area, and/or digested in part or in whole.
- Any gems or points I may have accumulated on my hunt will be lost if I should die: and
- DHI Adventures assumes no responsibility for providing medical care during the Trip. I will have to pay for any medical care and/or evacuation that I incur. In consideration of the permission to participate in the Trip, I agree to the terms contained in this document.

2. ASSUMPTION OF RISK - I hereby freely assume the above mentioned risks as well as any risks not explicitly covered in this document and any harm, injury or loss that may occur to me or my property as a result of my participation in the Trip-including any risks caused by the negligence of DHI Adventures, its employees and officers, its contractors, and other trip participants. I assume all financial risks for my decision and agree the myself, my family or my estate will cover any and all additional costs that DHI Adventures may incur as a result of risks taken by me.

3. WAIVER AND RELEASE OF LIABILITY I hereby WAIVE AND RELEASE ALL LIABILITIES, CAUSES OF ACTION, CLAIMS AND DEMANDS against DHI Adventures, its employees, officers, directors, vendors and contractors ("Released Parties"), where such LIABILITIES, CAUSES OF ACTION, CLAIMS AND DEMANDS arise in any way from any injury, death, loss or harm (whether foreseen or unforeseen) that occur to me or to any other person or to any property during the Trip or are in any way related to the Trip. This release includes, but is not limited to, claims for the negligence of the Released Parties and claims for strict liability for abnormally dangerous activities. This release does not extend to claims for gross negligence, intentional or reckless misconduct, or any other liabilities that Planet Earth law does not permit to be released by agreement. I also agree NOT TO SUE or make a claim against the Released Parties for death, injuries, loss, or harm that occur on the Trip.

I have fully informed myself of the contents of this agreement by reading it before signing it. No oral representations, statements or other inducements to sign this release have been made apart from what is contained in this document.

Adventure Traveler _____

DEVELOPMENT

project lead
ARTEM KURYAVCHENKO

programmer
PAVEL CHUKHANIN

animation
TRAVIS THARRET

music
RICH DOUGLAS

qa
POLINA KURCHENKO
YAROSLAVA SHPITYAK

PRODUCTION

studio head
MAXIM NOVIKOV

producer
MICHAEL MENDHEIM

THANKS TO VOGSTER TEAM

lead engineer
DMITRIY KUKUSHKIN

programmers
IGOR BRATCHIK
OLEG KRAVCHUK

artists
ALEXANDER BEREZNYAK
ANTON CHEBANUK
ANDREW KUDRYAVTSEV
KOSTYA PLUTENKO
EVGENIY PYRCH
NADYA SOLOVEYKO
DENIS VOLCHENKO

