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# Rodeo stampede strategy guide 2020 free online

It can smash animals and obstacles when it can it. oh wait, they're freshwater.) Found after 2500m Google Chromis (Search up anything on this bad boy) Found after 3000m Level 9: Half-Half Chromis (A Blue-Green Chromis who got jealous of a Zebra) Found after 2000m Other: Javan Chromis (Boss) (A large partroller of Javan Lagoons) Steer a Black Damselfish through a series of rocks. Iguana: Iguanas are green in colour. When angry it throws you way. It's a smasher. Boss: Kelpie (based off leafy sea-dragon but with red eyes) ALL VARIANTS: Pot-bellied Seahorse (Base): The pot-bellied seahorse is a very common type of seahorse. When angry, it throws you off with its pincers. every 300 meters or so there will be a river. Brazilian Tapir - Base Malayan Tapir - Tier 2 Description: The biggest species of tapir, and the only one not native to the Americas. Eats animals with ease. Upgrade to increase to last a longer time and release you farther when angry .)These are creatures that did not make it to the roaster espically when there is alot to add in the game. At 2000m, the track turns grey, and looks like night falled, as well as more ponds. BONUS: When you get to Ruins 3, you will get more than just rabbits. Dromedary (Found 0 miles in Desert 1. 4. Deep Sea 1 Hatchetfish (When angry, it becomes harder to swim. Is a very powerful flying animal. Lionfish Poisonous, and can poison small animals.Instantly kills player with poison when angry. Pearly Whale (Legendary): Hidden TV show reference, but is actually made from pearls. When ridden it will lower slowly. Porcupine - In the wild, it stays in the sides of the stampede and will shoot spikes at the player if it gets close to them. Upgrade to smash rocks .)Wild West 4: Cougar: Arrives at 0 to 1000m (When riding other animals cougar arrives as a trap animal where it pounces in the side chases down the player or it's prey.When ridden it, behavior like tiger where it can eat specfic animals. Blobfish Only spawns in deep ocean areas and reduces speed if you choose to go up. Secret: Raydley (based off Ridley from Metroid) (Mission: Smash 10 animals on a single Ray) ALL VARIANTS: Manta Ray (Base): A graceful type of fish that seems to glide through the ocean. Animals( Description coming soon) (When riding other animals, these will spawn also on tree above like drop bears but don't interfear with you. It introduces trees falling down due to cutting them, and it apper around 1000 m . Dolphin: flops along when wild. Otherwise the same as a hippo. Runs behind like Tyrannosaurus Rexes. When angry,anubis(same as the rarer lv 9 mintaur version) jumps into the middle of the stanpede and hold the player and lets his pet ammit eat the creature and ammit sleep like the other players and lets anubis to a cool pose after he feeds his pet. Works fine on land. All other animals move through these sections like they do through rivers and patches of water in other zones. Flys faster when angry. The Pegasus-type critter in Garden. Musk melons(Based on the melon fruit) - Tier 4 Description: This go togather with Wombamelon and Fruit Bat. When angry, it flies faster than an angry ostrich, emu and raptor. Are seen trotting in the map. Anyway animals like the Dobhar-chú to the mighty leviathan or the Kraken will be one of the animals. Would run very fast and would throw you into the temples.Sumatra 5 Kitsune. In the wild: Tortoises move slowly, which makes it easy to ride and tame them. Put Air animal ideas here! Fantasyland is where things that are so complicated that it would take like, a year to decode. Cow. When ridden, it effects looks like a pheonix except it's yellow. When angry: Whales will blow you off with their blowhole. Capybara - Base Description: The biggest rodent in the world, and also the cutest. They buck you up and eat you when angry. When Angry: Lobsters grab the player and throw them off. Horror Bird (Monster)Coati - Found still, drinking from water pools. Spawns in huge coveys. Its only natural "predator" would be its own kind. The first is the river biome with a variety of different animals. Forest crab : Arriving at 0 to 1000 m(When ridden it will climb on trees, and can eat. Megalodon (Uncommon): Main antagonist for the movie Jaws. Another user had secretary bird and I thought it was a good idea Desert 3 Hyena- can be found alone past 1000 meters and become happier when eating dead animals instead of mad. Hedgehogs move fatser than in wild. Generic flyer. When angry it lauches you with a tail slap. Sparkwhale (Level 9): A rare whale that looks like it's made out of water. Like Snail, is like a Moose. -Hawk or Falcon Flying animal. Make sure you don't hit the Angry threshold. If it touches water, it will swim in it and, as soon as it gets out, takes flight and falls again. Area 3: Opossum: The speeder here. Area 1: Kinkajou(lives in trees and moves slowly on the ground though you can just use trees and vines to move. Flying Pan (Legendary): Finally a way for birds to cook food on the go! Beak-a-boo (Endangered): BOO! Are you scared? The discussions thread for this zone is here: If you have any ideas or suggestions feel free to visit and leave a reply! SkyWolf25 (talk) 12:20, January 30, 2018 (UTC)SkyWolf25 We already have a sky and space zoo so why not add a water zoo as well. Only appears beyond 1000m This is my version of the dersert zone that the other user did. Can be upgraded to let player ride for last 5s before it gets angry. the bushes are large clumps of ferns, and outhouses and campfires* (*they are capable of setting you and/or any brush and trees around them on fire) appear here as well, but the windmills become abandoned log cabins. Large to small cactus and cati with differnet shades in each colour. Can smash obstacles, but gets slown down when smashing an obstacle. When angry, it goes under ground, like Wombats. They are the horse from the tutorial, after all. When it gets angry it speeds. Area 7: Rat. Whale- The Smashers. Honestly if they include a ocean zone, It would be fine to add this in but since no new water mechanics, we will just assumed. The player can be thrown off if they hit an obstacle smaller than the dog (level 5).) CHKN 1 - Horse (Wild: Horses are found moving slowly in groups (0 to 2000m) or alone (2000m and above). A rare occurance is too see a gull flying when not ridden. When angry it will jump every 0.5 seconds.) meganeura(was a griffinfly that looked like a dragonfly. Do-doritos-( Tier 3)(flash) Description: Fastest bird by only 1 mile faster Dodo-wonka-( Tier 3)(Willy wnka) Description: Unfortunatly this dodo can't obviously eat the chocolate but can host it. Upgrade to slow down in obstacles) Ghairal: (When riding other animals , it would hang out in the river of koi. Description: Did you just play a game or something.Wetlands 4 River otter - Arriving at 0-1000 km(Found runnning .When ridden ,it's behavior like alligator, it crawls slowly, but gets faster on water.it only eats newts ad muskrats. Garden 2: Pillbug. Upgrade to survive a single crash, throwing you off at high speeds. Sometimes has arched bridges, enabling land animals to cross. Moose behavior Taiga 2:Salmon. Note:I am not a Mexican, so if you are yelling me because of this thing,just please, DO NOT EDIT IT DO NOT EDIT IT DO NOT EDIT IT. Here's the list: Slowness: Slows down your animal. Swims in water.) Tortoise (Slow animal smasher, bucks the player off when angry after a certain very long amount of time, requires a very long time to tame) Sea Lion (similar to seals, except they can swim in water) Cormorant (flightless birds, can dive in water sections, showing its back and back of head only when underwater. Its habitat in the zoo is bigger than others.) Muskrat - Base Description: These less famous cousin of the beaver except with a tale. • Moray Eel Wild: Found hiding in holes to the side or in giant rocks past 1000m, comes out and eats player/animal when hole is approached Ridden: Eat other animals like normal. Thrower Taiga 8: Stoat. Anyway this user said "This is a place in Space Zoo" which I honestly prefer the sky zoo but since having small animals be such as the garden, I think it would make sence . Sperm Whale (Endangered): Known as the main predator of the Giant Squid. Anyway most of these animals are pretty small like probably a bunny size but what ever. Bigger than seals and moves at a slow pace, bucks on land like a walrus and doesn't eat. [IDEAS] Garden 5: Beetle. •Badger - Can smash ferrets; throws you off when angry •Ferret - Can eat prairie dogs; bucks you when angry •Bobcat - Can eat ferrets and prairie dogs; eats you when angry Coyote The Coyote would include: Regular coyote, chocoyote and toyote. seahorse [base] neigh whinny 2. It is said to appear if you see peach flower petals floating on a creek and follow it up-river. (It's behavior like artic haire.) Gaot man: (When ridden it combines both the animation of a minataur of a moose and minataur. probability for scrat to appear in the stampede is a 55%. When angry, it goes faster. - Heron: Behaves very similar to griffins; flies overhead and swooping down to eat fish. When angry it will swoop down when angry. Trees have the ability to drop coconuts that slow down your animal for a bit. Rocks (Central and normal) are like those in Garden, without the true rock formants. In deep water: Swims slowly but steadily, taking a very long time to get angry. On land, it takes medium hops and when angry, it jumps higher and faster. Other from that, the same as other flying animals when angry and ridden. When angry: Plants slow down dramatically to a halt before bucking the player up and eating them.) CHKN 5 - Robots (Wild: Robots run up behind the player at a quick pace (but slower than any running or flying animal) in an attempt to eat them. Pigs move faster than in wild when ridden. Upgrade to see hidden flouder's more better and to swim alot faster .) Nathan jpg (talk) 20:50, March 31, 2019 (UTC) My other animal options for the river biome: - Duck: Swims when ridden, then takes off flying when angry. Can smash trees and animals, cannot smash rocks. Simmilar to Snow Owls just different looks. Just some single-celled organisms vibing in the prehistoric seas. This is to make it so that they don't seem like they're floating all the time. Lokirin: Parody of Loki from the Marvel movies (or Norse mythology). 