

NINTENDO SWITCH. GAME MANUAL

CARNIVORES

DINOSAUR HUNT




DIGITAL DREAMS
ENTERTAINMENT



DINO HUNT

THE FUTURE OF HUNTING HAS BEEN FOUND IN THE PAST

When science advanced enough to make interstellar travel possible, humankind took to the stars looking for new worlds to conquer. But across countless planets orbiting innumerable suns, we found just one that mirrors an ancient aspect of the one we left behind. It is light years away and millions of years in the past, but it's an echo (or should we say ROAR?) of Earth's Jurassic period... inhabitants and all.

For humans brave enough to encounter these fearsome beasts and wealthy enough to make the trip, there is DinoHunt Corporation, the premier service for transporting you to an adventure you never dreamed possible: an unspoiled game world dotted with dinosaurs long thought extinct. Pack your bags, get your shuttle ticket and remember: you'll need your wits, your best rifle, and most of all...

YOU'RE GOING TO NEED A BIGGER TROPHY WALL

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FIRST HUNT

If you're reading this, congratulations! You're a client of DinoHunt Corporation and you're about to embark on the adventure of a lifetime. You'll get a chance to hunt the most fearsome creatures ever - Dinosaurs. But all we provide here is your **opportunity ... you** will dictate your experience and outcome.

We like to start first-time hunters at Delphaeus Hills. Think of DH as the "stocked pond" on the planet as opposed to the "open ocean." Here, you'll still have to track your prey, but your time here will be a helpful introduction before you take on bigger game and greater risks. And be assured: as soon as you've shown us you can hunt and track at DH, we'll welcome you to the deep end.

When you enter this game the first time, you'll start with a small tutorial session. We'll explain the basics, including a few ways to capture a dinosaur, use equipment, how to shoot and retrieve your trophy, and how to evacuate yourself to get the rewards for your hunt. Of course, you can always skip the tutorial at any point. (Your call. It's your adventure!)



CONTROLS

At the very beginning of each hunt, you are going to see a small hint about displaying controls while in a gameplay.

GENERAL

-  CONTROLS HELP
-  JUMP
-  CROUCH
-  MOVE
-  AIM
-  SPRINT



HUNT

-  HOLD BREATH
-  RECHARGE
-  CHANGE WEAPON
-  TOGGLE M.I.S.T.
-  FIRE
-  ZOOM
-  HOLSTER



M.I.S.T.

-  MAP ZOOM
-  PREVIOUS LICENSE
-  NEXT LICENSE
-  DECOY
-  EVACUATE/RETRIEVE



TROPHY GALLERY

-  PREVIOUS TROPHY TYPE
-  NEXT TROPHY TYPE
-  PLACE/REMOVE TROPHY
-  NEXT TROPHY
-  PREVIOUS TROPHY



MAIN MENU



HUNT

Where your adventure begins.

TROPHY GALLERY

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

LEADERBOARDS

See where you're standing compared to the most elite hunters.

