

Factsheet

Developed by

Circle 5 Studios (PC)
Pub Games
Panic Button (PS4)

Publisher

Circle 5 Publishing LLC
Panic Button (PS4)

Platforms

[Windows PC](#)
PlayStation 4

Release Dates

April 2015
(Steam)

October 2015
(PS4)

Game Price

\$ 12.99 USD / € 12.99 EUR

Official Sites:

www.primalcarnage.com
<http://twitter/primalcarnage>
<http://facebook/primalcarnage>
<http://youtube.com/primalcarnage>
<http://discord.gg/primalcarnage>

Description

Primal Carnage: Extinction is a PvP multiplayer game where players face off as either human or dinosaur. Select from 12 different dinosaur classes each with their own special abilities, or become one of 5 elite mercenaries armed to the teeth, sent to make them extinct once more!

Battle across several game modes, with prehistoric twists on classic gametypes such as Team Deathmatch and Capture the Egg. Escape the island as humans in Get to the Chopper, or make sure they never leave alive as dinosaurs! Put your dino-slaying skills to the test against a never-ending AI horde in Survival, and after an intense ranked match you can cool off by hanging out in Freeroam, chilling out with other dinosaurs.

Completing challenges and levelling up will unlock new cosmetics for your dinos and mercs to show off. These range from a wealth of skins, to dramatic taunts, to cosmetic dinosaur mutations. Players can get involved in creating their own skins, maps and more with our modding SDK and submit their creations to Steam Workshop for a chance at being officially added to the game.

History

The original Primal Carnage was released on Steam in 2012 by Lukewarm Media and was successful enough to be something of a cult classic. After the original team drifted apart, Circle 5 was formed from a handful of veteran developers and members of the modding community.

We created a successor: Primal Carnage: Extinction, which officially released in 2015, and for much of the last decade Circle 5 has continued to expand the PC game with updates both great and small. These range from new maps and game modes to new ways of customizing your dinosaur. We have worked closely with our community as we continue adding to the core experience, and many of the features added over time would not have been possible without them. Some players have even gone on to become part of our development team!

Features

- Up to 32 player matches on PC
- Play as 12 uniquely specialized dinosaur classes
- Or become one of 5 varied human classes with a wide arsenal
- Fight in a variety of maps from tropical jungles to icy tundra
- In-depth customization available for both humans and dinosaurs
- Community-focused updates featuring fan made skins, maps and more

Selected Videos

FLYER FRENZY Update, May 2022

https://www.youtube.com/watch?v=9rK_En_6Zns

PACHYCEPHALOSAURUS Class Showcase, August 2021

<https://www.youtube.com/watch?v=X4bVkSkszLQ>

MAY-HEM Update, May 2021

<https://www.youtube.com/watch?v=Cnd4RqG-bc8>

CERATOSAURUS Class Showcase, September 2020

<https://www.youtube.com/watch?v=Q9DLc9xDCFo>

CINEMATIC LAUNCH TRAILER, 2015

<https://www.youtube.com/watch?v=b6-qGGvUtQ8>

Screenshots











Official Artwork









Official Logos

**PRIMAL
CARNAGE**
E X T I N C T I O N



About Us

Circle 5 is an independent videogame studio that specializes in remote development. Our team is spread out across the globe, ranging from Texas to Australia, united in the common goal to make something great.

With many of us having started out in the videogame modding scene, the ability to extend the experience of a game through user-created content is an important element for us. It is a core aspect of *Primal Carnage: Extinction*, which incorporates Steam Workshop. New skins, maps, and even playable classes have been developed hand in hand with our community.

Core Team

Aaron Pollack

Producer

Richard Williams

Creative Director

Florian Bauer

Programmer

Christian Casteel

Lead Programmer

Matt Stafford

Lead Engineer, Pub Games

Contact

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