1000-2000+m) Kulu-Ya-Ku upgrades: 1-ridden Kulu-Ya-Kus will run slower. When riding a Bison, this animal will be a combination of both a yak's and rhino's abilty because it bucks somewhat easier to a yak while having the charging ability of a rhino when smash obstacles. The trade off is that it cannot be ridden as long and its throw range is pretty short like a hippo's throw when it slows down. Crow: Seen perching on the garden walls, can fly, and swoops up and down when angry. Upgrade to smash more and for it to stay longer. (IDEA) Garden 4: Rat. Underground digger Taiga 4: Blue Jay. It can move like a minatuar but has a behavior of a moose.) By Nathan jpg (talk) 9:00, April 30, 2019 (UTC) This is my third new zone/edits idea besides the time locker event,West forst caberns's and Ice age(my own version). I was planning to make it another trap/eater animal but it would be too diffucuilt for the stampede. Keep in mind that most of these animals are not my ideas but from the internet becasue it is highly unlikey for us to know what they look like without any reference. It can eats animals with its tentacles too .Animals: Deep water domain 1: Huallepen:0 to 1000 m( (When angry, it leaps into the air and swims alot faster. tony shark [endangered] transforms into iron shark 6.fish wish [secret ride a manta ray to 2000mts] your fairy god mother whale they are the smashers of the ocean and when angry will thow you 400mts [quite powerful am I right?] 1. When angry it drops to the floor and starts to speed up.Upgrade to accellerate slower and smash other banshee's and austrapedes.)Pandora 5: Sturmbeest: Arrives at 0 to 1000m (When riding in other animals you can see sturmbeest in packs of 6 in a row .When ridden it goes really slow unless they eat the smash obstacles with the charging abilty which last longer.When angry it lauche ny it head. Based on the Galápagos Islands and the island Madagascar, the map is based on a coastline, with shallow water similar to pools in Jungle. City 4: Racoon. There will be a warning when a shark comes though. River spawner. When angry,it eats you. Upgrade to have more control and have ink gas more effective.)Deep water domain 4: Bloop: 0 m to 1000 m(When riding other animals the bloop will show a signal or a warning that it is coming. Animals: Frog: jumps slowly along when angry same behaviour as goat. Can not be upgraded to give player bonus coins. Swoops up and down but very slowy when angry. - Frog: If the river zone has traces of land, it'll crawl when ridden, then hop great lengths and heights when angry. Komodo dragons are animal-obstacles; they act exactly like alligators but have a bit more accuracy and can turn. Buck Dog (Money) Boxer Dog Raccoon Dog Description: A canid native to East Asia, also known as tanuki.Seriema - Found running. Platypus - Base Platinus Planktus Hawkypus (Hawk beak)Tasmanian Devil - Found running. Smasher of the Garden. the small "rocks" are stumps,the medium "rocks" are felled trees, and the large rocks are mossy boulders. Tonar Rare This fish uses echolocation like dolphins. In zoo: Pelicans will waddle around and preen themselves. Gets angry quickly. Vaquita (Endangered): FUN FACT: The vaquita is the most endangered dolphin in the world, yet it's not a dolphin, it's a porpoise... description: this bird loves to drop walnuts on busy roads to get at the nut's inner parts legendary: phoenven: 50% raven,50% phoenix,100% ridiculous boss: edgar avian poe (gives 20 xp after boss mission when in the wild) forest 5: black bear; the eater for forest. Macra-and-cheesenia-(Possible Tier 9) Description: Most expensive mac and cheese in the worldDodo bird: It can appear at 0m to 1000m.(When ridden, it can smash small trees. If ridden it dashes in a short-long pattern while it spreads alot of gas to other animals since it sort of spread diseases and eventually let other animals move away from you.I will also show green gas particles on other animals and maybe the iku-tuso.This can also protect you from leviathans ith their stink/gas which makes it unlikly for it to eat you When angry, it does fast, long, single dashes. Sits on columns. Orca Eats sharks. Tapped: Pelicans flap their wings twice. I made the Classic Islands here so you will know what I planned). Animals-Tier 2 Dolphins are the speeders. While the hops get lower, it goes faster. Boss: Ameripelican (based off Uncle Sam, like the Vulture Capitalist) ALL VARIANTS: Australian Pelican (Base): A pelican has a huge bill, enabling it to eat fish, and make seafood smoothies. sea pegasus [secret: ride a dolphin to 2000mts] you thought a pegasus was a weird animal 5.stegaseahore the oldest known breed of seahore 6. Komodo Dragon: Komodo Dragons are grayish-green. Desert 5 I can't decide if I should do Komodo dragon or cougar. Their goo is actually protecting their feathers. Hacker Quacker - Level 9 Matinta Perera - Endangered Description: Magic birds that enjoy tricking humans. When ridden it is almost like the hydra except it can eat animals.) Any lizards: (When ridden it is very slow until it goes faster when it keeps eating.) Just saying that only a few animals will get their own since the rest are very hard Meerkat Meerkat (Base) Mera-kat (aquaman movie) (LV 0, tier 3) Meermin (a shoe) (Secret, ride 6 meerkats in a row to get meermin) Math-kat , (LV 2, tier 3) Meer-vocondo (fruit), (LV 2, tier 4) Bongo kat(meme(LV 5, tier 4) Superkat(superman) (LV 5, tier 5) Mirror kat (this will having bright parcles effects) (LV 9)Jerboas Long-eared jerboa (Base) (french jerboaLV 0, tier 3) The desert parkourist (Boss) jar jar-boas(star wars) (LV 2, tier 3) jerbolta(pokemon)(LV 2, tier 4) jerry-boa(tom and jerry)(LV 5, tier 4) chrip-boa (bird)(LV 5, tier 5) Jeep-boa(jeep)(LV 9)Armadillo Big hairy armadillo (Base) Smart-adillo(LV 0, tier 3) bagpack-adillo (bag) (Boss) cotton-dillo(LV 2, tier 3) soccer-dillo(LV 2, tier 4) Grenada-dillo(LV 5, tier 4) Army-dillo(toy solider) (LV 5, tier 5) Mechadillo(mech) (LV 9)Road runner Road runner (Base) Road hunter (LV 0, tier 3) road biker (Secret, collect 5 bananas) runner beans (LV 2, tier 3) Road glide(Motorcycle) (LV 2, tier 4) road warrior(movie) (LV 5, tier 4) road warrior hawk(wrestler)(LV 5, tier 9) The flash runner(the flash (LV 9)Coyote Western Coyotes(Base) cool-yote(LV 0, tier 3) Cyber-yote(Boss) Coy-yote fish(Koi carp fish) (LV 2, tier 3) corgi-yote(LV 2, tier 4) Co-yoda(star wars)(LV 5, tier 4) Polo-yote(LV 5, tier 5) Cow-yote(LV 9)Secretary bird Secretary bird(Base) The secretary (LV 0, tier 3) secret bird(Secret, eat five coyote with a secretary bird) senegal bird(LV 2, tier 3) Big bird(sesame street)(LV 2, tier 4) Buisness bird(LV 5, tier 4) security bird (LV 5, tier 5) Light bird (LV 9)Toad Red-Spotted Toad(Base) European green toad(LV 0, tier 3) toad lily(Secret, go on a toad for 9 seconds ) Toad-ster (LV 2, tier 3) Toad-fu (food) (LV 2, tier 4) roar-a-toad(LV 5, tier 4) toadstool(mushroom) (LV 5, tier 5) Earth toad(LV 9)Porcupine Crested porcupine (Base) Sunda porcupine(LV 0, tier 3) Pork-cupine(Boss) Brazilian porcupine(LV 2, tier 3) porcelain-pine(vase)(LV 2, tier 4) Echidna(LV 5, tier 4) Arrow-pines(LV 5, tier 5) stan-pines(gravity falls)(LV 9)Scorpion Deathstalker scorpion(Base) Heterometrus(LV 0, tier 3) Mahindra scropio(car) (Boss) shiny scorpi(pokemon) (LV 2, tier 3) corp-ion(LV 2, tier 4) The scropion(spiderman) (LV 5, tier 4) door-pion(LV 5, tier 5) score-pion(LV 9)Rattle snake Rattle snake (Base) Coral Snake (LV 0, tier 1) black mamba (LV 3, tier 5) king cobra(LV 2, tier 2) Rattle-drum snake (LV 2, tier 3) rope snake(LV 5, tier 4) Hoes-snake (LV 5, tier 5) gummy snake (LV 9)Admin's note: might be better as a Sky Zoo zone, plus, some of these animals have been used in the finalised zone that was forwarded to the developers. This introduces a new behavior which will only be based on the zone itself. When angry it swoops and on land it takes higher hops. Lobstar (Mythic): You're an all-star... Walk forwards but facing sideways, begins very agile but like penguins, lose agility when angry, eventually losing all steering altogether.) Dodo (Moose behavior/ostrich behaviour) Macaw (Flyer when