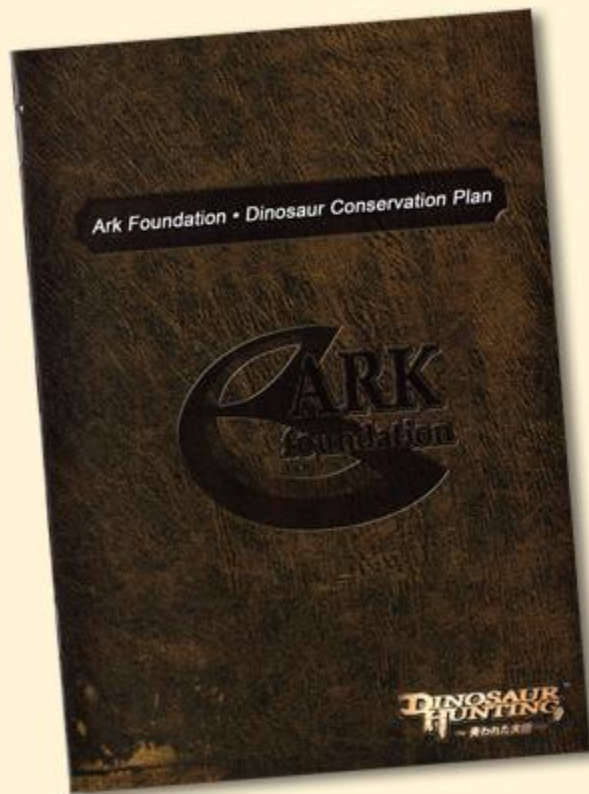


# Dinosaur Hunting

Released September 18, 2003 (Japan) • For Xbox • From Scarab, Microsoft

Last updated: November 25, 2024

[Gameplay Guide](#) ~ [Dino Viewer](#) ~ [Me & The Game + files](#)



Because I've never been able to make a plain ol' FAQ, here is my *ARK Foundation-approved* field guide to the easily overlooked 2003 Xbox exclusive, Dinosaur Hunting. I've already put much about this game onto the internet over the past decade so I'm not going to regurgitate it all here. If you'd like to read about my history with this game, check out a **scan of the manual**, grab my **translation files**, or listen to the **updated soundtrack**, hop over [here](#).

For those actually *playing* the game, look no further. Below you'll find some quick menu translations and tips followed by all 52 animals and their tranquilizer formulas. Beyond that are maps for all 11 of the game's stages with route suggestions, tips on finding hidden dinos, and item locations.

*I hope this proves helpful, or at least fun to look through!*

**MAJOR NEWS 09/20/21**

**The English Beta version has been released!**

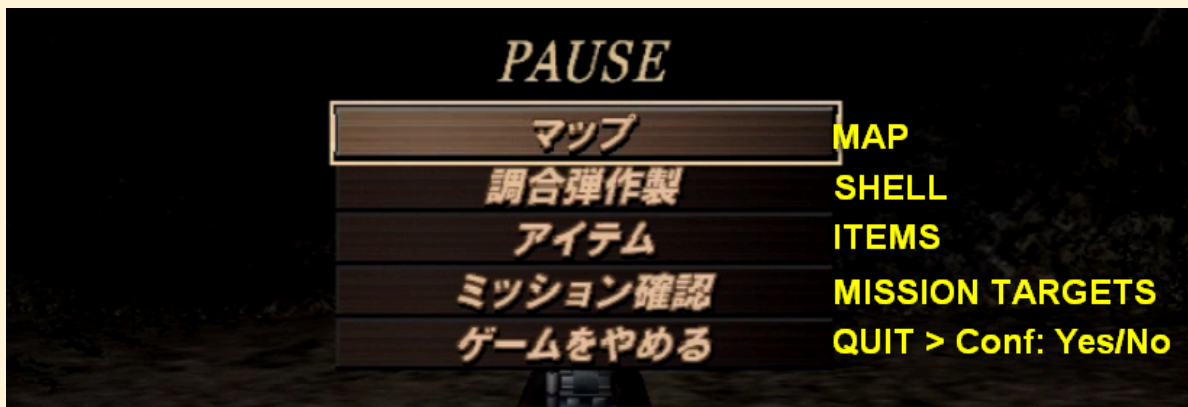
**[Watch my quick first-look video and grab the files for yourself](#)**

