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Ice age hunting game

This app is only available in the iPhone and iPad App Store.

The most exciting hunt is now taking you to the Ice Age! The only game that allows you to cool carnivorous ice age creatures in action and challenge them for ultimate survival! Carnivores: Ice Age is a hunting simulation that is absolutely true to life and absolutely breathtaking. You descend on a distant planet inhabited by ice age creatures like mammoths, smilodons and giant bears and progress through a shy wildlife observer with a stealth and ruthless Yeti hunter. All animals complete 3D complete with their awesome roar!• Chose the time of day (night vision is on)! • Fill the area with animals, to your liking and skills • Equip camouflage, cover smell or radar • Choose a weapon and hunt or take your camera and watch• Store your loot in the real-size trophy room • Go green and use tranquilizers instead of bullets • Read tips and tricks for every animal in Dinopedia• Upgrade to PRO one-time purchase to access 5 huge 3D hunting areas For those who played Carnivores on your PC, guaranteed hours of nostalgia! More Ice Age creatures and more maps coming! The game is compatible with Fling controller. February 21, 2019 Version 1.8.6 Fix broken Spanish localization, some small texts improvements. Let's make it as short as possible, that today I realized that you have to pay to unlock weapons and animals. Now it ticks me off because I now have 1000 points that are now useless. I mean, what's the point of playing this game if you can't unlock your weapons and animals without paying? What I want to see happen is that you have to be able to uncover weapons and animals from the amount of points. Overall it's a great game, which I highly recommend, but it's just that part of it needs to change. I love the game and all, and I used to make it wayyy back then before I had to buy the app to unlock other animals, which is stupid, I wish developers didn't have to buy the app just to unlock weapons and animals... hopefully they will change it soon cause if not I don't see the point of having this game anymore..:/ I downloaded this game because I heard it made the same people who are carnivores Dino hunter. And I loved that game! I did a report on Dino hunter and ice age have the same problem TOO MANY ADS! Please just take your ads to the pop-up randomly and please don't post the same ads over and over again! But anyway, make this game awesome! The developer, Tatem Games, did not provide apple with details about its privacy practices and how it manages data. For more information, see the developer's privacy policy. The developer must provide the data protection information when submitting the application update. Developer Site App Support Privacy Policy: Carnivores Ice Age, Games Share Share Ice Age redirects here. For mobile port, see Carnivores: Ice Age (Mobile). Carnivores Ice Age cover. The Ice Age of Carnivores is the third and presumably final part of the Carnivores series. It was developed by the action forms and published by WizardWorks. The game was released on PC December 19, 2000, and the mobile port was released on February 7, 2011. Since October 12 2000 Wizardworks released screenshots and pictures of upcoming prehistoric game released as planned in December Released Trailer June 25 2000 CIS released August 29 2000 Europe Released November 3 2000 Los Angles released December 12 2000 Ukraine Released January 14, 2001 United States Published January 15, 2001 and Russia released December 1, 2002 Gameplay For the Ice Age sequel, a story similar to the original story. Scientists at DinoHunt Corp discover ice age animals living in the Arctic regions of the planet FMM UV-32 and have created a separate hunting program for the big game that live there. DinoHunt Corp. allows you to hunt across 5 different locations, with its own unique terrain and landmarks. Ice Age features improved gameplay and a new supply drop feature that can be used once in a hunt and updates player supplies. Another addition to the existence of a secret animal is that it can be unlocked by obtaining 1000 points in the game. This game Song called Carnivores Setup song used in Trailer for the Game Primal Rage theme song used in Final Trailer Animals Carnivores Ice Age features animals from the Cenozoic era, but most of the Pleistocene era. Image name Description Sight Scent Hearing Cost Points Hunter The player/hunter liscensed the Dinohunt.corp to hunt animals in the Arctic sector fmm-uv-32 Human was used in weapons Double Shotgun 18 12 Pig The dark gray pig to date. Archaeopteryx (mistyped as archeopterics) Is a small bird with claws on its wings. Brontotherium (typical Brontoteriy) is a massive, brown, herbivorous rhino-like animal with a two-horned trait. Average Average Average 10 5 Wild Boar A larger version of a normal daily wild boar Average 15 6 Wolf A large version of the modern wolf. Average excellent average is 20 7 Woolly Rhinoceros (miss typed as Wooly Rhinoceros) With a medium-sized, large horn on the nose. Poor average crack 30 10 Diatryma (synonym Gastornis) A large flightless bird with a strong beak. Average excellent average is 50 9 Megaloceros/Giant Deer A large deer antler that stretches up to 12 feet long. Average Average Crack 100 12 Smilodon A large saber-toothed cat with huge fangs. Crack Crack 250 15 Mammoth A huge mammal with two large tusks. Average Crack 300 18 Bear A great version of the modern brown bear. Excellent Crack 500 25 Yeti A huge ape-like creature that weighs several tons. Excellent Up to 1000 50 areas Image name Description McRath Island Icy Cliffs line on the northwest side of this small island. Rolling hills covered with rare vegetation and deep snowflakes make it a relatively safe and open area for