angry flies side to side) Fossa (Eats animals, can be upgraded to eat all animals. Takes a short time to get angry.) Lemur (Found sitting in trees or running on the ground, very common, when ridden vault trees like gorillas but do not smash.) Aye-Aye (Found sitting in trees only, once it jumps down from the tree the player can ride it until it becomes angry, where it runs up to the nearest tree, climbs it and sleeps, with the player falling off its back.)2607:FEA8:2CDF:FC89:AC60:64C:AA4E:88D4 10:34, December 5, 2017 (UTC) CollectorManiac10:55, December 29, 2017 (UTC) Outer Space! Come'on, Yodo1 games! We have a space zoo already, so go all the way! _aitchFactor 12:01, December 1, 2017 (UTC) * I have collected all the Beach/Ocean ideas and formed them into a group. whailing whale always sad 5.snale the slowest animal to exist 6.world whale [secret ride 8 animals in a row] way better than the world turtle 7. Upgrade to eat more for it to stay happy .)Wild West 5: Paregrine Falcon :Arrives at 1000 to 2000m (It is a flying animal and they will occur in tops of trees and rocks. Now they can walk on land... Upgrade to increase angry time to 5 seconds time.) Dodo bird- Base Description: A flightless bird that was endemic to the island of Mauritius, east of Madagascar in the Indian Ocean. (Big habitat). Can be upgraded to move towards your lasso, Not reduce it, and push other Cows away (Like Sheep). 2000-2999 is Bedroom. lol) legendary: recurring raccoon (refers to the tv show;milo murphy's law) chance to appear in stampede is 28% and never before 2800 meters. Although wild orcas are no threat to humans, I'm sure that they wouldn't appreciate it if you ride on them out of nowhere. beel don't mess with a beel's nest they sting 4.quantum eel being shocked can result in death 5. Behavior is the same as boar. Eurasian otter- Tier 2 This otter is native to Eurasia.Currently the two species probably never met. Goldfish flop on land but swim gracefully in water. Tuna Normal fish that does not really do anything. When angry will speed up. Gazelle. They can be found nesting on islands. Has Croc-like behavior. It's perhaps the ancestor of all living vertebrates! Level 1: Ride for an extra 2s before a pikaia gets angry Level 2: Add two new rare pikaias to the stampede Level 3: Energy drains 10% slower in the Cambrian Seas Level 4: Pikaia bucks less violently when angry Level 5: Add two new rare pikaias to the stampede Level 6: Energy drains 10% slower in the Cambrian Seas Level 7: Get bonus points for bucking on pikaias Level 8: 2x rare pikaias in the stampede Level 9: Add a new rare pikaia to the stampede Image Source: Trilobite: An upgrade to the stegosaurus. When angry it will go faster.) Area 2: Crocodile(can eat everything but python(due to a python eating a gator then exploding and because pythons are invasive species. Snail. The Specialty Zoo is the 3rd Zoo. Ice Age 1 - Macrauchenia (speeder), Chalicothere (Tosser), Moeritherium (Hippo behaviour) Ice Age 2 - Sabertooth Tiger (Eater) Ice Age 3 - Glyptodont (Ankylosaurus behaviour) Ice Age 4 - Giant Sloth (Smasher) Ice Age 5- Teratorn (Flyer/Smasher) Ice Age 6 - Terror Bird (Eater, Tiger behaviour) Collectibles-Skull Frozen rocks and trees (same as tundra) Introducing a new zone realating to the going back in time thing and it is the Ice age or the plistacene epoche. ( / / It's from a mask+costume worn by two people to represent a lion rather than a 'mythical creature', but I thought the looks were fitting. Generic eater. Painted turtle- Tier 5 Description: Painting reinvented. Rocks are still the same. SRWD (Legendary): Is it a southern right whale or a dolphin? Aren't you tired tryin' to sing your best? Примерно такого цвета, только полностью фиолетовая и с зелёными глазами. Addtional stuff lighting will explode giant rocks and can explode animals alomst like in olympus .They will only occur if a thunderbird is coming. Soviet-otter - Tier 5 Description:Ok, are we suppose to have some sort of alliance? These are the animals. Swoops already. Desert 4: Porcipine. When angry: Turtles slow down and buck the player a horribly short distance in the direction they were facing.) CHKN 3 - Cat (Wild: Cats move at a slow pace. Rex of the Cambrian Seas. The Swamp is like Jungle. When angry: Tortoises buck you a tremendously low distance, which is 20m. Automatically turns if a dog is behind it. Player is warned by the ground shaking and claws appearing to grip the side of the cliff - drakes will start to climb up slightly ahead of the player, and stick out its head and shoulders just in time to crash if the player doesn't avoid it. Pond/Freshwater turtle (different from sea turtles in Olympus): Acts very much like hippos, though they move slower than them yet faster than Olympus's turtles. Upgrade to accellerate slower and jump off further)Ancient Ocean 6: Mosasaurus (Acts like the hydra, when angry, it becomes unstable. Frozen rocks and trees (Again, like in Tundra). Upgrade habitat to make hops and leaps less aggressive) Monkey:(same behavior as the game) Horse:(same behavior as the game .)River 2: Panda (same behavior as the game except I wanted to let panda smash bamboo to be for happy .)River 3: Crane (same behavior as the game .)River 4: Red panda(They can climb tree's and rocks and eat berries of the trees , when angry it tosses you off. Popular and feasible ideas will be requested to the game developers, simply click "add topic" and start listing your ideas! Please consider this: Sky Zoo: 7 animals, 5 areas Space Zoo: 8 animals, 6 areas * Note: Please DO NOT copy other people's ideas from other sources without crediting them, or replace any current ideas. When angry it starts to go faster unless it never ate alot of animals and so it will instead eat you .Upgrade to increase eating time .) Deep water domain 2: Iku-turso: 1000 m to 2000 m.(It will spawn near big patches of seaweed where it acts hidden until it acts you with a surpirzie and will eventually joins the stampede without eating you. Goes at a fast pace. It also would be in the Specialty Zoo. ) Pronghorn: Arrives at 0 to 1000m (When riding other animals, these will spawn in 4-5 in a stampede. Has keys for antlers and tail tip, and lock-shaped decorations. Addtional stuff Giant avanlanches can block the path.Spears being thrown by ancient humans will be a similar obstacle to arrows where each were shoot one by one.Smildon will try to eat you as a pack of 2-4 from the back surronding the player while riding animals unless they can survie it. When ridden: Goats move noticeably faster than when wild. The background would take place a jeruslam but over time there would be some water in both sides almost like moses cross the red sea. Does not need an upgrade to survive crashes. It can also eat crabs. I haven't seen many of sky-zoo ideas in here, so I think it might be new. Air 4: Raven. Cretaceous 5: Elasmosaurus; Elasmosaurus Base Elasticsaurus Secret (Ride 10 Iguanodons) | Abilities: Like a hippo, but instead, while in the water, they can eat animals. Amphiptere* Lindwyrm* Roc*"Rumored to be a human-turned bloodthirsty monster. When angry it will bite you which eventually leaves you in a coma in the ocean. eats you when angry of course. Upgrade to be more stable and eat every animals.)These are animals that did not make it to the roaster. Maui's Dolphin (Secret): You're welcome! AND THANK YOU! Orca (Legendary): Still trying to get the throne this very day. Unicat (Endangered) Siamese Cat (Boss) Persian (Secret) 174.96.231.132 16:28, July 30, 2018 (UTC) 174.96.231.132 16:28, July 30, 2018 (UTC) Area 1: Komodo Dragon: can eat animals. Squid Cashier (Rare): It just wishes to get away from sea sponges! Japanese Flying Squid (Rare): Can super jump up to 30 metres to escape from predators. Throws off player with tail when angry. When angry, It bucks and kicks you 50 meters the direction you are facing.) Humboldt Penguin (Found 0 miles in Deserts 3 and 4. When ridden if you are about to crash the rathalos will fly over it. Found 1000m.) House 3 Hamster (Runs when angry and you get thrown off when upgraded to level 2. Bucks when angry Area 3: Bowser: Can smash animals; throws player with arm when angry. Skunks move faster than in wild. Mecha Dolphin (Level 9): The fourth unknown member of the Mecha Trio.When ridden: Dolphins will leap often, like a Kirin. Doctor-Docnic(doctor-robotnic) Description: Technically anything fast would beat this hunk of junk. Speedy when ridden. Upgrade to go faster less and throw you off when smashing into obstacles)Deep Sea 3 Deepwater Ray (Flying animal, when angry, it goes down to the floor, and starts getting harder to control. When ridden, same behavior as boars. When angry it eats you. Amazon liver dolphin: eats a lot of liver (Boss)Amazon never dolphin: he was never a dolphin, he is a shark The Paleozoic era came before the dinosaurs and it is a space zoo. When angry will swallow you. Upgrade to be less agrresive when chasing you and eat animals to get less mad.) Megalodon:1000 to 2000 m (When riding other animals, megalodons will give you a 'warning' before charging after you. You start in the farm in the tutorial which is the land. When angry, it falls asleep, ditching you on it. Desert 2 Armadillo - They have average speed, when angry, they turn into a