## ~ ADDITIONAL MENU TRANSLATIONS ~

At the start of most missions (or if you walk back into the Base Camp tent before the completion of a mission) you'll see this screen. Most of the sub-menus are easy to figure out but I've always had a hard time remembering which of the top-level options is which so here's a quick reminder:



Similarly, pausing the game at any time brings up this menu with a few key options. Here's a reminder of what they mean:



## ~ TIPS FROM A VETERAN DINOSAUR HUNTER ~

I've played through the game many times now and made two separate guides for the missions. Since it's all in Japanese there are still some things I'm sure I don't fully understand but I do have a few pointers and explainers for those just getting started:

### 1. Take Your Time

It may look like an early 2000's third-person shooter, but Dinosaur Hunting wants you to take your time. Running past sub-targets or ignoring the smaller dinosaurs will leave you lacking both money and ingredients to craft the formulated darts you need to finish the game. Despite the number of headshots, you're ostensibly tranquilizing these animals to save them from actual extinction. Leave no dino behind and you'll be flush with resources after a few stages!

### 2. Fun with Formulas

The mechanic that sets this game apart from pretty much everything else is the tranquilizer darts. The radial display allows you to adjust the amount of Red, Green, and Blue ingredients to load into your rifle rounds. The amount of tranquilizing "damage" that the shot does is based on how close you are to that animal's target formula.

In other action games you work your way to a climactic boss fight that challenges your skills or an ability you honed running through the level. In Dinosaur Hunting, the challenge is scouring the level for clues until you find the exact formula for each Main and Sub Target. This can make otherwise dramatic encounters feel like that scene in [Raiders of the Lost Ark](#) where Indy just shoots the fancy sword-twirling guy. Nevertheless, it feels just as satisfying to get the perfect shot on an imposing dinosaur as persevering through a boss fight in some other game. But, how do you find these perfect formulas?

### 3. Poop, Glorious Poop 🐛

Finding the clues that lead to a completed formula can be extra tough without being able to read Japanese. The best tip I can give is to investigate everything you see by getting close to it and pressing 'A'. Broken branches? Half-eaten carcasses? Giant mounds of poop? Study them all! hilariously, the big piles of poo are this game's equivalent to shimmering treasure because they frequently give you the full formula for a major target.

If you're totally lost though, press 'A' and you'll be able to look around and have your trusty dog Algo sniff out clues that you might not have seen. Of course, you can also scroll down the page here and just look at the maps I made.

### 4. Money, Ingredients, Ammo, and shootin' stuff

You might be racing to save dinosaurs from extinction and working for an eccentric millionaire, *but this is still a video game kid*. Between stages and at the base camp you can buy more ammo, health items, and the RGB ingredients for darts. Out in the field you'll earn a dollar amount for every takedown as well as a handful of Red, Green, and Blue ingredients no matter which weapon you use. The amount of money seems to be based on the number of shots or weapon type. As an example, shooting a Deinonychus will always get you 5 green, 3 blue, and 2 red ingredients as well as:

\$244 - pistol

\$244 - rifle, no formula

\$250 - rifle, with perfect formula

\$250 - shotgun

Whichever weapon you use, the dollar values don't change dramatically enough to offset the cost of your supplies. We're talking \$8,000 for a single shotgun shell and \$10,000 for 10 units of an ingredient. Thankfully, the Main and Sub targets are worth a lot more money and ingredients than a Deinonychus. It's still harder at the start, especially as you get to grips with the game's clunky controls. But if you take your time, bag as many animals as you can, and grab all of the free supplies out in the field, you'll have more money than you can spend by stage 5.

## **5. I've been Ambushed!**

The designers love nothing more than to hide Deinonychus, Dromaeosaurs, and Velociraptors in bushes, around corners, and even out of sight above you! Keep an eye on your map for sudden red dots and dive roll (click Left Stick while moving) as soon as you hear their growls. You'll either avoid damage altogether or take only a small hit. Then turn around and blast them with the shotgun!

## **6. Sound, Smell, and Wind... not that important actually**

One of the other unique aspects of the game is the concept of awareness. To tell how alert the dinos are to your presence, you can check your map to see your noise level (red circles) and even how far your scent is drifting on the breeze (green circles). You've also got a giant waveform at the bottom-middle of the screen to alert you to hostile animals (flashing red).

I say "concept" because in actuality, none of this really matters. Most of the animals turn aggressive as you approach no matter how sneaky you are. There's also no benefit to sneaking right up on an animal as you can easily snipe it with the rifle from a distance or usually knock it out with a couple quick shotgun blasts.