newer hunters. It's a slight difficulty. Ravaren's Bridge This set of islands covered with lakes and freezing swamps connects with a raised bridge system. Pine trees cover this otherwise barren area, making it a good cover for both hunter and prey alike. It's a slight difficulty. Ring of Infernus Naturally clogged with a ring of extinct volcanoes, this area is a unique mix of deserted tundra and beaches that are in stark contrast to snow-covered peaks. It's an intermediate difficulty. Dry Lake Nodus Small hems and swamps are all that remains of a disappearing lake on this snowy island. Cut into tresy canyons and rivers by glaciers, a careless hunter can easily trap you in narrow areas. It's an intermediate difficulty. Giant's Boot This area is named after a boot-shaped lake in the eastern part of the island. Dense forests and numerous rolling hills make perfect hideaways for dangerous prey. This is the most dangerous island available to hunt. Advanced difficulty. Weapons and equipment The game includes the same weapons and equipment as Carnivores 2, except for the new transport. Weapons Image name Description Pistol This weapon has a rapid firing rate, but the accuracy decreases in distance. This is very good damage in melee, but less effective for distant goals. The gun scares herbivores, but noise attracts dangerous carnivores. Shotgun It is designed as a close-up weapon. The grouping of shotgun pellets spreads and reduces damage performance over distance. Less accurate target and high close firepower make it a good choice for emergencies. DB Shotgun This weapon is the same as shotgun, but it fires two shots at once. The added noise can easily discourage small animals while drawing the attention of predators X-Bow This weapon has two target areas, called targeting pins. The upper needle is detected at 40 meters and the lower needle at 80 meters. It is relatively quiet and can be shot several times without alert animals. Rifle The target area is the center of this weapon's horizons. Although strong, aim for the shot as well. The rifle scares herbivores, which scatters them, but the noise warns dangerous carnivores. Sniper rifle This weapon is very accurate for long distances. The range of the probe extends and the shot is accurate for charging an animal, but deadly for the distance Equipment Image Name Description Camouflage This special dress reduces the animal's ability to recognize that sight. The use of camouflage subtracts 15% of all points earned during the hunt. Radar This allows you to view the location on the map during the hunt. An animal is depicted on the map as a red dot. The place trains like green dot around the circle. Please note that the map shows only the animals you hunt. All the other animals are masked. The use of the map subtracts 30% from all points earned during the hunt. Cover Fragrance This item allows you to mask the scent of any animal, reducing the likelihood of being discovered. The use of the scent of the cover subtracts 20% from all points earned during the hunt. Double ammo load selection this doubles the ammo ye're winding on your current hunting expedition. Supply ship selection this allows you to call a resupply ship that can drop a bag full of ammunition for each weapon you've put on the hunt. It can be used only once in a hunt and throw the bag at the place you requested. Carnivores: Ice Age (Mobile) Main article: Carnivores: Ice Age (Mobile) Carnivores Ice Age was ported to iOS on February 7, 2011. The port is covered in the same way as Carnivores 2 port Carnivores: Dinosaur Hunter, but Survive mode is not included. Also, like the Dinosaur Hunter, the Double Ammo equipment was removed, but still the game is optional, as all weapons have as much ammunition as the double ammo gave. The mobile port features 5 new animals, a new weapon, a new Trophy Room, a new night mode without the use of Nightvision, the camera, and better graphics. Trivia As featured in the WizardWorks Outdoors Complete Software Collection, Carnivores Ice Age featured a slightly changed title design. The blood-style letters of Carnivores are the same light blue color of the Ice Age below instead of red. The title was also featured in 3 designed as the 2 of Carnivores 2, although the 3 are a light blue color. Other than the new music, different animals, locations, and the new cater drop feature, this game is basically the same as Carnivorous 2, featuring virtually identical graphics and similar AI. This is the first game in the Carnivores series to be a theme song from the main menu, but also the ambient sounds of carnivores and Carnivores 2 menus. The music is creepy and fits into the mysterious ice age environment. It was designed to be an environmental NPC that could damage the player in the game, the Poacher, but it was scrapped for unknown reasons. The Poacher's model is still available, although our model has been removed. Each animal in the game can kill the hunter. Megaloceros is even on the No Dangerous list, even if it will still be directed at the Slayer and kill him if he gets hurt. If the player follows the steps up to the bridge on the Ravaren's Bridge map, the animals will not be able to follow and the hunter can easily kill the animals. This is considered by many to be a fraud by many fans. On the mobile port, the steps get onto the bridge removed, probably because of this. The Yeti are surprisingly shy as they run away from the player that senses them unless they are very close to them. The description of some weapons from the Ice Age is slightly different from carnivorous moods. For example, the Pistol and the Sniper Rifle. External links to Carnivores Ice Age at Action Forms website are available under community content CC-BY-SA, unless otherwise noted. Noted.

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