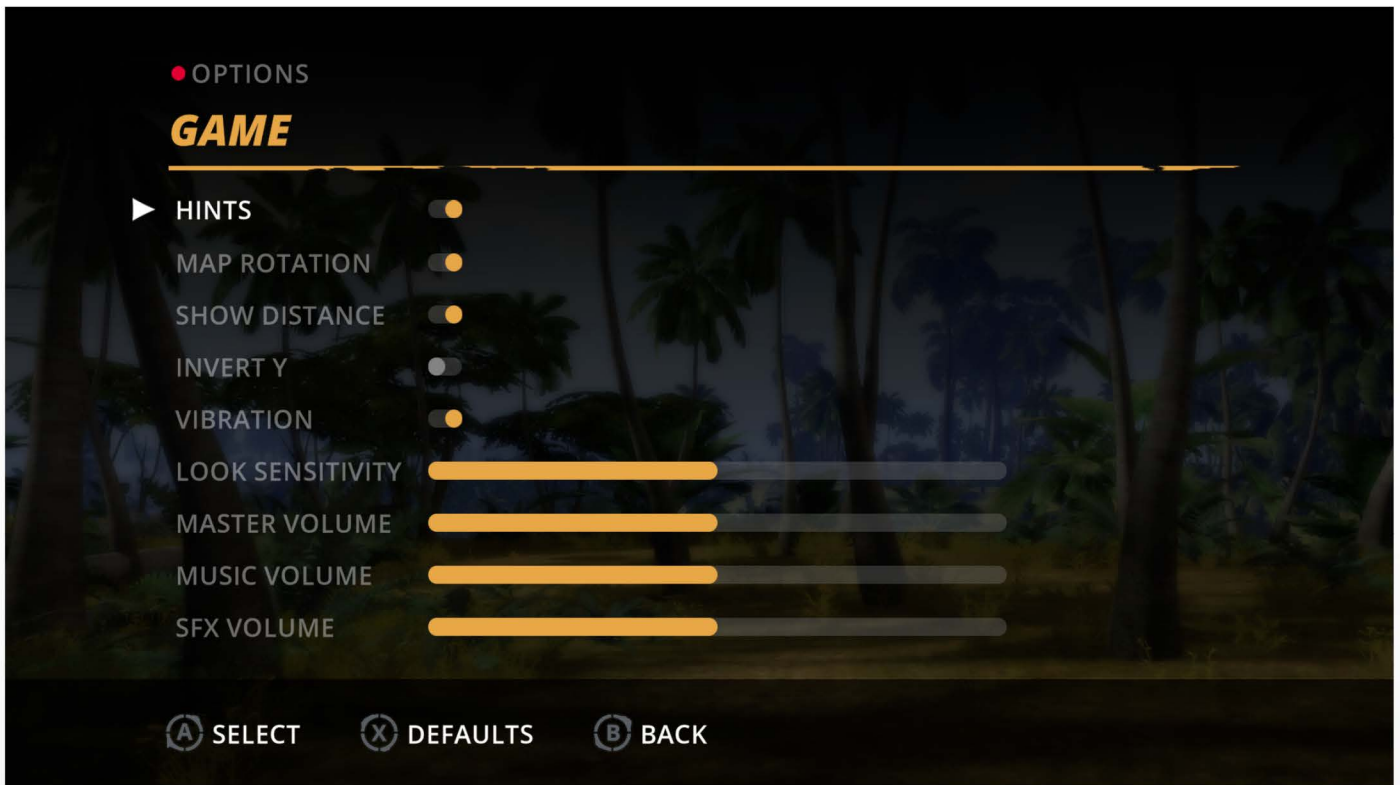
OPTIONS

Takes you to Game Options where you can personalize a variety of different Game Settings (See Game Options below for details).
Please Note: You can access Options while in a gameplay, too.

CREDITS

All the amazing people who were involved in creating this game.

GAME OPTIONS



HINTS

Provided by our seasoned game wardens, we suggest that all new hunters follow these time-tested hints to achieve the best results and safeguard you against losing your life as best we can. You can enable or disable game hints at any time.

MAP ROTATION

Hunters can adjust how to display the radar map on the Mobile Interstellar Satellite Transponder (M.I.S.T.). When it's turned on, it keeps your position static in the center of the radar screen and highlights areas in your immediate area. When it's turned off, it tracks your movement against a static map with absolute positioning.

SHOW DISTANCE

New item. This shows the distance to a specific dinosaur. (It is the same distance you'll see using your binoculars.)

INVERT Y

Invert the controller on the vertical axis.

VIBRATION

Let's your controller vibrate on special occasions, like successful hit on a dinosaur.

LOOK SENSITIVITY

Allows to adjust the sensitivity of the stick to personal preferences.

MASTER VOLUME

Increase or decrease overall sound volume.

MUSIC VOLUME

Increase or decrease music volume.

SFX VOLUME

Increase or decrease overall sound effects volume.

A BUTTON

Confirms your settings. If some of them were changed, you will be asked of confirmation.

X BUTTON

Sets all Game Options to default values.

B BUTTON

Brings you back to Main Menu.



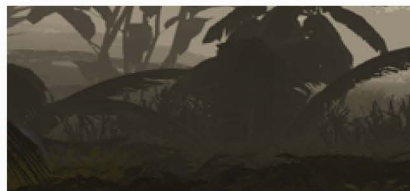
PREPARING FOR A HUNT

Every hunt begins with a debriefing on your Summary Screen. It's an a la carte menu that lets you select which area of our reserve you want to hunt, and which weapons you want to bring along on your expedition. This screen also lets you buy any or all necessary licenses, upgrades, new equipment, and anything else you want to exchange for your hard-earned gems.



ISLAND ADVENTURES

DinoHunt Corporation offers the finest, fiercest hunting expeditions at three distinct islands, each with its unique ecosystem and animals. We offer day, dusk, or fog excursions to our privileged clientele.



DELPHAEUS HILLS

This is an exotic tropical paradise with welcoming jungles, rain forests and beaches, great surfing and sunsets — and only a few man-eaters. Delphaeus Hills is where you'll take your first hunt. The animals here are **mostly** herbivores and omnivores. **(Mostly!)**

THE GREAT FOREST

The Great Forest is dense and dark with vegetation and danger. (You'll consider Delphaeus Hills a relative paradise in contrast.) The Great Forest is DH's opposite: it's the pitch-black genesis of your ancestral nightmares. This is an environment with mountains, rocky formations, hills and lakes, making sight lines an issue. At dawn, dense fog blankets the landscape, burning off finally in the mid-day sun... if you can manage to survive that long. All kinds of dinosaurs can be found here, but they're most active at dusk.

BASHMACHEE ROCKS

This part of the island is arid and dry, its landscape filled with beautiful canyons and jutting rock formations that pierce the sky. It's every bit as beautiful as it is unforgiving, baking beneath a sun that hardens stone and animals alike. Various species of dinosaur roam Basmachee Rocks. The island is most stunning at dusk when the heat finally relents, and the setting sun paints the desert in rich oranges and bruised purples.