For what it's worth, going prone from a distance (click Left Stick while stationary) does seem to reset most herbivores' awareness of you. Carnivores won't forget about you unless they get quite a ways away from you though. If things get too hectic you can always leave the area and come back in to reset most dinos positions.

~

# ~ Field Guide to the 52 species identified by the ~ ARK Foundation for immediate capture and relocation

LEGEND: **Mission Main Target** **Mission Sub Target** **Mission Secret Target**

\* Targets without a highlight appear in multiple stages

\* Secret Targets usually appear after leaving and re-entering an area

## STAGE 01 ~ Colossal Forest





**STAGE 02 ~ Lakeside at Night**



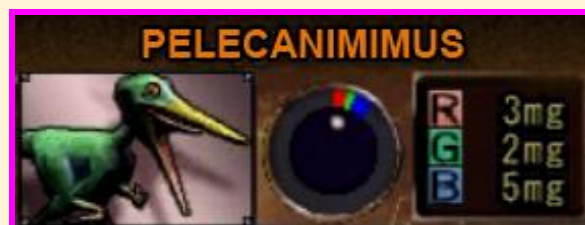
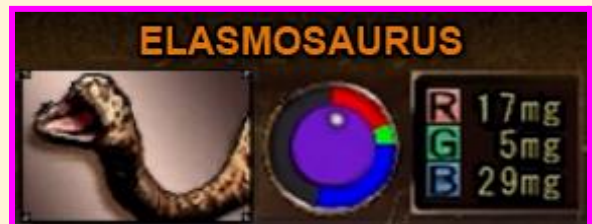
**STAGE 03 ~ Giant Cave**