ball which can take 1 hit if upgraded. If they miss or are evaded, they slow down, although if they come into contact with the player's animal, they are eaten. Upgrade to gain more control and bump other hatchetfishes out of the way)Viperfish (When angry, it starts hopping very high, as its hops get lower and lower every second. Land animals will crash when they collide with waterfalls. Mob from mincraft based of it)--2001:8003:53BC:DB00:C0CB:86BB:287A:2DEC 08:18, June 15, 2018 (UTC) Killer Giraffe. Found over 1000 metres. When angry: albatrosses swoop up and down. Short Temper: Animals get angry 30% faster. Has Fleas around it. When angry, kills the player instantly by throwing them to the ground and pouncing onto them. Ocean 5: Pelican When ridden: Pelicans fly above the ocean. When angry, blows player off back with blowhole. Also keep in mind that most of these animals are carnivores and so these are just based on facts instead of my opinion. Pelicans Good fliers, can be seen perched on rocks on land. Can't eat large animals. Lobstarella (Secret): Perfect topping for a shark's pizza. When ridden it go underground almost like the wombat and can eat animals above and when they do, the jump as high as possible and goes back underground.When you crash near a rock it will let you jump off. In habitat: Komodo Dragons walk around their habitat. Giant Anteater - Base Description: It actually prefers termites over ants, but "termiteater" doesn't roll off the tongue too well.Tamandua - Tier 2 Description: The Giant Anteater's less giant cousin. Seriema - Base Secretary Bird Description: It used dress up like an actual secretary, but the joke got old. Fleahorse (Mythic): Always itching to cling onto another animal. Berrries and small bushes are also there for animals to eat. When angry, it swoops up and down. When on land for more than 5 seconds, they get angry (angry mechanism 1), throwing the player off/eating the player. 2.Рогатый заяц. Upgrade to increase agressive time) Deinotherium (When ridden, it charges at everything, smashing it. Rocks from big to small small broken down houses like from the wild west. When ridden it will eat small animals and can let water summon around him. When ridden it is almost like an elaphant where it can smash other animals . When tapped in zoo: Roars. Racing Seahorse (Rare): Often having bets placed on it. Possible prairie animals: - Quail/Partridge Behaves similarly to pegasi in Olympus (short flights when first caught, then runs). Classic Islands 5: Dodo (SECRET: NoNo. Ride a Dodo for 30 seconds). On lands it hops very high and also when it gets angry. They are found in small packs of 1 to 6 but packs greater than 3 are rare. A little less common. Rat types: Rat, Mouse, Crat, Rattotoulie (SECRET), Plauge Rat, Rat o' the Green (LEVEL 9), Rat Pack, Rat Mat. When angry it will go on top of a obstacle and eat you. 200-2000+m) Area 2: Pukei-Pukei(wild: Walks. 1000m to 2000m: Red. When tapped: Albatrosses open their wings and jump. Basking Shark (Level 9): Inspiration of a certain shark meme. Dolphin Skin: Pink Amazonian Dolphin, based on a real life river dolphin. Baku - Chinese New Year event Description: A chinese monster that's said to eat people's dreams.Cerrado 3 Duck - Found flying. Upgrade to eat more for it to stay happy smash rocks and fly further.)Forest 5: Canada goose:Arrives at 1000 to 2000m (Flying animal, when angry it drops to the floor and starts to speed up.If drops on water it reduces the animal to be alot slower. Bigger than Hinds. When ridden: Plants move slowly, but speed up as they smash trees and rocks at level 6. Eggs: Unlocked at Cretaceous 3. When angry: Cows buck jerkily like a buffalo would. Toadally a frog: not a toad and he is not friends with liethon(he is) Armadillo types: Nine-banded Armadillo: wait is he part three-banded!?! Armordillo: is a rival to ankylosaurus for armor, fully clothed that is. When ridden this creature will move almost like a peguin but this easy to control.They can also smash seaweed. Марози. Can smash animals. After climbing, it will jump forward, and the player has to keep landing in trees, or else it crashes. Humpback Whale (Uncommon): Don't know whether this should be a camel or a whale. They can smash trees and very small animals such as rabbits and iguanas. When angry, it eats you. Eats player when angry. When Ridden: Octopi move swiftly through the ocean and get speed boosts when they come in contact with Island When Angry: Octopi grab the player and throw them for 50m. Crinoids, corals, and kelp would act as "trees" as in other zones while sponges and seafloor rocks would act as "rocks" as in other zones. Mud turtle- Endangered Description: currently these are super camaflouge due to the amount of mud inthe wetlands Diamondback turtle - Boss Description: I take that for $ 120000.Now, other animals that could be in this zone, but it was already full and i didn't want to get rid of any of the ones that are already in. Probably be the same thing as a manticore but instead of eating animals(It might eat animals), it can go faster while flying.) Beast of Rome: (Since this creature is not similar to any real life animals but more like a random dinosaur, I will just assumed that it looks like a giant dragon or lizard. Farm Sheep are the sixth animal to be unlocked in the Farm Zone. Crops can be eaten by animals. Rock:Guitar Tree:Pencil Collectibles:Horns Fantasyland 1: Unicorn:Arrives at 0m to 1000mAbilities:Like Pegaseus.Alarm:Buck like buffalo. They'll also eat the player when angry. 1000m or higher spawner Taiga 6: Lemming. They can still eat other small animals on land as well. Desert 3: Condor. Horses are likely the first animal to be unlocked in the Farm Zone. Flounders Walks very slowly on ocean floor, when ridden still walks very slowly. When angry: Wolves accelerate, moving very fast. Much hotter and sunny than others. When angry: Octopuses pick the player up in their first left tentacle and throw them about 45m in the direction in which they are facing.) CHKN 2 - Crab (Wild: Crabs walk around slowly in the stampede in large clusters, being less common from 2000m onwards. Here are some scrapped Farmland creatures that could be used. Road runner: Rare. In zoo: Rays will swim aimlessly. Hides behind obstacles, and tries to eat you when close. Upgrade to turn while dashing .) (It is a flying animal with a inclusion of it going slower on water. When angry it will lauch very far like a giraffe . Upgrade to be happy longer by smashing tree's.)miocene 3: Andrewsarchus (Dashes in a short-long pattern and can eat animals excpet for argentavis and megalania. When angry, it can lauch the player. Also bumps to other animals and you When angry, it starts getting faster and harder to control, like a penguin. I might also have some or more features that the other user used for his idea's such as obstacles and animals.Anway the dersert will be very simalar to the outback because of countless evidence. 2. forest 3: ELK: the smasher but it comes with a twist;it stays happy by eating ferns. Obstacles are rocks, cactuses, broken branches, walls and tall grass. Upgrade to increase charge time and push other animals while bucking.)miocene 2: Chalicotheres (When riding other animals, you can see Chalicotheres spawn near trees . When it's angry it will buck like a hind but be able to use its legs to HOP on animals.) Area 5: Otter(will be in water like crocodiles and can go on logs. When ridden extends its frill and runs normally, when angry gets on its hind legs, accelerating and getting hard to steer. The beach would have sand, with the ocean (deep water that is different to pools of water), being home to some animals. When riding, going near animals makes the mantis dash towards them and increase happiness. When ridden: Giraffes run noticeably faster than when they are wild. when ridden, it goes straight. (When riding other animals, these animals will pass by running very quick. Tunail Rare This animal is built to take the impact by hammers, but hammers cause it to have dents. When ridden they speed up a bit and can be upgrade to have a little boost where you can smash stuff like (buffalos) and to not be able to bump into other oryxes like sheep). Pilly (Mythic): Don't buy this type of medicine... Bucker Taiga 7: Musk Ox. Smasher. Upgrade to be more smash rocks , less agrresive when chasing you and eat animals to get less mad.)Beisht Kione :0 to 1000 m (When riding other animals this creature will chase you with it light glowing unless your riding a kraken or the iku-turso. The Wetslands is similar to the jungle, but there's no tree's or grass, nor bushes but marsh plants, mossey stone and some of the water pools are bigger.It would be obiviously in the sky zoo which appers after the artic. Upgrade to turn while dashing and survive smashing into obstacles.)Deep water domain 3: Kraken: 1000 m to 2000 m(When riding other animals, Krakens will give you a 'warning' before you see them in a stampede. Upgrade to be happy longer by eating more and allow it to eat everything.) Cthulhu: 0 to 1000 m (I would want it to be a trap animal or something to corner off the player.When riding other animals, the cthulhu will grab other animals and take them to the bottom. Сантера. Area 6: Weasel: Runs behind the player like