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 accounts for fully 75% of your DinoHunt package cost. Compared to the inestimable value of this unit, interstellar travel is affordable, so don't lose it. If you're running for your life from a Tyrannosaurus, you can afford to drop everything else except your M.I.S.T. because although your rifle might have another round or two left in it, it doesn't know the way home.

Your M.I.S.T. is a combination of binoculars, tablet, GPS-receiver and a host of other functions. Just don't divide your attention between it and your firearm but do switch between them frequently.

Your M.I.S.T. displays critical information for you to enjoy a successful hunt.

From time to time, you'll see a circle wave of white color which shows you the dinosaurs around you. The default radius of the wave is 300 meters (328 yards). The radius can be increased with a M.I.S.T. Upgrade "Radar Range" to 450 meters (492 yards).



LICENSED DINOSAUR shows an icon of your currently licensed dinosaur. On the map, all dinosaurs of that species are shown with orange dots. 

You can scroll your licensed dinosaurs with Left Button and Right Button.

Licensed dinosaurs of different types are shown with white dots. If you upgrade M.I.S.T. to **"Display All Dinosaurs"**, non-licensed dinosaurs will be shown as black dots. Otherwise, non-licensed dinosaurs aren't shown on a map (and can surprise you!)



INDICATORS show how the nearest licensed dinosaur perceives you. The upper indicator shows how well the nearest dinosaur sees you. The lower indicator shows how well the nearest dinosaur hears you. The dinosaur will react to you when one of these indicators reaches its maximum. With the Beeper app installed in your M.I.S.T., you can audibly hear these warnings. (Otherwise, the M.I.S.T. will display this information silently.)



There is one more dinosaur perception **not** covered with indicator. It's your human scent. (No offense intended, but we must mention it.) In the lower part of your M.I.S.T. is a

WIND DIRECTION AND WIND SPEED INDICATOR.

Any dinosaurs downwind of you will eventually catch your scent. Whether the dinosaur flees or decides it's snack time depends on species of dinosaur.



BINOCULAR MODE

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

M.I.S.T. DEVICE UPGRADES



RADAR RANGE

Increases radar range by 50%.



DECOY RECHARGE

Makes decoys recharge 25% faster.



DISPLAY ALL DINOSAURS

Display all dinosaurs on the map.



RETRIEVER BOT SPEED

Increases retriever bot speed for 50%.

By default, only licensed dinosaurs are displayed on the M.I.S.T. This upgrade lets you see all dinosaurs. Not licensed are being rendered with a black point.

This is why you're here. These are what you're aiming to display on your trophy wall and talk about to your wide-eyed, open-mouthed friends.

There are a variety of dinosaurs on this planet—some are herbivores, others are carnivores... and nearly all of them are dangerous. And each dinosaur has a unique weak spot, but if you're a crack shot, know this: **their eyes are all vulnerable**. Here at DinoHunt Corporation we try to make sure that our wild game ... and our clientele... don't become endangered by over-hunting. So, before you can hunt a specific species of dinosaur, you'll need to buy the proper license.

STEGOSAURUS

One of the most iconic dinosaurs, due to its distinctive bony plates in its back and spikes at the end of its club-like tail, Stegosaurus is an herbivore, so you might find it near its favorite meals (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, making them an effortless target for even an inexperienced hunter.

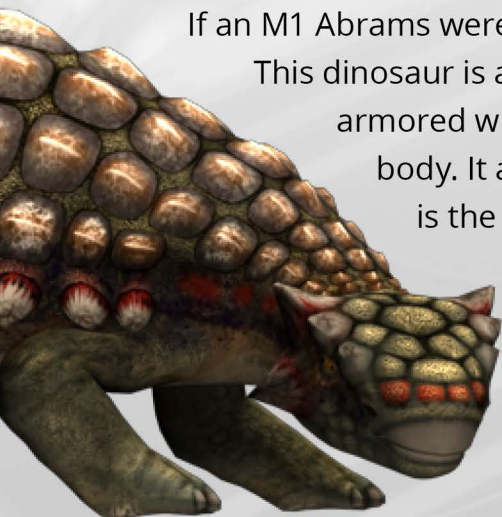
Hunting Hints: Aim in the fleshy chest area, between the Stegosaurus's neck area and front legs.



ANKYLOSAURUS

If an M1 Abrams were given spears and a sledgehammer, it would be the ankylosaurus. This dinosaur is about 7 feet (2 m) tall, 25-35 feet (7-10 m) long and is heavily armored with thick, oval bone plates and has two rows of spikes along its body. It also protects itself from predators using its club-shaped tail, which is the sledgehammer we mentioned earlier. But other than the stabbing spikes, the bashing tail, and the practically impenetrable armor, Ankylosaurus makes an easy target for a novice hunter. **Just make sure to aim for its soft, unprotected underbelly.**

Hunting Hints: When agitated, it pounds the ground with its tail before attacking. Some weapon upgrades come in mighty handy when hunting this well-protected dinosaur.