**STAGE 04 ~ Aeolian Desert**



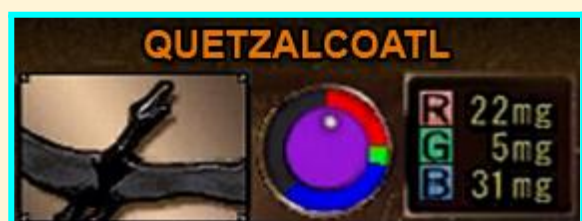
**STAGE 05 ~ Foggy Lake**



## STAGE 06 ~ Canyon



## STAGE 07 ~ Graveyard Valley



## STAGE 08 ~ Sequoia Forest

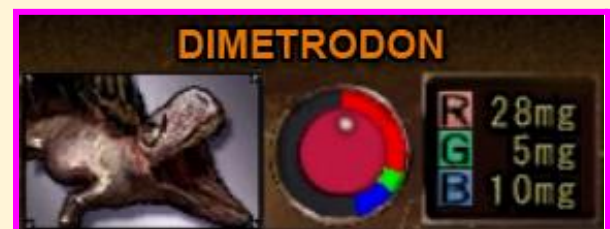


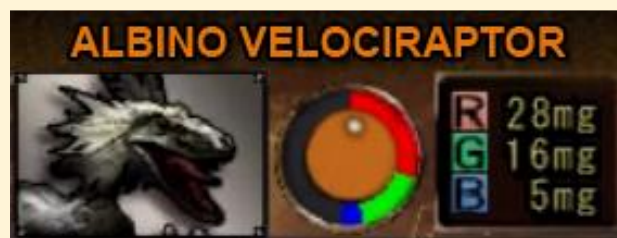


**STAGE 09 ~ Wasteland Swamp**



**STAGE 10 ~ Volcanic Area**





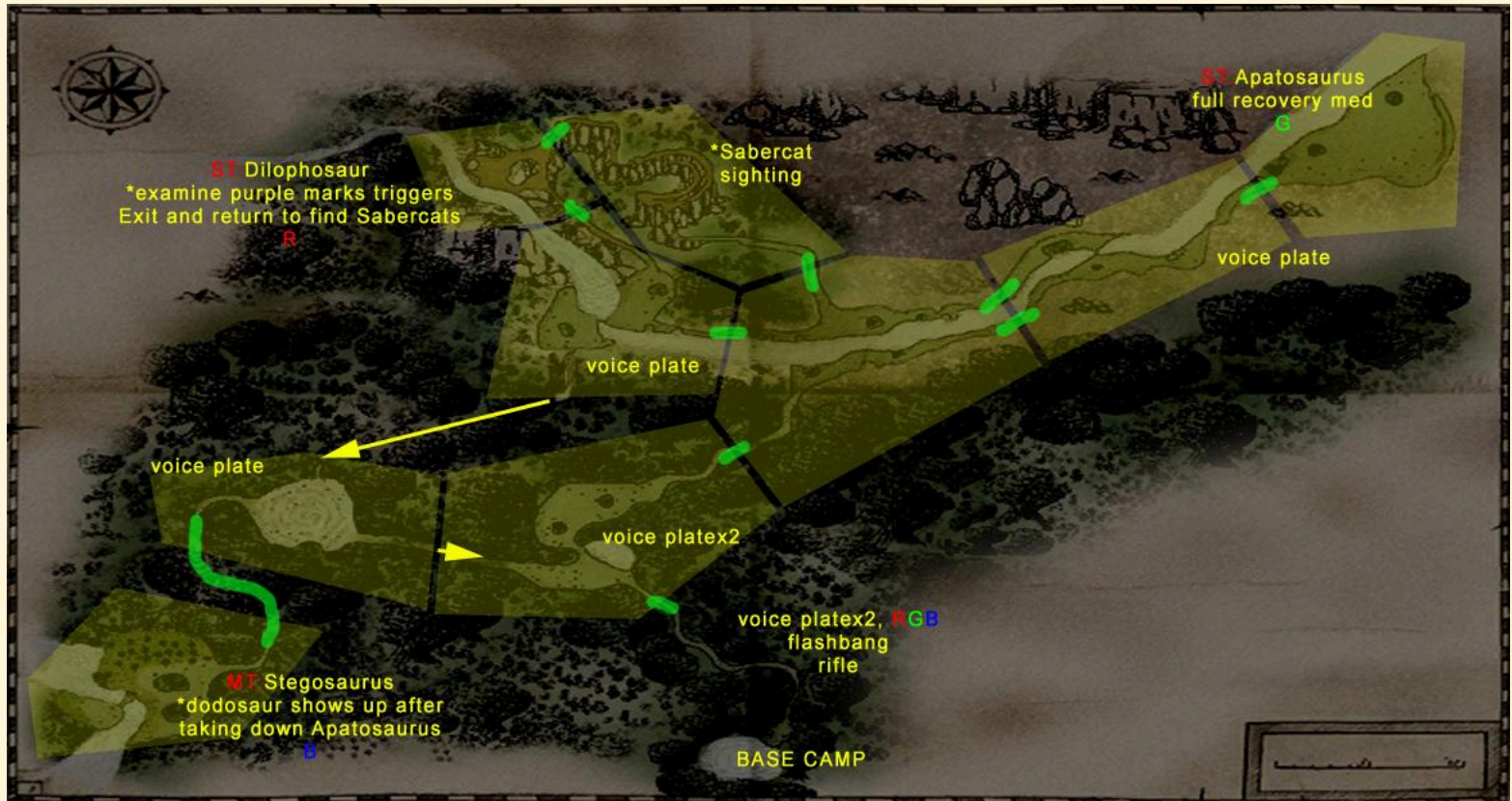
**STAGE 11 ~ To the Top!**



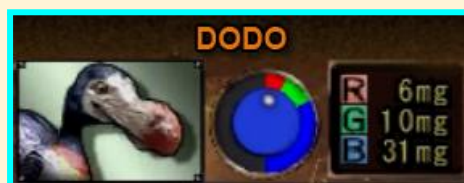
## ~ Stage Maps and Exclusive Targets ~

For easy reference, each map below is followed by the formula cards for the exclusive animals found during that stage. Click the link on the stage map to see a larger image.

