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Carnivores 1998 game

Carnivorous covers. Carnivores (Жи́нники in Russian, and often abbreviated Carn, Carn1, or C1) is a fantasy first-person shooter developed from action formats and released on November 30, 1998 for PC, and is the first installment of the Carnivores series. The carnivores, released shortly after WizardWorks Software's successful Deer Hunter, 'prove to be more than just another Deer Hunter clone' adding two major twists to the genre: allowing the hunter to hunt dinosaurs and allowing dinosaurs to hunt the hunter as well as some critics say. The Carnivores 2 sequel gives slightly better graphics, a new format, more dinosaurs and weapons, brand new maps, and an improved AI. Carnivores Ice Age offers a whole new take on the series with animals from the ice age and levels to match the theme. Contents [show] Storyline Gameplay in Carnivores does not follow a story; The player chooses a weapon, a dinosaur, and a hunting area, and hunt. This lack of plot is followed by the two sequels of The Carnivores as well. However, there is an official story behind the game: On a routine exploration mission in 2190 AD, scientific vessel FMM UV discovered a planet with a suitable climate for humanity. During the original Scout mission, this young planet, codenamed FMM UV-32, was declared inhospitable to the life of the colony because of its unstable terrain and huge population of prehistoric reptiles. News of this amazing planet spread, and articles about the Dinosaur Planet lead an Earth company to market the rights to the planet and create DinoHunt Corp DinoHunt creates the opportunity to pay customers to become dinosaur hunters for the first time in 50 million years. You are the newest customer of DinoHunt Corp. A slightly different version of this is provided in the Readme file.txt located in the game's main installation directory: 2190 AD. During the initial search campaign this young planet, codenamed FMM UV-32, was declared inhospitable to the life of the colony due to its unstable soil and huge population of prehistoric reptiles. News of this amazing planet spread and articles about the Dinosaur Planet lead an Earth company to market the planet's rights, and creating DinoHunt Corp DinoHunt created the unique opportunity to pay customers to become dinosaur hunters for the first time in 50 million years. You are the newest customer of DinoHunt Corp. Gameplay The main menu of Carnivores. The gameplay of the original Carnivores remains constant throughout the series, a few changes. The game opens with a login screen, where users can make a new account or load a previous one. If you create a new account, you will be asked to read and approve a waiver stating that the player releases DinoHunt Corp. of liability in case the player is injured or killed (an interesting sidenote is that the player cannot really be injured in any of games - the closest the player can come is by staying underwater or walking through lava, in which a health bar pops up; when att acked by dinosaurs, however, every blow is immediate death). If accepted, the game proceeds to the main menu. If rejected, the program quits. From the main menu, players can view their hunting statistics, enter a hunt, see their trophies in the trophy room, change game settings, see credits or exit the game. On the hunting screen, you must choose a location, animal for hunting, weapon and equipment. Choosing any equipment reduces the total amount of points you can get on any hunt by a set percentage, in addition to the sedative, which increases the amount of points taken. Information about each item is provided. In Carnivores, the dinosaurs, areas and weapons that the user can choose depend on the classification of that user. After the player chooses his settings, he can hunt. During the hunt, the player has a compass on the screen and a wind direction indicator, which can be turned on and off with the Caps key. Sometimes the player spawns near a beastly animal, which is bad if the animal is a carnivore. The player can also draw weapons (with the numeric keys), look at the map of the island (Tab **¶**), or use binoculars. When a murder occurs, the player's trophy is received by a ship, unless a sedative function is used. If the player is killed, all points and trophies won in this session are lost. The player can choose to exit the map or refreeze on the map at any time by pressing Esc+Y or Esc+R, respectively. If the player dies, he must choose to either come out or break again. The player can be killed by drowning, burning in lava, or by attack, but not by falling (regardless of height), so climbing mountains is an often used strategy when hunting carnivores. Animals Image Name Description Sight Smell Hearing Ranking Points Moschops A small, green, four-legged reptile. — — — Galimimus A small, herbivores bipedal dinosaur. — — — Dimorphodon A small, brown, flying reptile. — — — Parasarolofos This is a good dinosaur for the hunter authority. This duckbilled plant eater has an impressive head emblem that can reach up to six feet (1.8m) long, making it very easy to spot. This herbivore dinosaur has an average sense of vision, an average