PARASAUROLOPHUS

The large (up to 6 feet or 1.8 meters long) bony crest on its head helps identify this species of dinosaur. Parasaurolophus is even bigger than Stegosaurus (roughly the same height, but up to 40 feet or 12 meters long) and it's an herbivore, too. The Parasaurolophus walks on two legs and has no armor, but its keen senses keep it alive and well most of the time.

Hunting Hints: It is incredibly difficult to approach a Parasaurolophus undetected because of its acute eyes and "ears".



CERATOSAURUS

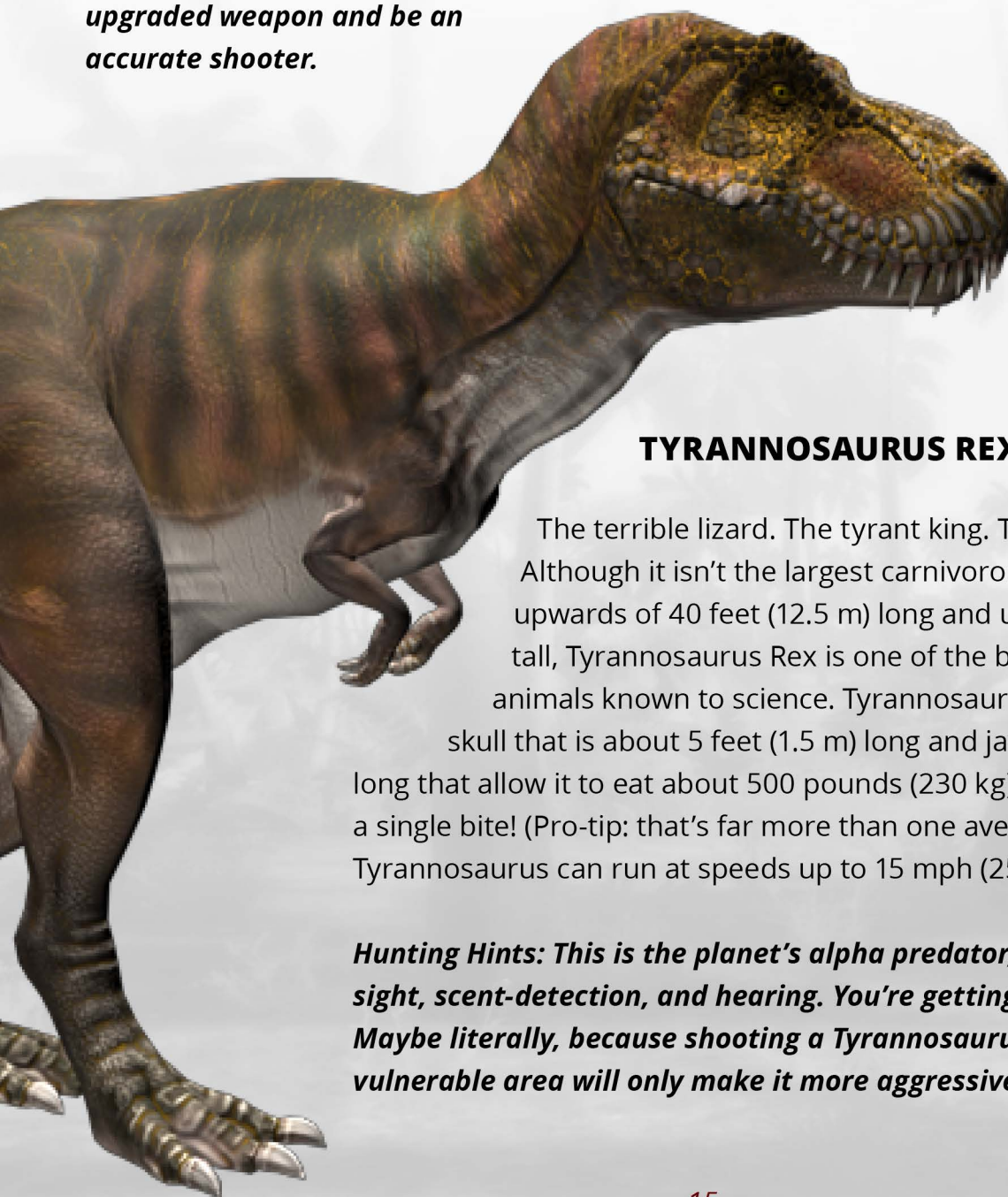
This relatively small carnivore reaches a length of 20 feet (6 m), a height of 8 feet (2.3 m), and has a bright-colored hide. This makes Ceratosaurus a good practice target before you hunt bigger game (like Tyrannosaurus). But don't let its smaller size fool you: Ceratosaurus is a carnivore. It's much bigger than you are, faster than you are, and it has much sharper teeth, so make sure you attack this beast from a considerable distance. Meeting it under any other circumstances can prove fatal.

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 detect human scent from 200 yards away.

TRICERATOPS

This huge four-legged animal has three large horns on its head and won't hesitate to charge its enemies and impale them in the same way a modern-day rhinoceros can. Triceratops is 26-29 feet (8-9 m) long and about 10 feet (3 m) high, so even a single strike of its horns can be fatal. Although it is an herbivore, and won't attack unless it's provoked, Triceratops becomes enraged when wounded, so be sure to have a well-aimed shot and/or a survival-based backup plan.

