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WINDOWS 95/98
CD-ROM



CARNIVORES

WIZARD Works

Another Killer

3D

Action Game...

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Introduction

The DinoHunt Corp. has done it again! After further exploration of the strange dinosaur-infested planet, more islands have been opened to the growing number of customers hoping to experience the ultimate hunt. Enjoy this unique opportunity to hunt some of the most fabled and feared creatures to ever walk any planet. Welcome to Carnivores 2!

System Requirements

100% IBM® PC Compatible computer system

Pentium®233 - *Pentium II Processor or faster recommended*

Windows® 95/98 operating system

24 MB RAM minimum - *32 MB RAM recommended*

85 MB hard drive space

Mouse

8X Speed CD-ROM

DirectX® Compatible Sound Card - *EAX, A3D, and DS2D cards recommended.*

DirectX® Compatible Video Card - *Direct 3D or 3Dfx(TM) Graphics Card recommended.*

Installation

Insert the CD into the drive. The program will automatically launch. Follow the installation instructions on your screen. If Autorun is disabled, click the **START** button, then **RUN**. Type **D:\Setup** (where D is the letter of your CD-ROM drive). Follow the installation instructions on your screen.

DirectX 6 is required, and will be installed unless you choose not to. We recommend installing DirectX 6 unless you are an advanced user who already knows DirectX 6 is installed and running properly. Be sure to restart your computer after the installation of DirectX 6.

Running Carnivores 2

Click on **START, PROGRAMS, CARNIVORES 2** and finally on the **CARNIVORES 2** icon. This will bring you into the Main Menu. *It may take a short time to load the graphics!*

When **Carnivores 2** starts you will be asked to enter your name. This allows multiple players to save their games and return to them easily.

Be sure to agree to the Dino Corp Waiver. Clicking **NO** will exit the game.



Main Menu

From here you can navigate to a variety of areas in Carnivores 2.

Hunt – Begin a game of Carnivores.

Options – Here is where you can adjusting the game settings, video options, and control key options.

Trophy – This is where you may browse your trophy room in 3D, walking up to and around each of your kills.

Credits – See the talented people who created Carnivores 2.

Quit – Exit Carnivores 2 to the Windows desktop.

Statistics - Clicking this button in the upper right corner will give you information on your Last Hunt and Overall, showing Path Travelled (how far you have walked), Time Hunted, Shots Made, and Shots Succeeded.



Starting A New Hunt and Scoring

When you first choose HUNT from the Main menu, you are given 100 credits. You use credits to select your hunting area, which dinosaurs you will hunt and what weapon 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.

When you choose an item from the menu, other selections may become unavailable depending on your remaining credits. Available selections are highlighted in blue, selected items are yellow and unavailable items are gray. You can easily have several dinosaurs to hunt, with several weapons selected at the same time as you advance in your hunting skills.

Total credits are shown on the top of the screen at the center. The number on the left represents total credits, while the number on the right represents the total credits remaining.



As you hunt the selected dinosaurs, 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. However, if you are killed by a dinosaur, all credits accumulated on that specific hunt are forfeit. You must be picked up by DinoHunt 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 dependant on the type of dinosaur and on your selected equipment usage. For example, killing a dinosaur that was not selected in the menu will give you only half of that dinosaur's total available credits. Tranquilizing rather than killing a dinosaur will increase your credits per hunt by 25%. 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.

Choosing a Location

***Suggestion:** First time hunters may wish to use the Observation Mode to familiarize themselves with dinosaur behavior and different terrain.*

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 and the deserted remains of a paleontology 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. Be careful of the active lavaflow to the south as well. **Advanced difficulty.**

Choosing your Dinosaur

Herbivores (plant eaters)

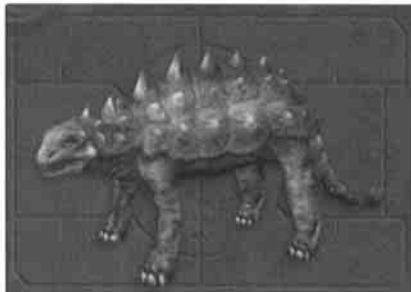
Parasaurolophus "*Crested Lizard*"