sense of smell, and an excellent sense of hearing. The target zones in this sample are the head, neck, and rear areas. Average excellent beginner 6 Pachycephalosaurus This is a good dinosaur for the beginning hunter. The name thick lizard head, and comes from 10 inch (25 cm) thick skull of rimmed with knobty spikes used defensively against other dinosaurs as beating ram. This amazing eater plant has an average sense of vision, a low sense of smell, and an average sense of hearing. The target zones in this sample are the neck, and back areas. Average low average beginner 8 Stegosaurus This is a good dinosaur for the hunter beginning. That's an easy dinosaur. Dinosaur. recognize because of the giant plates protruding from their backs, in two tiered rows and spikes at the end of its tail. This bus-sized herbivore, which weighs up to six tons has an average sense of vision, a low sense of smell, and an average sense of hearing. The target zone in this sample is the head area. Average low average beginner 7 Allosaurus This is a good carnivore for the principle hunter to try, but beware, it will attack you at close range. A dangerous dinosaur indeed, this saw-toothed meat eater with huge expandable jaws and claw bearing toes is a challenge to hunt. This muscular dinosaur has a mean sense of vision, an excellent sense of smell, and a low sense of hearing. The target zones in this sample are the head, neck, and rear areas. Average excellent low beginner 12 Triceratops This is a dinosaur for advanced hunters. Which means three face horns, this is another dinosaur that is very easy to spot. As big as an elephant, the short nose horn and two long hollow horns protruding from above the eyes can make this dinosaur a dangerous animal when injured. The target zones in this sample are the neck, and back, and eye areas, as well as the left side of the heart. This plant eats an average sense of vision, a low sense of smell, and an average sense of hearing. Average low average for advanced 9 Velociraptor This is a dinosaur for advanced hunters. This wild dinosaur is a nimble hunter. Using his folding claw-shaped scythe on his second leg as his main weapon, used to cut the bellies of his prey, this eater meat is a challenge for all hunters. This dinosaur has an average sense of vision, an excellent sense of smell, and an average sense of hearing. The target zones in this sample are the head, neck, and rear areas. Average excellent average advanced 16 Tyrannosaurus for expert hunters only! Perhaps the most feared of all dinosaurs, this dinosaur was two floors tall, with sharp teeth in its huge jaws. He's an extremely aggressive carnivore who'll eat anything in his eyes. Shooting this dinosaur anywhere, but the targeted eye area will only make it more aggressive, so be careful of this dangerous beast. It has very good vision, excellent smell, and very good hearing. The target zone in this sample is only in the eye area. Excellent Excellent Expert 20 Areas Image Name Rank Description The forests of Turan Choks Beginner A mild climate and good variety of vision makes this a great map This was the first island explored on the new planet. Turan Choks, named for the captain of the science board to discover the planet, is a hilly wooded area inhabited by a variety of dinosaurs. Basmachee Rocks Beginner This map is a good challenge for start hunters. The exact origin of this island remains a mystery. Unique topography of deserts, mountains, and lakes makes for a challenging hunting area in. High hills can be a great place to wait, or hide a dinosaur from view. View. Jungles of Gravitsappa Beginner A fantastic area for beginning hunters. Lava-filled cracks indicate previous seismic activity on this island. The tropical jungles on the rest of the island are full of dinosaurs, hiding in the fogs of the soil or around the hills. The Ancient Temple Advanced With only one small temple as a safe zone, this is a map for advanced hunters. The temple, located in the center of the island remains one of the greatest mysteries on the planet. The hieroglyphics on the wall indicate a cult of the Velon, calling the beast as fast as the wind, with teeth sharper than any blade. The Pyramids of Shmu-Hadron Advanced This is a map for experienced hunters. These pyramids in the desert territory of this region were built by a long-standing tribe, and their use remains unknown. These structures are ideal for hunting and hiding around, but beware; Predators can climb the pyramids too. The Great Expert Pond For Expert Hunters Only! Surrounded by an impassable wall of mountains, this is the hardest hunting ground on the planet. The giant meteor lake in the center is the only obstacle to this barren, deserted island. Weapons Image Name Rank Description Beginner Shotgun The target area for this weapon is the center of the observation cycle. Although powerful, aim your shot well. The shotgun will scare plant eaters, causing them to disperse, but the noise will warn carnivores, which can be dangerous for you. There are six (6) shots in the shotgun, and any hunter can use it. X-Bow Beginner This weapon has two target areas, called target pins. The top pin is visible for 40 meters, and the bottom pin is