Hunting Hints: Triceratops are powerful and dangerous. You should have an upgraded weapon and be an accurate shooter.



TYRANNOSAURUS REX

The terrible lizard. The tyrant king. Tyrannosaurus. Although it isn't 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. Tyrannosaurus has an enormous skull that is about 5 feet (1.5 m) long and jaws up to 4 feet (1.2 m) long that allow it to eat about 500 pounds (230 kg) of flesh and bone in a single bite! (Pro-tip: that's far more than one average size human!). The Tyrannosaurus can run at speeds up to 15 mph (25 km/h).

Hunting Hints: This is the planet's alpha predator, with excellent sight, scent-detection, and hearing. You're getting one shot at this. Maybe literally, because shooting a Tyrannosaurus anywhere but it's vulnerable area will only make it more aggressive.

WEAPONS

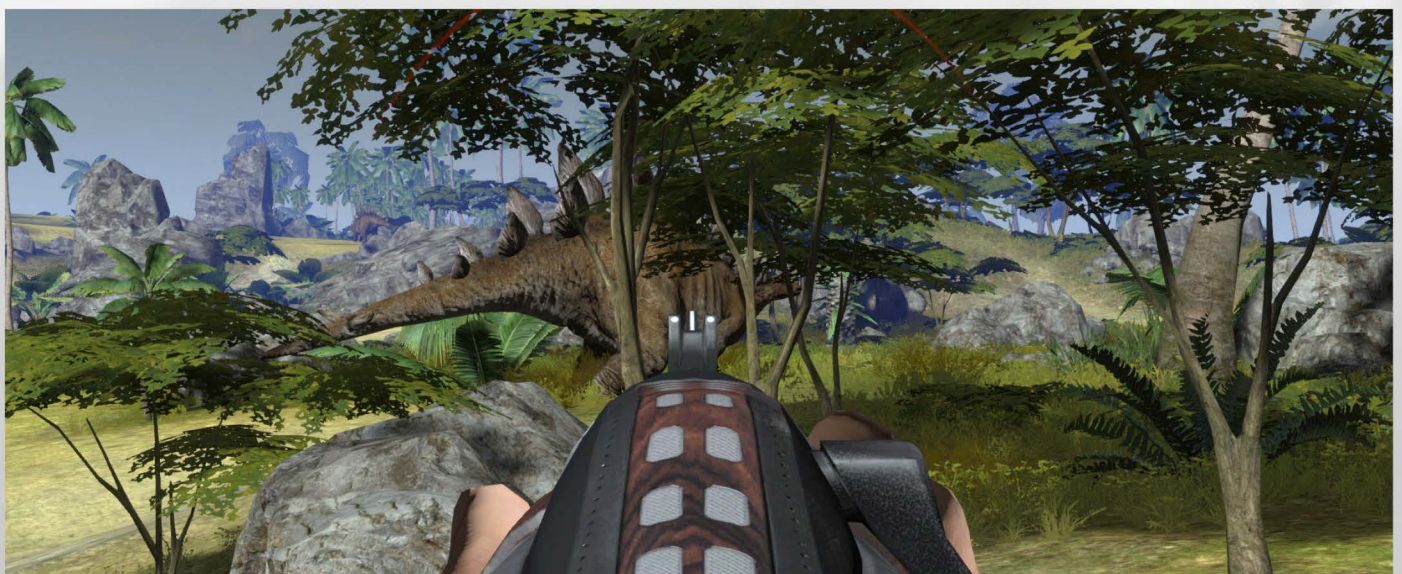
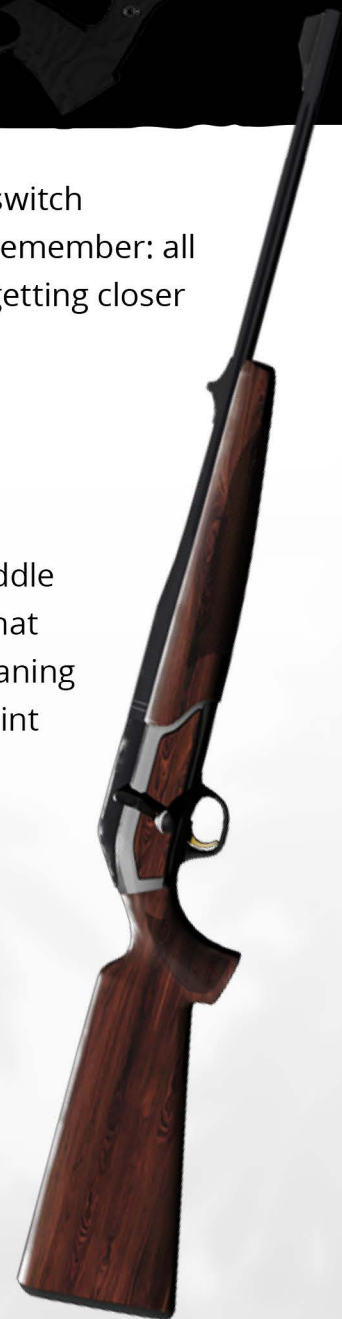
There are three main weapon types in the game. You'll need to switch between your M.I.S.T. device and weapon during the hunt. And remember: all weapons lose power over distance! You're going to have to risk getting closer than you probably feel is wise, so be extremely careful!