t-rex. CollectorManiac (talk) 11:42, December 1, 2017 (UTC) NEWS:THE ANIMALS HAVE BEEN DECIDED!After a second vote, it was decided by a clear majority of 10 to 1 that a flying animal is required. Addtional stuff Thanator arrives as a trap animal where it pounces in the side chases down the player or it's prey from behind the bushes.Pandora 1: Tapirus:Arrives at 0 to 1000m: (When angry they lauch you almost like ants.Upgrade it so it can eat shrubs to make it happier. When it smashes something, it goes faster. Not too impressive when near capybaras, but it's also unusually agressive. Coati - Base Kinkajou Description: Also know as "honey bear" because it likes honey and because people love calling things that aren't bears "bear". School 1:Fleas:,Adventuflea Secret(Jump over the slides and stairs without landing on another animal),Abilities:They can jump.It is one of the five animals that can go on the stairs.Alarm:Jump longer and farther. When angry it starts to go faster while all it's feathers pop out. Hint: Spiders hate spikes. Can not be affected by Slendermen. Vaquita (Endangered): As many as 30 specimens left, the vaquita is the rarest cetacean in the world. The Cerrado is similar to the Outback, but there's no buildings nor cliffs and some of the water pools are bigger. They cannot be eaten by carnivores until you upgrade them to be able to eat anything. Area bird, like the toucan or vulture. Same Behaviors Red Fox Base Reddish Brown Fox (Color) Med Fox (Medic) Led Fox (Pencil Led) What Does the Fox Say? Reef one • Damselfish Wild: Found swimming in the middle zone quite slowly. They vault from obstacles like gorillas and drop bears. Goes faster as it smashes things. Would be hanging out in the ands very fast on land and water until it gets tired and sits on you.Sumatra 4 Clouded Leopard. Scorpion - 2nd most common, when angry, they can either grab you with their claws and throw you forward or sting you with their tail, resulting in a game over. Garden 2.0 rare animals: Snail: Snail, The Strongest Snail, Whale Snail (BOSS), Sir Snail, Sssssnail, Cannon Ball Snail (LEVEL 9), Shellphone. Thrower. More coming soon Epekkamaster (talk) 16:04, January 30, 2019 (UTC) Note: before reading this please know, I have no idea if someone has made this already or not. Males are also professional fighters. angry sea cow flops the player off. Баку. Upgrade to accelerate slower,smash rocks and jump off further.) Horsemen:(This is based on the 200 million horsemen. In fact, orcas in captivity have been reported on killing humans. 110.38.240.111 14:45, December 2, 2017 (UTC) Taiga 1: Caribou. Is a lot like Sheep. Nutria- Tier 2 Description: I am pretty sure that these are the same species right??/ Muskdana(covered in seeds) - Tier 3 Description: Just don't eat yourself. swoop up and down when angry. Grootslang: Arrives at 1000 to 2000m(This creature will spawn near caves and attack the player that is near the cave. This will spawned near patches of water like in the jungle like the alligator. Throws player off when angry. Behavior is the turtle.When riding it,it is very slow on land but on water is pretty fast but not too much.when it comes back into land it starts slow again.When angry,it slaps and jumps you off. Gains a lot of height before getting mad. when angry it drops to the floor and starts to speed up. Kneel!" Has the signature Loki horns, black with gold&green points, shoulder armor, and has the scepter at the end of its tail. MLGFoxConfirmed (talk) 17:14, September 29, 2018 (UTC) Forest 1 - Pig (Pigs are slow in the wild. It flys and when angry it trys to go up and down while smashing smaller animals.Upgrade to increase speed and can smash bigger animals when it's angry.) Warewolf: It can appear 0m to 1000m. "Lokirin is burdened with glorious horns. Only appears near Rats. Upgrade to eat small animals and climb tree's to be happy.) Kraite : Arriving at 1000 to 2000 m(When ridden, this creature can uses its long tounge/proboscis to grab flying or small animals. When you lassoe them instead of just flying, you fly higher and higher and HIGHER until you're in the sky. Smash things to stay on them for longer. More common beyond 2000m. (SECRET: PANDOM. Sea Bolt (Legendary): A seahorse with hexagonal fins, now that's weird! Kelpie (Boss): A corrupted seahorse that drags its victims down to the abyss. The only way to put it out is to go on water almost like fire. 1000m-2000m, darker beige, and dark green. When angry, hops like a kangaroo, though faster and harder to steer. Sadly, I doubt it will ever get used. Classes: Silver Gull (Base) Sea-Gold (is golden colored) California Gull Landgull River Gulliver Footgull (Boss – Resembles a football) See-gull (Level 9 – Is wearing glasses) Sea-Bully (Endangered) Lobster Wild: Lobsters reside on islands. When angry: Probably throws player off. half the map is water, and the other is sand. Description: Wait....... (IDEA) Garden 6: Fly. Area 1: Pikachu: Jumps up and down when ridden. Sack Bear (Object used to hold items) Cave Bear (Rock Formation, LVL 9) Sun and Moon bear (One half is Light, while other is dark) (Endangered) NOT THE POKEMON GAME Cuddly Bear (Childrens Day Event) Animal-Tier 5 Great Horned Owl. - Dodo. Found 0m.) Tabby Cat (Jumps 1 foot ahead when angry. Alligator Snaping turtle - Tier 2 Description:Definitly not friends with the alligator Calculator turtle - Tier 3 Snapping Turlego(lego bricks) - Tier 4 Claw turtle - Tier 5 Description: It's the CLAW Quack-a-turtle - Level 9 Description:Quack,quack, wait your not a duck. It has 5 eyes and a trunk like an elephant. 2000m+: bluish green addtional mechanics The new challenges would be flash floods sweeping you into the water and you have to relay and jumping to help you.Also you will be able to Climb trees with some animals and swim in the water depths. when angry it eats you . Shallow light blue water links the sandy shore to the deep blue water, where alligators, hydras, turtles and hippos' abilities apply. Crabs (only applies when new zone is announced, as it is part of the Islands idea so far) If its makes it in the ocean though, Can be seen walking sideways on ocean and land. Smashes everything. ) hogzilla: It can appear 0m to 1000m. ** When angry it bucks very high on land. in: Pages with broken file links Hi all users! This is a discussion page for new proposed environments made by you. Painted dog- Can be found starting at 0 and be found in packs of 2 to 5 but finding them is pretty rare. Animals River 1: Sun fish (When angry, it goes quick and leaps into the above water. School 5:Slug:Abilities:Hides on the square between the stairs and the slides.Slides like a snake.It is one of the five animals that can go on the stairs.Alarm:Becomes harder to move. Sits still in the map like an obstacle, facing the player. Well done 80.178.204.62!CollectorManiac 10:11, April 2, 2018 (UTC) Farmland is the new starting world hopefully, because it takes place at the small farm you start in, but at sunset. Wetlands 1 Nightingale -Arriving at 0-1000 km (They are found running. 2000m+: White. 7. In the ocean, the bucks are lower gravity. -1000 Pale brown 1000-2000 Blue 2000+ Pitch Black Cretaceous 1: Iguanodon: Iguanodon Base |Found Past 1000 Abilities:When you let go, it can let you fly exactly 100 meters. In zoo: Fish wander around aimlessly like other animals and will occasionally open and close their mouths. Saddled Horses are the third animal to be unlocked in the Farm Zone. Bentapir Button (Colors of a baby tapir) - Tier 3 Imran Tapir (Based on South African leg spinner Imran Tahir) - Tier 4 Description: Loves a wild celebration. Fenrir*: Giant wolf in Norse legend.Runs normally in stampede. dugong Almost like dolphin because it a ppears in shallow water. Sta-newt (Statue) - Tier 5 Clearly this statue is waterproof Jewls-ewt (covered in gold and siler coins) - Level 9 Description: This newt might be stylish but inside are very greedy. plesiosaurus they are the smashers and when angry they will throw you off at lvl 4 they can smash rocks here are the types 1. Nightmare 3: Medusa. There are also water lilies, which stay on water and can be destroyed by any animal, just like bushes. Desert 2: Toad. like in the garden,acorns will appear and when collected,they can help keep squirrels happier for longer and slow down raccoons. (When riding other animals, if you go near this creature it will shoot quils and land at any random distance almost like those arrows in the great wall.an survive one smash if upgraded. When angry, it starts getting faster and harder to control, like a buffalo. When ridden it acts like the hydra excpet it eats all animals and can be able to smash seaweed, when angry it becomes unstable and eats you. rocks/small trash ,mold food, seaweed and kelp as obstacles.. When angry: The fox bead glows brightly with a spiritual fire(same colour as bead), and the player starts to burn. When ridden, it can eat animals.) Earth beast (This creature is similar to bison but acts like a trex except it can only smash animals and obstacles, when angry it drops to the floor and sits on you. Swoops when angry. Upgrade to be have more control.)Lab 3: Retriever: Arrives at 1000m to 2000m ( Dashes in a short-long pattern and smashes certain obstacles and when angry, it does eat you. Lynxes