game design
KOSTYA PLUTENKO
ROLAND MEDVEDKOV

sound
OLEG BONDARENKO
qa
YAROSLAVA SHPITYAK

backers

AARON BONDS
AARON SMISCHNEY
ADAM DAVIDSON
ADAM ISAAC
ADAM KRUSE
ADAM LEHMAN
ADAM MILLER
AHJ BRUSCHKE
AHMET KIYAK
ALAN PIPPERT
ALBERT ZIMMERMANN
ALEX GARNER
ALEXANDER KIMBALL
ALEXANDER PIPER
ALEXANDER POWNALL
ALI AL-ROMAITHI
ALLAN ARNDT
ALLISON RIES
ANASTASIA MEADE
ANDREW ACEVEDO
ANDREW BRAILLARD
ANDREW GOODWIN
ANDREW HANKS
ANDREW RIECKER
ANDREW RIGBY
ANDREW ROBERTS
ANDREW THOMSON-ZOLOW
ANDREW TICHONCHUK
ANDY JONES
ANTHONY BETANCOURT
ANTHONY GARLANGER
ANTHONY GUARAGNO
ANTHONY HINKLE
ARND KOSTER
ASHLEY-ANNE TODD
AVERY PAYNE
BEN SHIELDS
BENJAMIN SCHEIBE
BETHANY MELCHERS
BJORN NABERGALL
BLAKE DELANEY
BOB SMOLDERS
BODIE SPARK
BRADLEY POOL
BRIAN LAFOND
BRIAN MOSER
BRYAN HOLMES
CALVIN SNOWDEN
CELIA FISHER
CHARLES EMMETT
CHARLIE XU
CHASE VERNON
CHELSEA MASTERSON
CHRIS DRISCOLL
CHRIS HANSEN
CHRIS MORGAN
CHRIS WILCHUK
CHRISTIAN BOLLES
CHRISTIAN KULIK
CHRISTINE SPICHAL
CHRISTOFER THEISEN
CHRISTOPHER BENNETT
JERMAINE MCGEE
JESPER JOHANSSON
JESS STUART
JESSE RICH
JIM SWANBERG
JOAKIM FERKINGSTAD
JOHN BELCHER
JOHN LOVE
JOHNNY DOWNES
JONAS ANDERSEN
JONATHAN MAHAN
CHRISTOPHER WIEDMANN
CHRISTOPHER WOODWARD
CLARK HOLLOWAY
CLINTON GLOVER
CODY WELCH
COREY VECCHIARINO
CRAIG BEDBURY
DAANISH AHMED
DAKOTA BELLE
DANIEL BERZ
DANIEL CLARKE
DANIEL CROSS
DANIEL DOMITROVICH
DANIEL STEELE
DAVID BARDWELL
DAVID JACOBSON
DAVID LAWLER
DAVID MAAS
DAVID POWELL
DAVID SMITH
DAVIDE MICHERO
DENNIS LODGE
DEREK FREEMAN
DIANA HOWARD
DOMINIK KOUTNÝ
DON KINCAID
DREW NEXSEN
DUSTIN SCHAFFER
EDWIN PLAGGEMARS
ERIC ANDREWS
ERIC CROZIER
ERIC DUFOUR
ERIC JOHANSEN
ERIN CROWLEY
ERNESTO VERGES FERNANDEZ
ETHAN MACHOCK
ETHAN RETSEL
FRANK STEWART
FRANZ LUGER
GABRIEL CHEW
IGARRETT HOWARD
GAŠPER KRAŠNA
GILLES CASEY
GUAN LE
GUN ROSENDAHL
HAAKON-ANDRÉ INDERHAUG
HARRISON GRAY
HOFFER LAURENT
IAN FELTYAN LANGLESS
IAN MCPEAKE
IAN SENTER-DRUMM
JACOB KRUEGER
JAMES FOSTER
JAMES PUGH
JAMES ROCHON
JASON CHARITONUK
JASON RIOS
JENNY VONTUNGELN
JEREMIAH VISTERCIL
JEREMY ZEIBER
JONATHON MURRY
JORDAN MAGRUM
JORIS BIDDICK
JOSEPH BROWNING
JOSEPH BUISSON
JOSEPH GEDDIE
JOSEPH KULIGOWSKI
JOSEPH MCDERMOTT
JOSEPH MILLER
JOSHUA BAKER
JOSHUA COLEGATE
JOSHUA ROBERTS
JOSHUA ROBERTS
JOSHUA SHELLEY
JUSTIN PETERSEN
JUSTIN SPEAKMAN
KATHARINE WALLIN
KEEGAN JACOBSON
KEITH LA FOLLETTE
KEITH MURRAY
KELLY HALVORSEN
KENNETH STEWART
KEVIN BAASCH
KEVIN BROCKMAN
KEVIN SNYDER
KEVIN WHALEN
KIARAN JAY
KJETIL S JAKLIN
KOEN HOEKX
KYLE DUPUY
KYLE WESTWOOD
LANE NETTO
LARRY TOLMAN
LISA MCNAMARA
LUCAS HERELD
LUCIEN J PAYNE
LYDIA ATSMA
MAHMUT CAKIR
MARIE JEANNE TIRRY
MARK LUNDBEK
MARK MARTIN
MARK THOMAS
MARKUS SCHUBERT
MARTIN FISCHER
MATÉ MAJLINGER
MATT SCHILLACI
MATTHEW HODGE
MATTHEW MCCORMICK
MATTHEW STEVENSON
MICHAEL ANDERSON
MICHAEL GLAVIN
MICHAEL HAYMORE
MICHAEL JOSKO
MICHAEL MELILLI
MICHAEL MURPHY
MICHAEL SELBACH
MICHEAL NEWSOME
MIGUEL VITOR DOS SANTOS NETO
MORNETTE SHEA
NANCY PURDY
NATHANIEL BUENO
NICHOLAS HUTCHIND
NICHOLAS PARODA
NICHOLAS POWELL
NICK CESARI
NICK DEFILIPPO
NICK QUIGLEY
NICK THORNTON
NICOLAS GINER
NICOLE RORK
NIKITA THELLEFSEN
NIKYTA AMOS
ØYVIND MIDTFJELL
PATRICK MALLORY
PAUL ELLIS
PETER LAPOINTE
PHILIP BARKER
PHILIPP ENDERES
PRESCOTT GOLDSWORTHY
PRESLEY CARMACK
QUINTEN KILBORN
RANDY ROBERTS
RICARDO KONRAD
RICHARD MUGGE
RICHARD WILLIAMS
RICK VAN DER SCHEER
RIED THIESSEN
ROBERT GINGRAS
ROBERT HEARD
ROBERT HIGGINS
ROBERT TYLER
ROBERTO GUTIERREZ
ROGER PODOLL
ROGER YATES
RON HANNA
RONALD KOKAYRYAN DAVIS
RYAN RUSSELL
RYAN SWARTHOUT
SAMUEL CURTIS
SAMUEL FISCHER
SAMUEL MOORE
SAMUEL PARISH
SANDEEP DHANJAL
SARAH BATES
SARAH NATION
SEB ESSEL
SERGEJ VELKAVRH
SETH JOY
SHAWN GALEENER
SHAWN MARSHALL
SHEN YEN, EAN KOH
TOM HUBBARD
TOMAS IVERSEN
TYLER KELLY
ULF NORNBERG
VLADIMIR KOVALEV
WAYNE WATSON
WILLIAM DAVIDSON
WILLIAM VARGAS
WYATT WHITE
YANNICK ANDRADE TERESO
ZACHARY BOYLAN
ZACHARY MCELROY
ZACHERY RAFTER
ZAIA YOUNIKHA
SIMON POYNTON
SIMONE NALDONI
SPENCER JONES
STEPHEN BALIOTIS
STEPHEN MCGIRR
STEPHEN PALMER
STEVEN EAVES
STEVEN MANSON
TAMARIE ALLARD
TAYLOR BUNNING
TED TREBILCOCK
TERCIO MACHADO SAMPAIO
TERESA HAWKINS
TERESA VERSCHEURE
THOMAS HURM
TIM ARCHER
TIM DUGAN
TIM EULENBERGER
TIMOTHY BECKER
TIMOTHY MANN
TIMOTHY O'KON
TIMOTHY PEARSON

"Uses the Bullet Physics Library, http://bulletphysics.org"

"Uses Granny Animation. Copyright © 1999-2015 by RAD Game Tools, Inc."

2015 Digital Dreams Entertainment, L.L.C. All rights reserved.
Carnivores: Dinosaur Hunter Reborn developed under license by Tatem Games and Vogster Online, L.L.C. All rights reserved.
All other Trademarks are the property of their respective owners.

tatem GAMES

DIGITAL DREAMS ENTERTAINMENT

GRANNY 3D