RIFLE

This is your starting weapon, an all-purpose rifle for short to middle range encounters. The "high caliber"z part of the name means that any missile (bullet or dart) fired will fly true up to 75 meters, meaning you don't have to worry about bullet drop or windspeed. Just point and click.

For any shot farther than 75 meters, raise the barrel a little and consult your M.I.S.T. first, or else you'll just waste good rounds.

Sight	★ ★ ★ ☆ ☆
Scent	★ ★ ★ ☆ ☆
Hearing	★ ★ ★ ☆ ☆
Effective range	75



CROSSBOW

This is your silent, ballistic hunter. Your crossbow delivers devastating damage at close range without alerting nearby prey. But the bolts are heavy and drop rapidly when they leave the weapon, so if you're too far away to reach out and touch your target, 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. You may also turn on Distance in Options.



Sight	★ ★ ★ ★ ★
Scent	★ ★ ☆ ☆ ☆
Hearing	☆ ☆ ☆ ☆ ☆
Effective range	300



SNIPER RIFLE

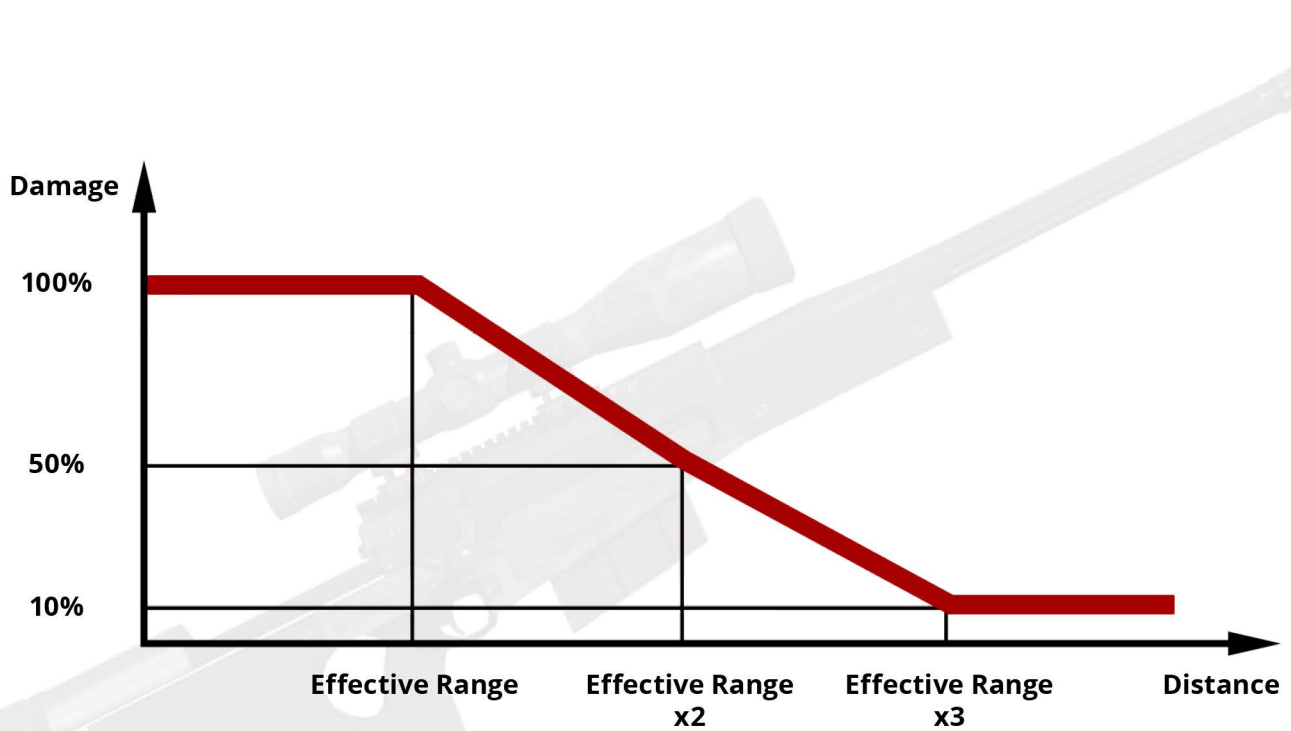
The Sniper Rifle. When you need to nail something in another zip code, accept no substitutes. This weapon laughs at bullet drop, shrugs off wind speed, and will send a round smashing through scales and bone as if they're tissue paper. And as if that weren't enough, it reloads itself when the clip runs out.

But there is one large (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.

