WRATH
OF THE
GOLIATHS
DINOSAURS

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Developer Note

Thank you for playing our game. This manual is unfinished and will be updated as major updates are needed. It is also vital to know and understand that this project is in early access and nothing is set in stone either. We chose early access in order to be funded while giving players the ability to play the game as it develops and evolves. This was meant to be in place of crowd funding, as we believe that it instills confidence in players to experience the development process. We understand that Early Access is indeed meant to be a stepping to stone to release and are actively updating the project in our free time. This project began as a passion project in early 2013 and didn't quite have its real start until early 2015. It has been an uphill battle as we had a core team of 2 people and we were both constantly learning along the way. We have had a lot of support from many and are eternally grateful to those. We are looking forward to finishing this project, thank you once again. Fans are what stoke our fire to continue working hard on Wrath of the Goliaths: Dinosaurs.

- Matthew Duncan, Lead Developer

Introduction

Welcome to the prehistoric, where life has found a way to bring even its most distant life-forms back to life. This has become rather troublesome for many countries, especially as Marine Reptiles are being discovered. You are tasked with exterminating as many prehistoric animals as possible and a hefty reward will be given as a result; along with the trophy you had took down. As a beginner, you will fail several times, but do not worry as you are safe from any harm that the islands could cause you. Your suit is equipped with live feed transmission, and real-feel nanofibers to enhance the experience. From several islands to choose from, you can help reduce the outbreak and help save humanity. Jump in, and enjoy the real-time simulation from the comforts of our facility, far from any danger these tyrants could cause you. Using your suit developed with Tyrant-tech, you are surely able to withstand the worse these goliaths can hit you with.

System Requirements

MINIMUM:

OS: WINDOWS 7

PROCESSOR: INTEL CORE I5 OR EQUIVALENT

MEMORY: 3 GB RAM

GRAPHICS: NVIDIA GTX 750 OR EQUIVALENT

DIRECTX: VERSION 10

STORAGE: 5 GB AVAILABLE

RECOMMENDED:

OS: WINDOWS 10

PROCESSOR: INTEL CORE I7 OR EQUIVALENT

MEMORY: 8 GB RAM

GRAPHICS: NVIDIA GTX 1050 OR EQUIVALENT

DIRECTX: VERSION 12

NETWORK: BROADBAND INTERNET CONNECTION

STORAGE: 10 GB AVAILABLE

Main Menu

Free Hunt – Begin an expedition hunt or begin an aquatic hunt. Either choice you make, you are able to do it for Missions, Leisure, or as an Observer.

Trophy Room- View all your trophies saved from your hunts.

Options- Modify in-game settings such as graphics, audio, and controls.

Credits- View the credits of the creators of this game.

Exit – Quits the game.

In-Game Currency

To purchase weapons, dinosaur licenses, and areas you will need the in-game currency called Perma! Perma is earned through hunting, and do not worry! Perma is permanent. Whatever you use before a hunt, stays with you, you can only go up with perma. Think of it as a high-score.

Common Vital Spots of Various Animals

Eyes – These are not often available to be hit, but if you are able you can do the most damage there. You can luckily salvage your trophy this way.

Head – Most dinosaurs have almost no head armor. If you are able to land a hit on a vulnerable skull, you will do major damage, but destroying the ability to save the trophy.

Heart – Once hit here, it may take a moment, but almost every dinosaur will drop dead.

Lungs – If you hit here, it will take a moment. The dinosaurs may recover or be able to create some distance between you and it before passing.

Species
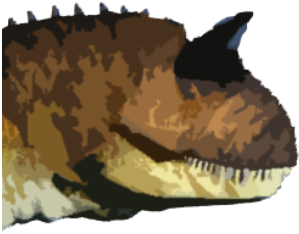
Carnotaurus – The relative to Majungasaurus, this species doubles up on defense by rearing its two large horns down at you when threatened. One of the first hunts you will come across, but don't be so confident that you can easily take down this beast.

Allosaurus – A stealthy and ruthless predator. It may occasionally hunt in packs, but don't let that put you off from trying to hunt one down.

Saurophaganax – The cousin to Allosaurus, this is almost the same animal, but it's a bulkier, deadlier, and stealthier? Well not the last one, but it will take you head on. It does not hunt in packs like its cousin Allosaurus.

Ceratosaurus – This beast is your first unlockable dinosaur. Not much is known about its behavior; try to see if you can learn more by watching it in observer mode.

Parasaurolophus – This beast is an unlockable. This is one fast herbivore, along with one of the most finicky. It can detect noise from miles away, and it can smell as well as a Bloodhound. Not much more is known about its behavior; try to see if you can learn more by watching it in observer mode.