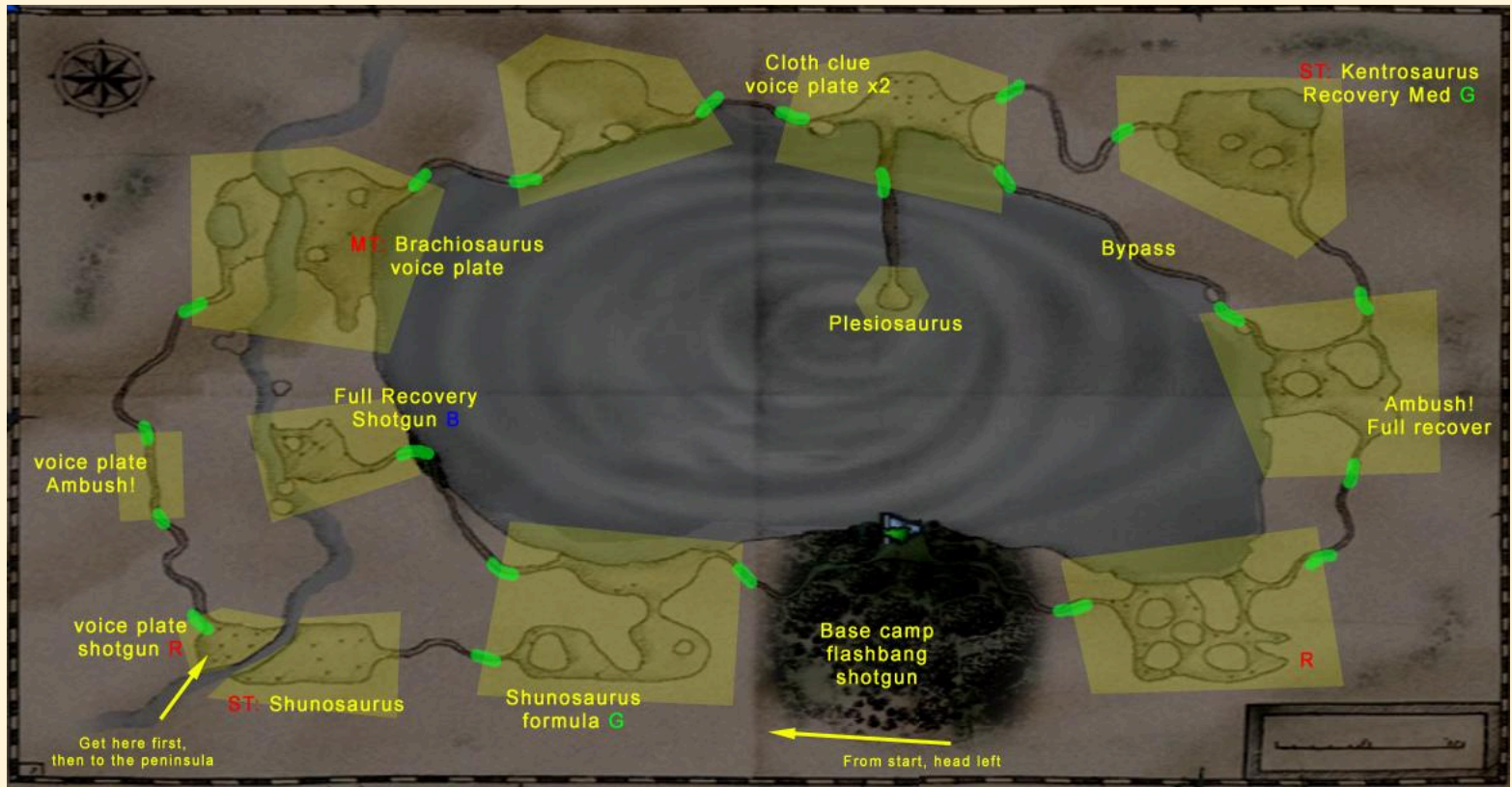
### STAGE 01



### ~ Stage 01 Exclusive Targets ~



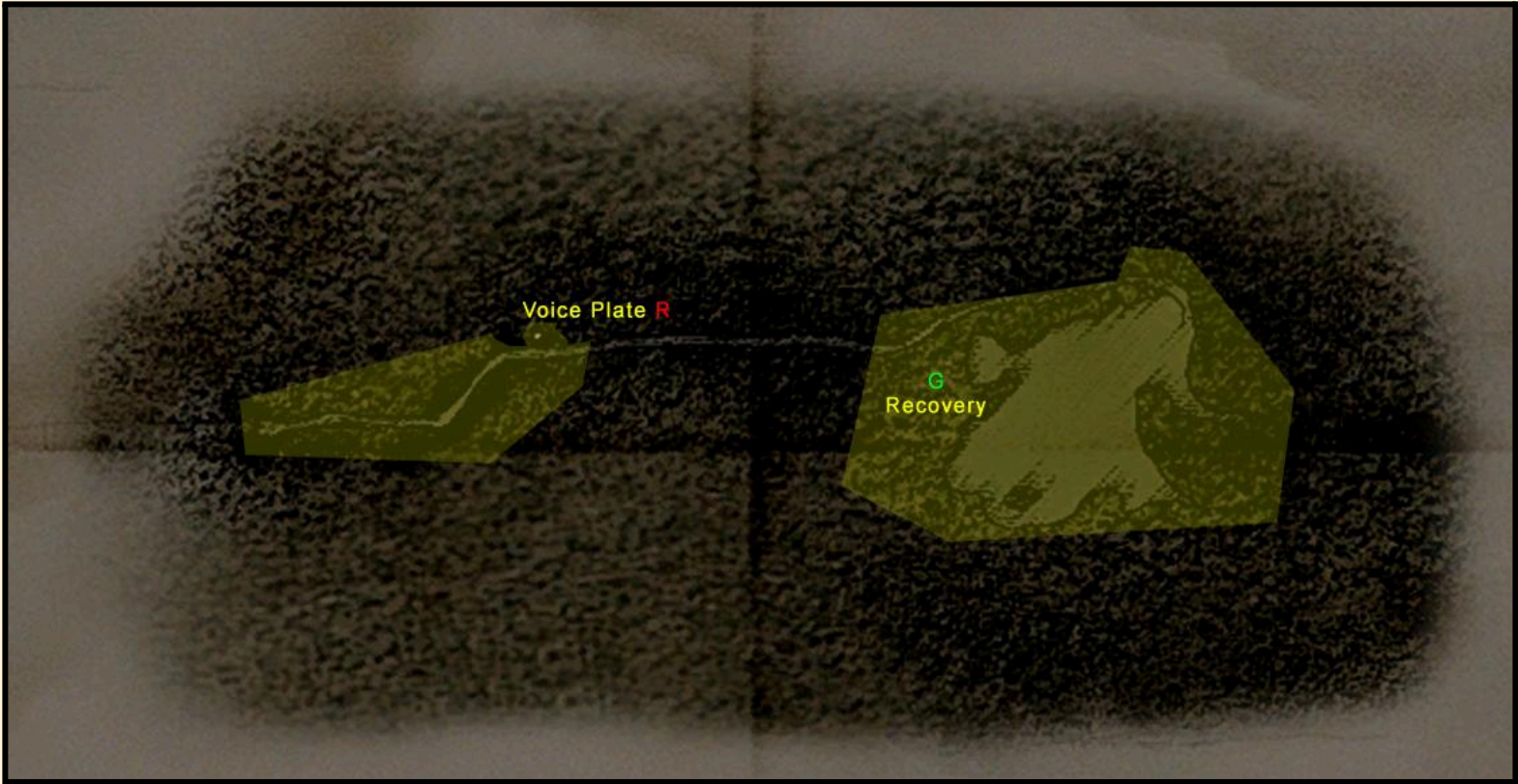
# STAGE 02



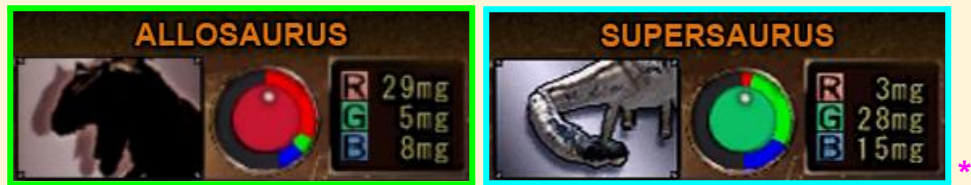
## ~ Stage 02 Exclusive Targets ~



# STAGE 03



~ Stage 03 Exclusive Targets ~



\* cannot be captured during story mode play ([YouTube video](#))

## STAGE 04



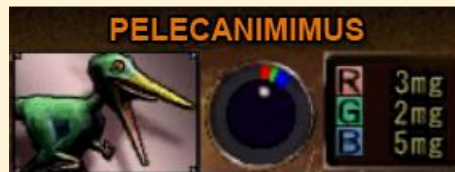
### ~ Stage 04 Exclusive Targets ~



## STAGE 05



### ~ Stage 05 Exclusive Targets ~



## STAGE 06



~ Stage 06 Exclusive Targets ~



## STAGE 07



~ Stage 07 Exclusive Targets ~



\* cannot be captured during story mode play ([YouTube Video](#))