accelerate like ostriches do when angry and can crash from obstacles (level 5).) Forest 1 - Raccoon (Raccoons are like drop bears in the wild. Can be upgraded to keep eating animals happy for longer and swim faster on water.) (Unlike it's cousin, this creature will have a charge behavior like moose when ridden. (Boss)philosodile: the original clever girl Velocodile: faster than fast quicker than quick I am VELOCODILE Stork types: Wood stork: he is not made out of wood Stormk: stronger than a volture and thunderbird. Air 7: Nighthawk. like penguins. Eater. When ridden: Elephants suddenly move at a rapid constant rate, and are able to smash into anything in their way except for giant centre rocks, if the player has upgraded their elephant habitat to level 5. It has no dorsal fin, making it resemble a whale. Needs water to stay happy. When ridden jumps out of the tree and smashes the ground, then crawls slowly. When angry it will go up a tree and throw the rider. When upgraded, they have a chance to spit venom which clears a single creature out of the way in the direction you were looking at. Food 2 Corn: Abilities:Jumps like a kangaroo.Alarm:Pops and throw the player off. When angry, it eats the player. Parrotfish (Uncommon): The most talkative fish you'll ever meet. The only way to escape the group is to smash the animals if it has that behavior or jump on the one of the saber tooth tigers. Goth-tter- Tier 4 Decription: It's less depressing since all the make up is washed off. It stays for a while on the player like fire, before killing the player. There is also a slighty bigger Banshee called the Great Leonopteryx which could make a really good boss animal . Orcas can be upgraded to bump animals they refuse to eat. Serenadiema (Kiskadee colors + Country singer clothes) Description: Hunts snakes by annoying them with its singing until they surrender. Swamp 3: Platypus. Upgrades can make Nine-tailed Foxes happier for longer and make fire burn slower. Also is pretty rare the ratio of oasis to center rocks should be about 1 to 4), dunes (center rocks), dead shrubs (shrubs), dead animals (special shrub), and palm trees (large trees). Only upgraded to zone 4.Animals Ice age 1:) Macrauchenia:' It can appear at 0m to 1000m. City 6: Pidgeon. When angry: Flamingos accelerate, just like ostriches. When Angry:Sharks slow down,buck the player up,do a backflip in the water and gobble the player up before swimming away. Chickchenia -( Tier 3) Description: You wannabi chicken can't help itself. When ridden it's very hard to steer. Upgrade habitat to make hops and leaps less aggressive) Crawfish (When ridden , the crawfish will used its hands to either eat or move other species away. When angry it eats you, then flys away. When not ridden: Cows walk at a slow speed. Abilities:Can eat any animal. Betta (Boss): Beautiful but dangerous. Gets faster when angry. Can NOT be upgrade to stay happy via eating creartures (already has it, LOL). Water puddles can make them happier and gives a brief invincibility and smash anything, kind of like a hippo's charge. This place is mostly like Jungle to a degree. Large Habitat: Sabre tooth Tiger, Mammoth, Giant Bat, Terror Bird. When ridden: Llamas move noticeably faster than when wild. When angry, it swoops, which would kill you in Air. It comes at you from the back AND TRIES TO EAT YOU. Flyer. It is also a trap animal which can sneak up other animals other animals form behind.)(Ps: it could look like a dog or monstrery creaturey.) Bigfoot/yeti: It can appear 0m to 1000m.(When ridden, it's behavior is very much like a Minataur where they start to get faster and are able to knock over trees and other animals smaller than bigfoot. Great Blue Heron - (Tier 2) Description: This common heron near the shores of wetlands has taken over most of North America and Central America. Donuts: Abilities:Nothing. When angry, it starts getting faster and harder to control, like a flying fox. description: fast,small,and wiry,they are a dog's' greatest nemesis! (BOSS; Deadsquirrel) (* refers to the youtuber named as so) the endangered for squirrels;scrat (ice age reference) (rarity:mythic) appears after 1700 meters in the forest. When angry it will pick you up with the stinger and throw you.) Scutosaurus types: Scutosaurus:big and tank tandem smashy. Марози или пятнистый лев. 5. Travels in packs. Piethon:is delicious, you are and RUUUN so you don't get eaten. Eagle Ray (Mythic): The national animal of the United Oceans of America. Cephalorockstar (Level 9): Very popular with rock fans from all over the ocean. In habitat: Tortoises walk around the habitat and lower their neck to eat grass. 'Absorbing' animals may slow down the burning slightly, but the flame will burn quicker every time it restarts, eventually burning quickly enough to end the game even if the player is in the water. Cacti and rocks are common obstacles. Food 5 Watermelon: Abilities:On Lv5, you can smash everything.Alarm:Throw the player on the ground. Found standing idle when wild (unridden), snatching and eating any fish that near the bird.) Pond/Freshwater turtle; (different from sea turtles in Olympus): When ridden it acts very much like hippos, on land they move slower when walking than yet faster than Olympus's turtles. When angry these will lauch you very high.) Austrapede:Arrives at 0 to 1000m (When riding a austrapede, this animal will spawn in 3-4 and when angry they the luach you very far. Scubasaurus:would've been great friends with deeplodocus. Firetruck-chenia -( Tier 4) Description: Probably the only job that makes use of that nose. Whelk-(Tier 3)(wizard of Oz) Description: It's melting,It's melting. Upgrade to accellerate slower and jump off further)By Nathan jpg (talk) 20:50, March 31, 2019 (UTC) Welcome to the next iland or I should say nightmare as were going to tame exotic crypids in the crazienss stampede ever. It's called Cretaceous. When ridden: Horses run at a pace slightly faster than when wild. Can't be ridden for as long than other carnivores due to their aggressive nature. It will still have the animal ability but for a short time .When riding the animal it can eat any animal and can only last long for 4 seconds. eats all animals after upgrade.throws you off when angry. Howdy folks, come and ride the animals of the Wild West! 1000+2000=Dark Blue Rocks: Just Rocks Trees: Cactus Shrubs: Small Cactus Collectibles: Sherrif Stars Other Obstacles: Canyon=Can't use flying animals. Blue-Ringed Octopus (Endangered): The Blue-Ringed Octopus is not recommended to be eaten. When angry: Cattle buck jerkily, much like their male varient, in an attempt to throw the player off and make them crash.) CHKN 7 - Wolf (Wild: Wolves move slowly individually, and can have the ability to move towards the player while the player is in mid jump (level 6). When riding herons, the behavior is the same as griffin, except it eats small animals. Water keeps happy. All credit goes to me. Great egret - (,Tier 3) Desrcription: This white heron is basically a crane except less exciting. When angry it will speed up and worsen steering.) Area 5: Euparkaria(a lizard that could run on two legs. - Falcon Behavior is reminiscent of an eagle or vulture, but flies at faster speeds; flies level temporarily when ridden, swooping up & down when angry. Cerrado 1 Ocelot - Found running. Dogs:,Bark Boss,Abilities:Chase the player on the back.Behave like a T-Rex.Alarm:Eat you. Smashes trees. Eats small animals. When angry: Sheep buck jerkily, with small, sharp hops, at a fast speed.) CHKN 4 - Elephant (Wild: Elephants appear fairly rarely and usually by themselves moving forward at a slow rate. Features Asian palaces like how the Olympus zone shows Greek temples on the side of the map.([3]) Collectibles: ? Probably. Behavior is the same as drop bears, except it can't eat big animals at the start, but can be upgraded to do so. When angry: Snakes speed up slightly, and their side-to-side slithering movement becomes gradually wider, making it very difficult for the player to steer and determine their jump direction. Ridden: Can puff up when attacked, takes 10 second recharge. Porcupine: same as pillbug. As was what mother nature thinks. In this area, you would have an aquarium, with many tanks filled with water for your sea creatures. When tapped in zoo: Stands up, spreads out its tails as its head does a small howling motion. Happiness: Animals that get the Happiness effect will get and extra 4 seconds to ride before getting angry. You can used a raccon or mole to throw you very high and far. When lassoed, beetles will jump in the air and smash anything below it. Dolphicorn (Rare): Only found at the end of the rainbow. I will put the ones that never made the list. Description:You need to prove your diving skills in front of the tribe.Wetlands 5 Bog turtle- Ariving 1000-2000 km-(Found staying in sids of water patches. When Angry: Dolphins leap up and down in the water in hopes of knocking off the player Class: Atlantic Dolphin (Base) Orca (Is bigger than all dolphins) Bottlenose Dolphin (has a literal bottle for a nose) Dollphin (Looks like a stuffed dolphin toy) Cloud-Fin (A literal cloud shaped like a dolphin) Gold-FinCh (A Golden Dolphin with a birds beak and wings) The High Tech Dolphin (Secret – Leap over 10 Islands with a dolphin) Flipper the Cetacean (Level 9 – Based on Flipper from Flipper 1963) Dee-Gorebyss (Endangered – Based on Gorebyss from Pokemon)(edited) Shark Wild:Sharks move through the stampede at a slow pace. Raydley (Secret): The arch-enemy of space-exploring fish over the world. They will smash Tropial fish too. Black-necked Swan - Base Thunder Swan (Thunderbird) Trumpet Swan The Great Mute Swan (The Great Muta) Canada Swan Description: And you thought geese were bad? Sometimes it's a place where spirits, guardians and gods live, sometimes it's a place where people live happily and without worries. When angry takes small hops. When ridden they will act like a rampaging elaphant, when angry they will luach you far away like a elaphant. Flamingo: Flamingos can stand on one leg for hours; they can even sleep while standing on one leg. Rein-chenia -( Lv.9, Tier 5) Description: Santa's reindeer's back than. When angry: Horses buck jerkily like a Cape Buffalo, but will eventually stop and throw the player off. Get angry when it does not eat enough animals. When in the zoo: Whales will swim aimlessly around the area. Its habitat in the zoo is bigger than others. 