Sight	★ ★ ★ ★ ☆
Scent	★ ★ ★ ★ ★
Hearing	★ ★ ★ ★ ★
Effective range	300

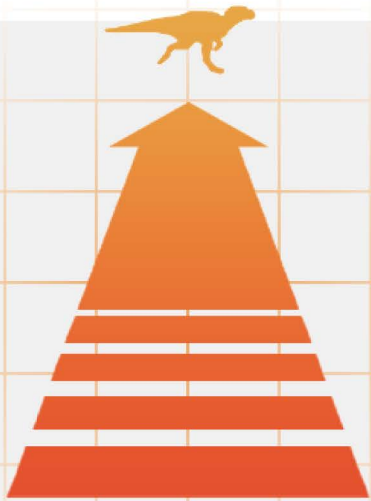


At this point you may wonder: "What is this 'Effective Range' about?"



A bullet delivers 100% of its damage only when it hits a dinosaur within the weapon's Effective Range. The bullet delivers only 10% of its damage if it hits a dinosaur from a distance that exceeds 3 times the weapon's Effective Range. In clearer terms: the closer you are, the more damage your weapon's bullet will inflict.

WEAPON UPGRADES



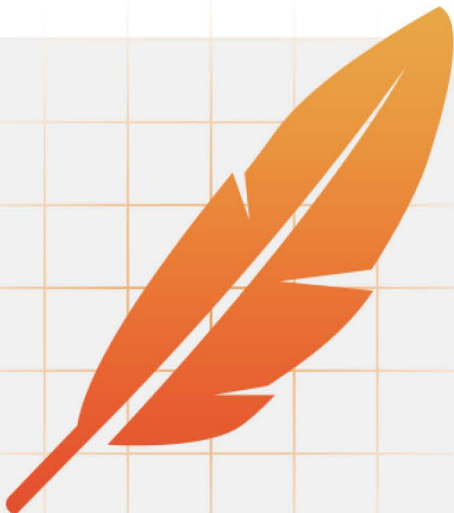
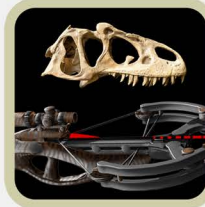
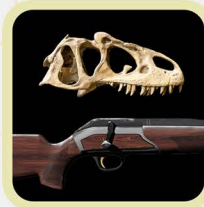
EFFECTIVE RANGE

Increases effective range by 50%



DAMAGE

Increases damage by 50%; inflicts damage through dinosaur's armor under weapon's effective range
As the description implies, this upgrade is vital to capture armor-shielded beasts like Ankylosaurus.



WEIGHT

Increases player's speed by 25% when unholstered.



SHOOTING RANGE



Let's be real: You're hunting giant animals, many of which can kill you without notice or even intention.

Before you go out into 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 practice on a target that can't gore, trample, stab, bludgeon, or otherwise hurt you or your new weapon.

This is why DinoHunt Corporation gives you the opportunity to hone your skills on non-living stationary and moving targets in our range simulation. To do so, simply access The Shooting Range on the Hunt Preparation Screen where you buy and choose your weapons.



To enhance your hunting adventures, DinoHunt Corporation offers additional perks for those times when your gems are the heaviest thing in your pack out.

But remember: using this equipment may reduce your bonus award.

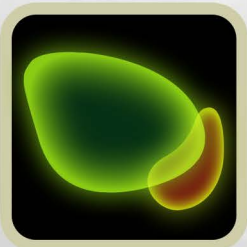


RADAR

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

On the topic of trophies: although radar is one of the most useful available upgrades, it comes with a surcharge that will reduce your trophy payout. (Motion trackers are expensive)!

You can upgrade your Radar with **Increase Radar Range** and **Show All Dinosaurs** upgrades. (See M.I.S.T. Upgrades.) Using Radar will cost 25% of your reward.



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.

The X-Ray Visor works permanently with your binoculars. Hold your breath to activate the X-Ray Visor while aiming with a weapon. Using the X-Ray visor will cost you 25% of your reward.





PATHFINDER

This equipment uses a two-step LIDAR system to read and then to project holographic images of any dinosaur's footprints with vertical markers, making creatures far easier to track.

Using the Pathfinder will cost you just 5% of your reward.



BEEPER

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

It provides audible feedback about how well the closes dinosaur perceives you even if your M.I.S.T. is holstered. Using the Beeper will cost 25% of your reward.



DECOY

The Decoy is just like a duck call back home, but it's for much larger animals. Your M.I.S.T. can replicate an urgent call for every species of dinosaur on the island, causing them to answer and betray their location (shown as concentric, sonic rings). The Decoy requires a cool-down

between uses but it doesn't reduce your hunting bonuses as much as Radar does.

Using the Decoy will cost just 2% of your reward.

You can upgrade the decoy's recharge speed in M.I.S.T. upgrades.



COVER SCENT

This spray masks human scent and lets you get closer to all prey with an acute sense of smell. (Please wash off before going to the hunter's lodge!)

Using Cover Scent will cost you just 2% of your reward.



CAMOUFLAGE

This equipment helps you 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 because camouflage only reduces your visibility.

This equipment makes it 25% harder for a dinosaur to see you.

Using Camouflage will cost you just 2% of your reward.