Size:	15 to 24 feet in length
Weight:	Up to 3.5 tons
Diet:	Leafy Plants
Points:	5
Cost:	10 Credits



Anklyosaurus "*Bent Lizard*"

Size:	12 to 21 feet in length
Weight:	Up to 2.5 tons
Diet:	Plants
Points:	6
Cost:	15 Credits





Stegosaurus "*Covered Lizard*"

Size:	18 to 30 feet in length
Weight:	Up to 7 tons
Diet:	Plants
Points:	7
Cost:	20 Credits



Chasmosaurus "*Cleft Lizard*"

Size:	18 to 24 feet in length
Weight:	Up to 4.5 tons
Diet:	Fibrous Plants
Points:	9
Cost:	50 Credits

Note: *The Chasmosaurus has three sharp horns that it uses to defend itself from predators. Don't let it charge you!*

Carnivores (meat eaters)

Allosaurus

"Different Lizard"

Size:	12 to 18 feet in length
Weight:	Up to 2.5 tons
Diet:	Herbivorous Dinosaurs
Points:	10
Cost:	30 Credits

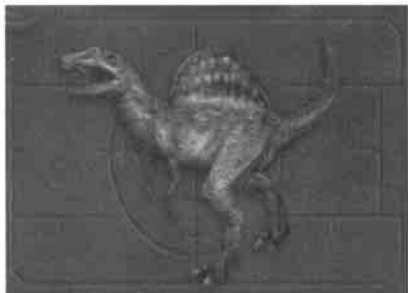


Velociraptor

"Speedy Thief"

Size:	9 to 15 feet in length
Weight:	Up to 2 tons
Diet:	Dinosaurs and carrion
Points:	12
Cost:	100 Credits





Spinosaurus
"Spiny Lizard"

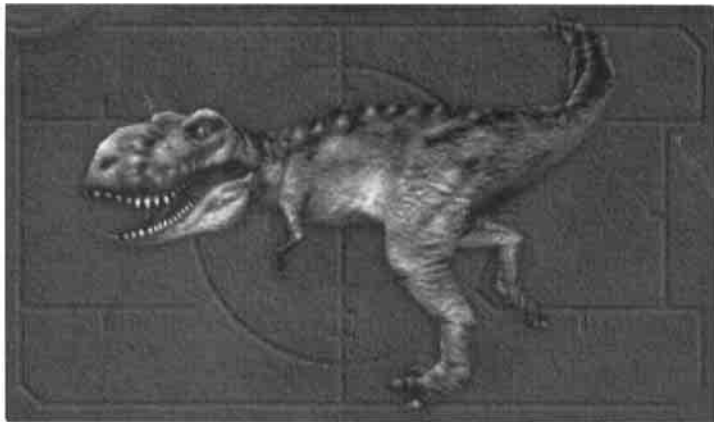
Size: 12 to 18 feet in length
Weight: Up to 3 tons
Diet: Dinosaurs
Points: 15
Cost: 250 Credits



Ceratosaurus
"Horn Lizard"

Size: 24 to 30 feet in length
Weight: Up to 6 tons
Diet: Dinosaurs
Points: 18
Cost: 300 Credits

Note: Keep in mind that regardless of which dinosaur you choose to hunt, there are others living on the islands that do not appear on your radar. You may be hunting a Stegosaurus and be surprised by a Velociraptor!



Tyrannosaurus Rex “*Tyrant King Lizard*” or “*Thunder Lizard*”

Size:	30 to 42 feet in length
Weight:	Up to 8 tons
Diet:	Everything that moves
Points:	25
Cost:	500 Credits

Note: *The only way to kill a T-Rex is by shooting his eyes. This is an extremely dangerous dinosaur!*

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.