5000 onwards is Front Yard. Upgrade to smash only rocks and fly further.)Alien planet 5: Sky ray :Arriving at 1000 to 2000 m (Flying animal, when angry it drops to the floor and starts to speed up. Sky World Animals Cardinal Moves at a regular pace. Different side types (Sea Walls might have cliffs, Forests have Pandas). when angry on land, the poison works a bit different. Image Source: Climbing Perch: Smash any animal in the Outback with a tiktaalik. The eating ability is a reference to the fact that trilobites ate things from plants to smaller animals. When angry: Chickens accelerate dramatically, and throw the player off when they hit an obstacle smaller than the chicken (level 5).) CHKN 1 - Dog (Wild: Dogs move slowly individually, and can have the ability to move towards the player while the player is in mid jump (level 6). Food 4 Raisins: Abilities:Raisins are quick animals.Alarm:Goes even quicker. When ridden: Komodo Dragons move at a medium rate. Bucks like zebra when angry. Abilities:Heals 5 seconds after you hit an animal and throw you like a catapult.Alarm: Throw you off like a catapult. 2000m+: Light blue. Ice Age 6: Terror Bird (Eater). Works good on both land and water. electric eel [base] shocking right? Orca (My Version) That other guy didn't specify much (Just put like 10 words and called it a day smh), so instead, let me make my own and better version with more details. If you are using something from the garden it will go after the animal.) Area 2: Hynerpaten(a giant salamander that would go fast in water. The bead glows again every time the fire is put out, causing the fire to burn again. The stampede is on a sidewalk. Feeding a griffin more animals will make them stay happier for longer. Dolphins can only smash small animals and rocks when upgraded. Sawmp 4: Jaguar. Speedy. Or you can have the same behavior as the dragon which goes on rock's and smash animals and obstacles.) Dover demon: It can appear 0m to 1000m. When ridden it acts like the hydra excpet it eats small animals , when angry it becomes unstable and eats you. It gets angry faster than most bucking animals (by that, I mean animals that buck when they're angry) however. Moby Dick: 1000m to 2000 m( When riding other animals, this animal will spawn in from behind a smash smaller animals and obstacles from behind. These are one of the biggest animals in the stampede. The player, on the other hand will just get thrown off. When angry: Seahorses will go faster and jump like hinds. In zoo: Seahorses will walk to a certain spot and graze like zebras. Therizinosaurus: Therizinosaurus Base |Abilities: Runs. Upgrade to increase eating to last a longer time and realse you farther when angry .)Woodland 4: Wolverine: Arrives at 0 to 1000m (When riding other animals Wolverine arrives as a trap animal where it pounces in the side chases down the player or it's prey.When ridden it , behavior like bear where it can smash bushes and eat animals. Can be upgraded to eat more to stay happy. Rodeo Stampedale (Boss): Ah, a reference to a popular game, eh? Bucks like buffalo when angry. 2000m+: Dark brown. Sits in ponds, and can fly. At level 4, Spiders can smash trees. SomeRandomUser1234 (talk) 06:00, July 8, 2019 (UTC)SomeRandomUser1234 This is a Rainforest zone in the sky zone (I know the Sky Zoo only has 5 zones but still) Wild: Walks around the stampede Ridden: Smahes stuff Angry: Bucks you off Wild: Drop bear behaviourRidden: Can vault over obstaclesAngry: Throws you off(edited)Ridden: Moves moderately fastAngry: Bucks like a buffaloWild: Hides in a wall or under a cliff waiting for you to get close, then tries to eat you Ridden: Slithers in an S shape and eats other animalsRidden: Flies straight quicklyAngry: Swoops up and downWild: Walks around the stampedeAngry: Rolls up like a pillbug and can smash small animals before bucking you off when you hit a big animal, tree or rock(edited)Wild: Runs through the stampede moderately fastRidden: Can eat small animals and walks quickly angryAngry: Accelerates like an ostrich while being able to eat small animals and jump over obstacles before flinging you off like a wombat when you hit a big animal.Oper839 (talk) 12:02, July 11, 2019 (UTC) So I think it would be cool if there was a Submarine Zoo that contained ocean zones I have 7 ocean zones Trench, Ocean, Beach, River, Swamp, Frigid Ocean and Prehistoric Prehistoric Ocean 1: Archelon, Trilobite, Megalodon Prehistoric Ocean 2: Ammonite Prehistoric Ocean 3: Flying Fish Prehistoric Ocean 4: Plesiosaur Prehistoric Ocean 5: Mosasaurus Prehistoric Ocean 6: Kronosaurus Archleon: Bucks like a buffalo when angry Trilobite: Can smash small animals and bucks you off when angry Megaladon: Hides until you come close then tries to eat you, can also eat animals and smash rocks and trees Ammonite: Is tucked up in its shell before you lasso, and unlike the butterfly, the shell is a different color depending on what species you got Flying Fish: Normal flying animal behavior Plesiosaur: Can withstand one collision and throws you off using its neck when angry Mosasaurus: Smashes stuff Kronosaurus: Eats stuff, eats you when angry The obstacles Rocks as Rocks Little islands as Trees and floating kelp as shrubbs I know there is a place for posting beach and ocean ideas, but I think this so long its better off by itself Ocean:RodeoStampede Geography The Ocean is a Light blue color at 0-999m, a dark blue color at 1000-1999m and a very dark blue color at 2000m The ocean obstacles are Tall Rocks,Boats and Huge Islands Ocean have Big Waves which can Smash the player Oceans also have small islands that act like water for land animals Oceans have cliffs and walls The Ocean Rocks can also be small or tall Animals Whale Wild: Whales slowly move through the water. When ridden it is almost like the hydra except it can eat animals.) Nathan jpg (talk) 9:37, May 26, 2019 (UTC) Note to Nathan jpg: Sumatra actually refers to an island in Indonesia, which is in South-East Asia. Garden 3: Dragonfly [IDEAS] Garden 4: Snail. It can also smash tree's and ya. Upgrade to turn while dashing and eat more to stay longer .)miocene 4: Moeritherium(It can smash animals when boasts on water, when angry it tosses you off. Upgrade to be go faster and eat all animals.) Beast of Medo-persia: ( This creature is really just a bear except it has 3 ribs in his mouth. Upgrade to smash rocks and fly further.)Revelations Beast's: Sea beast: ( This creature have alot of wild cat heads like lions and a leopard body's. Runner, - Otter. The leviathan can catche other animals from behind including the player.You can try to escape by going inot ther creatures or protect yourself wiht only a kraken and iku-turso because of their gas. The orca is an eater. blue whale [base] the largest mammal 2. Great Horned Owl Base Eagle Owl (Mix Beetween both) Foul Owl (Stench) Screeching Owl (Act) Swoop There it is! (Song) Growl Owl (Act) Boss Towel Owl (LVL 9) Sour Owl (Endangered) Night Creature (Halloween Event) Beach Zone is an new zone i have though of. Neon Rat- (Boss) Description: Did guy starts a party almost everytime.Wetlands 3 Common snapping turtle - Arriving at 0-1000 km(Found at the side of the stampede. Rocks: Rocks... Narwhal (Rare): It's a magical whale flying through the sky! Surfer Whale (Mythic): Risks being beached every year. Nightmare is a Space Zoo Zone. Stays happier when smashing shrubs. Oper839 (talk) 10:59, July 19, 2019 (UTC) Mu Lung Garden ( 武陵桃源//Mureung-dowon/Peach Blossom Spring) Alternatively Mulung ( ) Mulung is a mythical paradise often mentioned in East Asian literature. There will be a warning when a shark comes from behind. Mackerels Normal fish, could be an alternate for all normal fish due to having same behaviour. When ridden it, it run really quick and when angry, it will run faster.They will spawn up to 5 in packs. The "trees" will be like the coral, the shrubs are like small coral, and the rocks are just rocks, nothing changes, just that the color of the rocks are gray. Reef 5: • Squirrelfish Wild: Come out of caves butterflyfish are pecking Ridden: Swims fast When angry: Gets faster Note: When