REVOLVER

Every hunter needs a trusty sidearm for those times when their primary empties and their quarry keeps coming. This 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, sending it packing. Keep your revolver nearby for close encounters.

Using the Revolver will cost you just 2% of your reward.



DOUBLE AMMO

Double Ammo lets you double stack your rounds for every weapon you bring to the hunt. Although this doesn't provide more ammo in each clip before you reload, it does provide more total bullets and more bullets equal more trophies, more trophies equal more gems, and more gems equal more toys.

Using the Double Ammo will cost you just 2% of your reward.



PRO LICENSE

DinoHunt Corporation matches dinosaurs and islands according to each hunter's experience level. For very skilled hunters, it opens your way to hunt any dinosaur on any island.

Using the Pro License is free of charge.

By default, only licensed dinosaurs are displayed on the M.I.S.T. This upgrade lets you see all dinosaurs. Non-licensed dinosaurs are displayed as black dots.

PLAYER UPGRADES



LIGHT CLOTHES

Increases player movement speed for 25%.



CAMOUFLAGE RATE

Makes you 50% harder to see.



COVER SCENT RATE

Makes you 50% harder to smell.



QUIET BOOTS

Makes you 50% harder to hear.

HUNTING DINOSAURS

You're half-way across the universe, you've been given advanced technology and high-caliber weapons, and you've finished your first hunt. That was the easy part; ***this is where the dangerous part begins.***

You can't rely solely on your weaponry and later arrival in the evolutionary theater to get you through. You need to be extremely mindful of your surroundings in the same way most non-human wild animals are. Consider your prey, their habits, and how they'll react to seeing you. And you need to remember that the last thing that was required 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 first sound or scent of you; the worst will become enraged at the first sight of you, turn the tables, and hunt you to the ends of the reserve.

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

It's important to remember: You're not the only creature looking out for itself here. Herbivores are constantly moving, looking for lush terrain while keeping away from predators. Carnivores are stalking live prey or an easy meal from something (or someone) freshly fallen. Spotting these creatures while they're searching for food is extremely common.

Your M.I.S.T. radar also gives you wind direction so you can stay downwind to reduce the chance that a dinosaur will become aware of your presence.



DINOSAUR HUNTING HINTS:

- You make a lot of noise whenever you run. Move slower to get closer to your trophy dinosaur.
- While crouching, you are more quiet and less visible.
- The closer you are to your prey, the greater damage you can inflict.
- It's far easier to hit a running dinosaur by holding your breath while firing your weapon.
- Check out areas with water. Sooner or later, every dinosaur needs to drink.
- Listen to the environment. It's easy to find a dinosaur because of the sounds it makes.
- If you seriously hit your prey, but not in a critical zone, it will collapse eventually.
- M.I.S.T. indicators will always let you know when a dinosaur sees or hears you.
- A Retriever bot will scare away nearby dinosaurs.
- Tranquilized dinosaurs attract carnivores.
- Every consecutive dinosaur you tranquilize during your hunting session will earn progressive bonus points.

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

TROPHY



A dinosaur that has been tranquilized is a "trophy." These will show on your M.I.S.T. as a white cross if you're within 300 meters of its body. Use the indicator to help you find your downed prey, as you must confirm a trophy to claim it. In addition to the body, each trophy will earn you a valuable bounty which -- for tax purposes -- DinoHunt Corporation pays out in gems instead of cash.

Use gems at our company store to buy equipment and weapons. The quantity you'll receive for each trophy you claim will be displayed on your M.I.S.T. and in your field of vision. In addition to gems, DinoHunt Corporation 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 your score improves, you'll be given access to new environments within the reserve.

Remember, DinoHunt Corporation does not reward poachers and will refuse trophies and bounties for any caught in unsportsmanlike poaching. Ensure that all your licenses are properly filed before you begin your hunt.

Please note: If you die in a hunt before evacuating, you'll 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. Don't attempt to transport any tranquilized animal yourself; they are unsanitary and known to have perilous muscle reflexes even when unconscious.



And they're heavy. When these drop ships appear, they tend to scare away other dinosaurs in the vicinity. So, keep that in mind when calling for a retrieval.

EVACUATION

Maybe you're low on ammunition. Maybe you're overburdened with trophies and eager to cash in and upgrade. Maybe you don't like the looks of that Pteranodon 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'll 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 press & hold the Y Button. The Pickup 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 disappear to pick up a more punctual guest.

If you can't reach the beam in time and miss your pickup, another will become available in about a minute.

TROPHY GALLERY



DinoHunt Corporation features a state-of-the-art Trophy Gallery. Not holograms but 30 printed, SaniProtein-fabricated sculptures, all the bragging rights, with no decay or taxidermy.

You can cycle through all your trophies using your M.I.S.T. device and you 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 types.

Each hunter is given 17 platforms, any of which can display the trophy of your choosing, positioned any way you want. Want to make a tableau of a herd of Stegosaurus being chased by a Tyrannosaurus? Done! Always wanted to see a Triceratops poker table? Start shooting and arranging, you weirdo.

Access the Trophy Gallery from the main menu. Its only limit is your imagination.



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