Spinosaurus – This beast is an unlockable. It is the largest carnivore available, most often it is near water. Not much more is known about its behavior; try to see if you can learn more by watching it in observer mode.

Stegosaurus – This beast is an unlockable. The Stegosaurus has large plating believed to be used as a thermoregulator, which controls its internal body temperature. For defense, it is equipped with four large tail spikes known as a "Thagomizer". Not much more is known about its behavior; try to see if you can learn more by watching it in observer mode.

Tyrannosaurus Rex – This beast is an unlockable. It is one of the most exciting hunts we have available. Not much is known about its behavior; try to see if you can learn more by watching it in observer mode.

Utah Raptor – This beast is an unlockable. Not much is known about its behavior; try to see if you can learn more by watching it in observer mode.

Acrocanthosaurus – This beast is an unlockable. Not much is known about its behavior; try to see if you can learn more by watching it in observer mode.

Carcharodontosaurus – This beast is an unlockable. Not much is known about its behavior; try to see if you can learn more by watching it in observer mode.

Dilophosaurus – Another unlockable, but we do have some intel on it. It is as fast if not faster than the Utah Raptor. The Dilophosaurus makes up one of the scariest carnivores available. The shrilling scream is possibly the last noise you will hear when hunting this animal.

Apatosaurus – This beast is an unlockable. The first sauropod available to hunt, it can trot fairly fast, so be weary when hunting this goliath. Not much more is known about its behavior; try to see if you can learn more by watching it in observer mode.

Megalosaurus – This beast is an unlockable. Not much is known about its behavior; try to see if you can learn more by watching it in observer mode.

Sauroposeidon – This beast is an unlockable. It is absolutely the largest hunt available. Not much more is known about its behavior; try to see if you can learn more by watching it in observer mode.

Triceratops – A tank of an herbivore, this hunt can take a while to terminate. The reward is plenty, and the trophy is beautiful. Make sure to nab this dinosaur!

Animal Variants

Tyrannosaurus Rex Feathered Version – This is the same goliath beast, but with feathers. One of the few unique variants roaming around.

Triceratops Ver. 2 – This is the same three horned beast, but more perfected than its predecessor. One of the few unique variants roaming around.

Albinism Mutation – This variant is rare, but if you spot a hunt that is mostly white it is likely it suffers this mutation. Bag it for a nice reward.

Melanism Mutation– This variant is extremely rare, hunts that are very saturated with melanin will appear darker. They likely suffer this mutation; bag them for a nice reward.

Various Pattern Mutations – This is a generic mutation where the pattern varies from each species. A common mutation, it will offer a nice bonus to your reward if you bag it.

Ambient Animals

Compsognathus – The tiniest animal you will see while hunting is also one of the most common.

Dimetrodon – This sail-back animal is actually more closely related to modern-day mammals than birds. It is a mammal-like reptile.

Edaphosaurus – This is the oddity of all the animals you will see. This clumsy animal is often waddling and stumbling upon itself; and is probably why it is the common prey of Dimetrodon.

In-Game Achievements

TBA

Achievements

TBA

Game Mechanics and Controls

Jump – Press the **Space bar** to jump.

Double Jump ─ When you need that extra boost to get out of a tight situation. Press the **Space bar** while in the middle of a jump to jump again.

Ledge Grab – When near a ledge, press **Space bar** while near the ledge. If the ledge is close enough you will grab it and grapple onto it.

Grenades/Throwable weapons ─ Make a big distraction or dish out some massive damage with throwable weapons. The **'G' key** will throw these weapons

Main weapons – This is the weapon you can pick up before each hunt, fire this weapon with the **Left mouse button**, or aim down the sights with the **Right Mouse button.** The **Middle Mouse button** will allow you to swap between your held weapons.

Side weapon – This weapon is given to you before each hunt, the Triumvirate Special Burst pistol. Quick to scare off some animals that are in the way, but a determined animal may be able to bear through this or it may even anger the animal.

Walk – **WASD keys** will allow you to walk.

Run – The **Left Shift key** will allow you to run while walking.

Action Button – The **'E' key** will allow you to pick up items and weapons, as well as bag hunts.

Swap Weapons – The **Middle Mouse button** or the **Tab key** will swap between the currently held weapons

Crouching – Crouch to get through obstacles or stay out of sight. **Left CTRL key** to crouch

Inventory – In **the pause menu**, sort your weapons in your back pack. The **Equip button** will add the currently selected item in your backpack into your held weapons. You can hold a **max of 2 weapons on hand**, and **an unlimited amount in your backpack**. The **Unequip button** unequips your currently selected held weapon and puts it into your backpack. The **Drop button** will drop the currently selected backpack weapon into the world.