## STAGE 08



~ Stage 08 Exclusive Targets ~



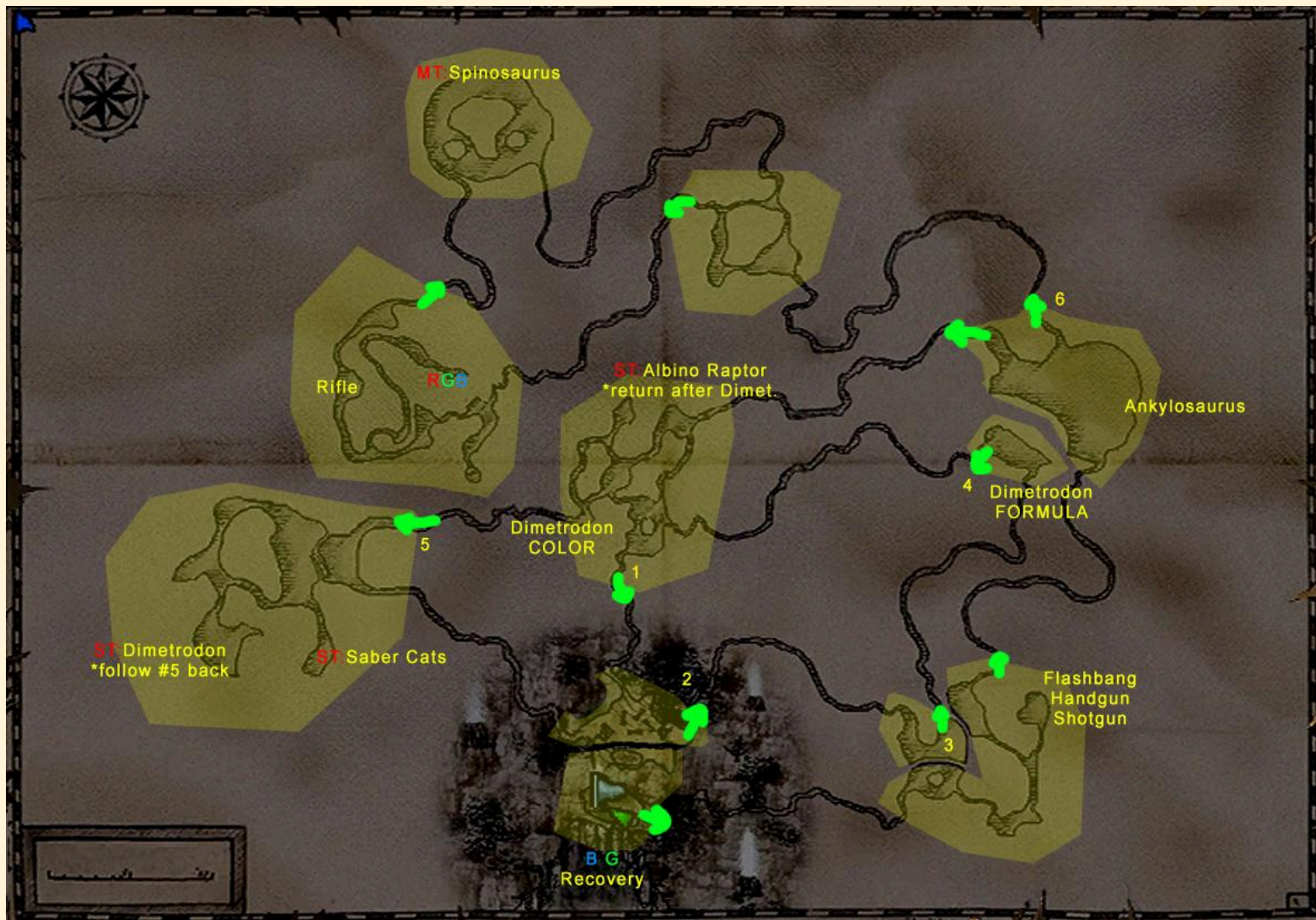
STAGE 09



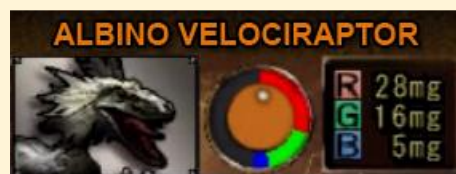
~ Stage 09 Exclusive Targets ~



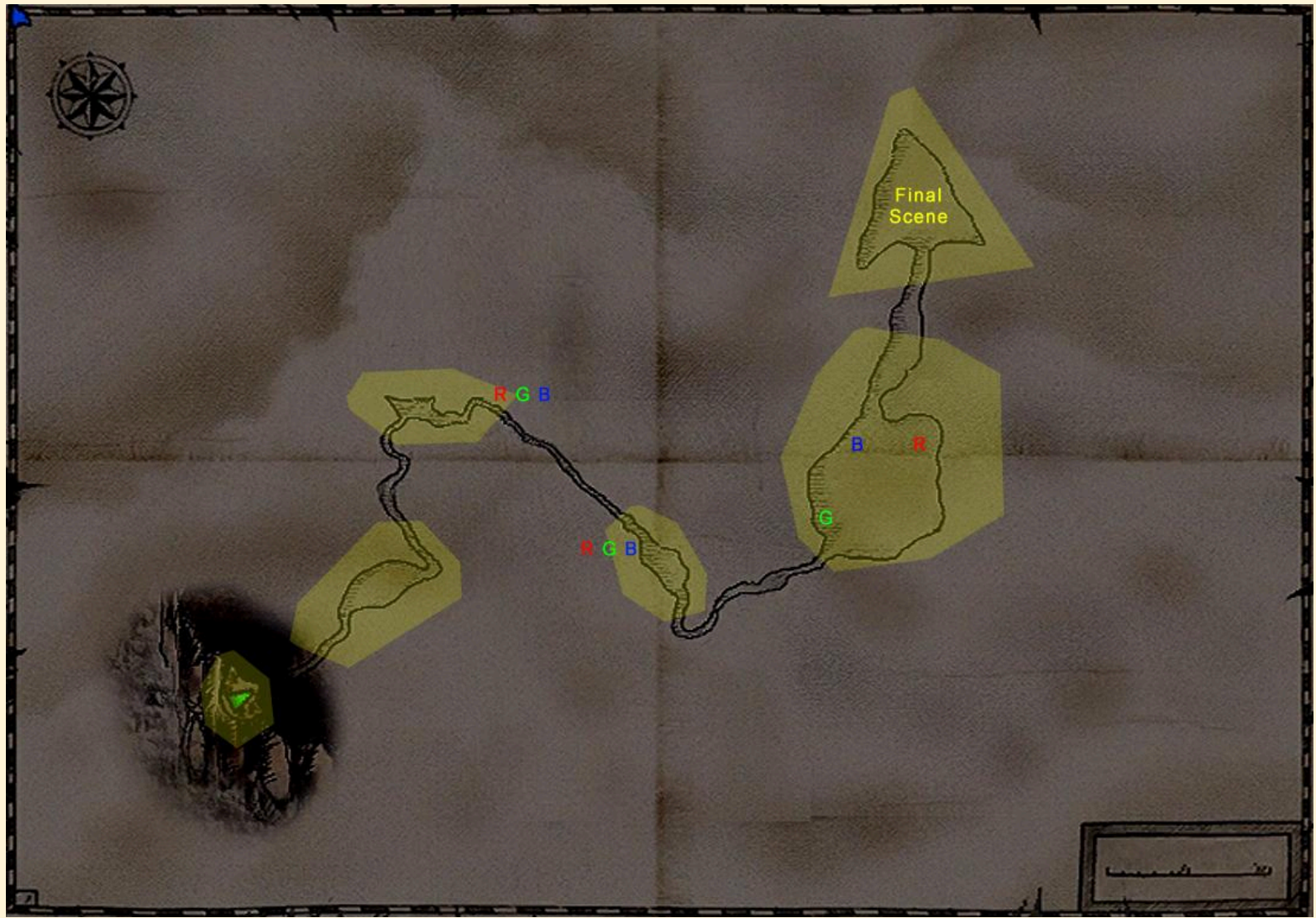
**STAGE 10**



~ Stage 10 Exclusive Targets ~



STAGE 11



*~ Stage 11 Exclusive Targets ~*

**VARIANT CERATOSAURUS**



The target card for the Variant Ceratosaurus features a black and white image of the dinosaur's head on the left. To its right is a circular color wheel with red, green, and blue segments. Further right is a vertical stack of three colored squares (red, green, blue) each with a corresponding letter (R, G, B) and the text '31 mg'.

**ALBINO TYRANNOSAURUS**



The target card for the Albino Tyrannosaurus features a black and white image of the dinosaur's head on the left. To its right is a circular color wheel with red, green, and blue segments. Further right is a vertical stack of three colored squares (red, green, blue) each with a corresponding letter (R, G, B) and the text '30mg', '17mg', and '31mg' respectively.

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