visible for 80 meters. This weapon is relatively silent, and can be shot several times without alerting dinosaurs, but the target band gets some practice. There are eight (8) shots on the X-Bow and any hunter can use it. Sniper Rifle Advanced This weapon is very accurate, and will shoot exactly where the crosshairs are placed. Its turn goes all the way to the binoculars, but it's extremely narrow. This is not a weapon for a meat eater charge, but fantastic for distance shots. Holding six (6) shots, this weapon is only for advanced and special hunters. Equipment Standard Equipment Image Name Cost/Bonus Description Binoculars - No points removed for the use of binoculars in hunting. Press B (default) to use the binoculars, and then again to place them. With this item, you can see just outside your normal viewable range, and centering the crosshairs on a dinosaur will show you its size Map - The map allows you to locate your location on any island. There are no points deducted from your score for using it. Press the TAB key (default) to call the map in the view, and press it again to remove it. The map is used with radar as mentioned above to pinpoint the locations of dinosaurs. Dinosaur Call - This item is used to use the dinosaur's native calls, to attract animals. Points not deducted your result for the use of dinosaur call. Press ALT (default) to use the call. The call, when overfunded, can scare plant eaters, or attract meat eaters to your place, so be careful. Wind indicator and compass - These items are standard for a hunter, and do not deduct points from your score. The wind indicator shows the direction of the wind with an arrow, with the length of the arrow indicating the force of the wind. The compass shows the direction you're facing at the top. These items can be rotated in and out of use with the **<CAPS lock=>** key (default). Additional Equipment Image Name Cost / Bonus Description Observer Mode - Use the Observer function to familiarize yourself with dinosaur behavior and different terrain. Please note that there are no weapons and accessories in this mode except binoculars and area map. Sedative +25% Calming a dinosaur is an alternative to killing it. This will drop the dinosaur where it is with a fast-acting drug. The use of the Sedative adds 25% to the total points earned during this hunt. Cover smell -20% This item allows you to mask your smell from all dinosaurs reducing your chance of being spotted. Using Cover Scent deducts 20% of the total points earned during this hunt. Camouflage -15% This special suit reduces the dinosaur's ability to detect you through vision. The use of Camouflage deducts 15% of the total points earned during this hunt. Radar -30% This allows you to see dinosaur locations on the map during your hunt. A dinosaur is depicted on the map as a green dot. Your location appears as the red dot with the circle surrounding it. Please note that the map only shows the dinosaurs you are hunting. All the other dinosaurs are masked. Using the map deducts 30% of your total points earned during this hunt. Cheats Name Key Sequence Description Debugon D +E + B + U + G + O + N Is also called Debug Mode, Debugson is the master cheat for carnivores and equivalent to debugup in Carnivores 2 and Carnivorous Ice Age. When inserted, it causes all dinosaurs to ignore the player (to some extent), as well as giving the player infinite ammunition and invincible in drowning or burning (note that the player can still be killed by the dinosaurs). Like all scammers, it can be disabled simply by re-inseing it. The debugging feature must be active before other scammers can be used. Slow **↑** shift+S slow motion. Shift+T **↑** Timer Displays two timers in the upper-right corner of the screen: the top, the msc, displays an unknown statistic, and the bottom, polys, displays the number of polygons currently rendered. Fly mode **↑** Shift + L This cheat is listed on many cheat sites, but (at least in the game unpatched) does not work. The view [or] reduces or increases the viewing area between 34 and 38. ViewR is short for View Radius. File formats, files, and Truevision TGA (Targa) extensions; raster image format used for WAV menu screens; audio file format used for various in-game **</CAPS>** **</CAPS>** 3DF- raw data format used for sun, wind and certain other CAR objects. raw data format used for animals, weapons, and certain other MAP carnivore objects; a form of unedecied data used for The Carnivores RSC regions; raw data format used for regions and contains much of raw information and RAW objects; grayscale bitmap image file without header used to delimit selected areas in The Carnivores SAV menus. format of uneded data used for TXM savegames. text file used for metric TXU descriptions. text file used for United States/imperial NFO descriptions; a text file used for descriptions of BMP equipment; bitmap image file used for TXT area preview screenshots. text file used for site and weapons descriptions GRP PRJ sarcophagus.log; log file created by the game Readme.txt; readme file installed with the game Carnivor.ico; icon used for the desktop shortcut of the game External links

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