<i>Dinosaur</i>	<i>Sight</i>	<i>Smell</i>	<i>Hearing</i>
Parasaurolophus	average	average	excellent
Anklyosaurus	average	low	average
Stegosaurus	average	low	average
Chasmosaurus	average	low	average
Allosaurus	average	excellent	excellent
Velociraptor	average	excellent	excellent
Spinosaurus	average	excellent	average
Ceratosaurus	average	excellent	average
Tyrannosaurus Rex	excellent	excellent	excellent

Choosing a Weapon

9MM Pistol

This weapon has a fast shot 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 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.



Double-Barreled 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.





X-Bow

This weapon has two target areas, called aiming pins. The top pin is sighted for 40 meters, and the bottom is sighted for 80 meters. It is relatively silent, and can be fired several times without alerting your prey.



Rifle

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



Sniper Rifle

This incredibly accurate weapon will fire exactly where you place the crosshairs, and the sight range will go as far as the binoculars, although far narrower. This is not a weapon for a charging carnivore, but fantastic for distance shots.

***Note:** When more than one weapon has been selected to hunt, you may toggle each weapon by using the numbers on your keyboard. Numbers 1 through 6 will access the weapon you have selected.*

Hunting Accessories

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



Radar: This allows you to view the locations of any dinosaurs on the map during your hunt, as well as your location. Note that it will only show your selected dinosaurs, and deducts 30% from the total points acquired during your hunt.



Cover Scent: This item allows you to mask your scent from all dinosaurs, reducing the likelihood of you being noticed. Use of the cover scent deducts 20% from the total points acquired during your hunt.



Double Ammo: This doubles the amount of ammo for every weapon during that hunting session, and does not deduct any points from the total points acquired during your hunt.



Key Commands

The **default key commands** are listed below. Advanced users can use the Options Menu to choose their own key commands.

Movement		Weapons/Accessories	
Action	Default Key	Action	Default Key
Forward	A	Fire	Mouse button 1
Backward	Z	Get Weapon	Mouse button 2
Look Up	Up arrow	Change Weapons	1-6
Look Down	Down arrow	Binoculars	B
Turn Left	Left arrow	Map	Tab
Turn Right	Right arrow	Call	ALT
Run Toggle	SHIFT	Change Call	C
Jump	Space bar	Mouse Sensitivity	move slider back and forth
Crouch	X	Reverse Mouse	this is a toggle for reverse mouse
Step Left	none		
Step Right	none		
Strafe	none		

DirectX Troubleshooting

The most common and prevalent errors are related to video and sound card drivers. Carnivores 2 installs and requires DirectX 6.0 or later. If your drivers are not certified, please download or obtain the latest drivers from your card manufacturer. This is the number one problem people have with DirectX games. After you have updated your drivers, you must reinstall DirectX from the Carnivores 2 CD.

If you are having sound or video problems, you should try reinstalling DirectX from the Carnivores2 CD.

For detailed information for all your drivers and other directx components, select **Run** from the Start menu. Enter **C:\Program Files\DirectX\Setup\Dxdiag.exe** and press **Enter**. This information will also help tech support if you should need to call them.

If you are crashing upon exit, particularly if you see a DDRAW error, please try to obtain the latest drivers for your video card.

More up-to-date info on DirectX 6 can be found at Microsoft's webpage at: www.microsoft.com/directx/

Credits

Action Forms

Programming	Oleg Slusar	Artem Kuryavchenko
	Alexey Menshikov	
Artwork	Yaroslav Kravchenko	Alexey Serhiy
Map Design	Andrey Sharanevitch	Denis Vereschagin
	Alexander Tugaenko	
Sound Design	Alexey Menshikov	
Biz	Igor Karev	Denis Vereschagin

Wizard Works

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Producer	Michael Gjere	
Marketing Mgr	Nicole Yolitz	
Creative Director	Bob Bussey	
Senior VP	Paul Rinde	
Graphic Artists	David Stengel	Preston Palmer
Installation	Steve Charbonneau	
Contract Mgr	Roger Arias	
Music	Michael Larson	

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Assistance Via World Wide Web

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WizardWorks
13110 NE 177th Place
Suite # B101, Box180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

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Carnivores 2

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