Pause – The ESC key or 'P' key will pause the game during a hunt. From here you can select the **Exit Hunt button** where your currently earned perma will be saved and you have the choice to **Retry button** from which you can retry the current hunt with the same hunt settings while keeping your earned perma, or the **Exit To Desktop button**, Or **Exit button** which will bring you to the main menu. The **Options button** will allow you to change the settings from within a hunt. The **Inventory button** will allow you to view your items. The **Bag button** will allow you to view your currently bagged hunts. The **Resume button** will continue the game.

Weapon Functions

Tranquilizers – These weapons are perfect for putting animals to sleep for a sweet hunt bonus!

Side Arms – Perfect when you need to get out of a tight situation or need to continue firing when reloading is out of the option. Fast reloads and fast firing help in dire situations in short range.

Shotguns - Best used at short to medium ranges, shotguns are a great deterrent. Loud, and powerful, it's a good compromise to get you in and out of a hunt as quick as possible.

Rifles – These weapons are best used at mid-range distances. These typically have large clip sizes and pack a real punch. Some have different modes of firing such as:

Burst – Fires in quick bursts of three rounds. This gives you the best of both worlds, fast fire rate and a lot of control.

Semi-Automatic – Best used to give you the most control, and with practice you can fire nearly as fast as a full-automatic weapon.

Full-Automatic – Best used to take out hunts quickly, although allows for less control.

Sniper Rifle – These weapons are best used at long-range distances. These weapons are almost guaranteed to take out any dinosaur quickly and efficiently, only drawback is that they are incredibly loud, alerting any nearby animals.

Hunt Bonuses

Bonuses can stack onto other bonuses

Mutation Bonus – This bonus varies, but is usually up to 300 extra perma.

Vital Hit Bonus – This bonus is dependent on the vital hit

Size Bonus – This bonus is dependent on the weight and height of the dinosaur

Tranquilized Bonus – This bonus varies, but is usually up to 500 extra perma and only occurs if you took down an animal with the tranquilizer. Note that this bonus is removed as soon as you shoot your hunt or the hunt dies.

Hunt Deductions

Deductions can stack onto other deductions

Radar Deduction – This deduction occurs when you select the radar in the hunt menu. It deducts about 40% of your final perma reward.
Camouflage Deduction – This deduction occurs when you select camouflage in the hunt menu. It deducts about 15% of your final perma reward.

Scent Deduction – This deduction occurs when you select scent blocking in the hunt menu. It deducts about 15% of your final perma reward.

Illegal hunt deduction - If you hunt an animal you do not have a license for, you will only gain roughly a tenth of the perma you normally would. Eventually, you will not gain anymore as with each subsequent hunt that is illegal, the deduction grows until you receive 0 perma.

Hunt licenses

Ceratosaurus – This hunt is a great to help you adjust to hunting. It isn't easily startled and is slower than most.

Megalosaurus – Fast and feisty, watch out for this medium sized predator. It can take you out in a blink of the eye.

Stegosaurus – Fast and skittish, this dinosaur wants to take off as soon as it hears you. Be quite and be sure of your aim when hunting Stegosaurs!

Allosaurus – Larger than the Megalosaurus, this dinosaur is out to get you. Comparable to Ceratosaurus in size, and Megalosaurus in speed.

Parasaurolophus – Speed is the Parasaurolophus' real advantage. One of the fastest hunts available, you will need quick reflexes when you take aim for this dinosaur.

Saurophaganax – The larger cousin to the Allosaurus, this is a prize hunt. Slower than other prize hunts, this is great for beginners that want more of a challenge.

Carcharodontosaurus – Similar to the size of a T.Rex, Carcharodontosaurus is not a hunt to take lightly. This is a prize hunt.

Huntable Areas

Haystack Ridge – This section of forest contains many Redwood trees. Allowing many predators plenty of hiding spots, the same goes for herbivores. You will need to draw out the animals to ensure a successful hunt.

Dreary Sono – This landscape is reminiscent of a beautiful desert; however, it is dreaded with many large carnivores and quick herbivores. You will need to have quick reflexes to achieve a successful hunt here.

Prize Hunts

Saurophaganax – This prize hunt is found on Haystack Ridge

Carcharodontosaurus – This prize hunt is found on the Dreary Sono

Credits

Lead Developer

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Lead Model Designer

Manuel Gil

Music Composers

Jonathan Harris

Christopher Russell

Technical Sound Designers

Joe Thom

Rolland Cagwin

Matt Hellewell

Weapon Designer

Moreno Huisman

Lead Animators

Matthew Duncan

Manuel Gil

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Last updated: 9/12/2018

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