upgraded, other squirrelfish can join to form a shoal and protect the player from 1-5 crashes depending on how many there are. Tropical Fish- Cannot do anything like the zebras and sheep. Ruins 3: Hare. When ridden it will run. On land it just walks slowly Appears most of the time on land standing there doing absolutely nothing, but it appears on water sometimes doing absolutely nothing again. Found Commonly before 2000 meters, after being replaced by counterparts Goby and Blenny • Surgeonfish Wild: Found pecking algae on the walls of the zone Ridden: Swims quite a bit faster, can smash Coral (trees). They are very simlar to dimetrodon but instead of raising it's sail up, it can squirt ink when your too close to an octopus or trying to ride it. They can also eat kraken's too and when angry they can slap the player with it fin to jump off.Upgrade to eat krakens to stay longer while riding, smash rocks and bigger animals and jump fartherHonestly having the great wall is kinda rediclous because having animals in a national land mark is really off escpisally when there is no wild life or any sort of tree's or rocks but just crates and statues. when angry, it will eat you.Upgrade to allows griffins to eat anything . They can interestingly be ridden even though they're very small. Mantis: Praying Mantis, Swaying Mantis, Firefly (SECRET), Stick Insect, Shoelace Wing (LEVEL 9), Ninja Mantis, Super Mantis, Cat Mantis. Fly types: Fly, Black Fly Fruit Fly, House Fly (BOSS), Flyin' Fish, Flyight Attendant (LEVEL 9), Flyman, Mousquito. When angry it will go faster and possibly throw the player. Upgrade to accellerate slower and jump off further) (When ridden it can eat animals except big animals. Abilities:Avoid obstacles like a vulture.Alarm:Goes down and up. It would have trees in the shape of pikachu tails Waterfalls?? Slows down nearby animals as a reference to how it catches its prey. Angry: Throws you off about 30 meters Eoraptor: a rabbit-sized velociraptor Wild: Sprints pretty fast through the stampede Ridden: Sprints at the same speed. As they appeared in the Chinese New Year event, they could either reuse the model or make new ones? In zoo: Dolphins will swim around aimlessly. Coyote It eats animals and moves at a fast pace similar to an Ostriches. Knightingale (Dark souls 3) -( Tier 3) Description: "Gale will use attacks of varying speed, Gael is going to power up after the second cutscene, which happens ..." Lady gagale (Lady gaga) - (,Tie 4) Description: Tell me something, Gale. Well, at least this one's got a title. Has wings shaped similarly to this dragon's shoulder decoration: All Day Lung: Word play on 'all day long'. Could be the normal fish. They are pretty long. Also bumps to other flys. Imugi*: A giant snake that trains for 1000 years to become a dragon. When ridden jumps like a grasshopper and can smash anything, when angry eats the player. However, In this case, we have regular trees, Aztec leftovers (rocks) and little shrubs. Octopus It can be seen between a buch of coral and seaweed where it can camouflage and can snatch fish inlcuding the player. Panda. I just can't seem why people don't know that those animals LIVED IN THE CRETACEOUS. Area 5: Goldfish: Found in small patches of water. Kiwi - Base Kiwi Fruit Kiwi Pride Kill la Kiwi Kiki (Kiki's Delivery service) KakapoFrilled Lizard - Found running. I chose Mexico over Peru, Brasil... when angry, it does fast, long, single dashes until it gets angry again and it's you. Pipehorse (Rare): Helps clear ocean pipes of clogs. Coyote: Kayote Boss Ability: Eats. On land will flop around for 10 seconds or so. Jelly-dodo-( Tier 4) Description: It's dumb and delicous Proffesor Dodo-(tier 4) Description: Not so much a dodo anymore. Then one day, an event known as the 'Cambrian Explosion' occurred, where organisms suddenly evolved into more complex life forms. Some of the "New Mechaninc" are from the first user with miner edit changes New Mechanics from the First user: Ice patches that make the animal go smooth (Like in Tundra).Caves and bone patches (Summons bloodthirsty Sabers, Watch out!).Spears can be thrown one by one almost like in the great wall.Obstacles Snow (Again, like in Tundra). (Collectables):skulls Colour scheme: 0 to 1000m: Olive green 1000m to 2000m: Grey. Shocks player when angry. When angry: Belts like a giraffe and throws player off • Note: If a new moray is found, the "New" will be found above the rock it's hiding in. Fish and Chips (Rare): Now this is one meal you WOULDN'T want to eat. It's the second smasher. Sulphur-crested Cockatoo - Base Palm Cockatoo Gallah Cockatiel Gangster Cockatoo CoketooPlatypus - Found on water pools. Lake sturgeon : (This creature will eat other fish including the player from behind almost like a trex. When ridden on land, they'll move slowly like a turtle on land and when angry, they'll buck. dogphin woof woof bark bark 4. You can upgrade this to rocks.) Area 2: Anaconda(big and green living in the water ready to strike and eat you. It will probably be the same behavior a the dragon of olympus except it eats animals insteads of smashing them.)Since I never watched the avatar in a long time and ij ust watched the mvoie again plus the new sequel is coming soon, I want

to think of idea's if they are going to promote the movie. Ki-Ring: Kirin with ring theme. Upgrade to smash rocks and bigger animals.)Alien planet 4: Stegophora : Arriving at 0 to 1000 m (It can smashing animals and tree's, when angry it tosses you off. Eats player when angry.) (When ridng other animals, it is found perching near rivers (cliffs) and can snatche you from behind like trex. When angry it bucks and in the ocean it swims up and down. Trivia: Yes, velvet worms do indeed have glue guns. ( When ridden it's behavior like bear but with a twist. When angry: Squids will grab you with their tentacles and throw you off. Cantaloupes: Cantaloupe Common,Can to rope Rare,Melonoupe Rare,Candyloupe Lv2,Clangtaloupe Lv5,Coataloupe Lv9,Santaloupe Christmas,Cantadope Secret (Smash 12 animals before it gets angry.)Abilities:Smash everything except rocks and walls. Upgrade to steer better and eat to be happy.) Fantasyland 3: Wyvern:Arrives at 0 to 1000m(Behavior like griffin and dragon and trex. Ride through the dangerous desert with scary scorpions, mysterious meerkats and destructive death worms! Desert 1 Antelope - Most common animal found, when angry, it begins to buck up like a grass hopper, each buck getting faster and faster. They can be trained to do tricks in captivity. I saw hyena on another idea and then made it my own Desert 4 Hawk- can be found perched on a branch from the start and taking off when the player is near. flopss on land but goes faster on water.flips you off when angry.) Fantasy 6: Catoblepas:Arrives at 0 to 1000m (This is trap animal and it will spawn when it smashes other animals and obtacles.When angry it tosess you.Upgrade to smash rocks and lauch you farther. When angry: Pigs start bucking like crazy. Level 1: When riding other animals, anomalocaris' chase less aggressively Level 2: Add two new rare anomalocaris' to the stampede Level 3: Energy drains 10% slower in the Cambrian Seas Level 4: Eating keeps anomalocaris' happier for longer Level 5: Add two new rare anomalocaris' to the stampede Level 6: When riding other animals, anomalocaris' chase less aggressively Level 7: Get bonus points for eating on trilobites Level 8: 2x rare anomalocaris' in the stampede Level 9: Add a new rare anomalocaris to the stampede Image Source: Opabinia: Like trilobites, they can also eat small animals. When ridden, it can smash obstacles that are small. Armadigllo: wants to be a wombat. 1.Единорог. Pythons can also climb walls to move faster) Frog(will hop. In the animals side, rather then putting what each zone it has, I will just show options of asian animals since there is alot and each are from different places of asia. Единорог. Stactic shows the closer you get. Also in the very end I will put animals that wished came to the roaster and all rarer animals possabilites. Alarm: Bucks. Additional stuff Rocks Trees and Shrubs are Exactly The Same as the Mountain ones except alot darker and taller. • Grouper Wild: Found swimming very slowly in stampede, tries to suck you in if you go in front of it. Rooster crows can be heard now and then, and Barns and Fields beyond the large fences that serve as walls. When angry it drops to the floor and starts to speed up. It's less slimy and more spiky. *Map appearance/system Peach tree with flowers in full bloom Creeks Mist/Small clouds Pale green floor(spring-grassy), gray rocks Turns into white/pale gray stone floor later on. School 6: i went on a trip to some chinese mountain and got enough information for a whole new zone! check it out!!!! dyl 1 bixie-boar dyl 1 winged dragon-giraffe\flies shortly appeares in pools Occasionally secret dragon winged flagon- jump over mountain and may appear in pool of water dyl 1 colossal elephant-smasher dyl 2 xie zhi-eater dyl 3 Mythical ox-buffalodyl 4 nine tailed fox-speed up dyl 5 three legged soft shelled turtle-giant turtle dyl 6 dragon horse-flying zebra can fly over cliff for short periods of time mountain-statue and pool of water Collectible-swordthree legged soft shelled turtleSlimenoceros (talk) 13:18, April 1, 2018 (UTC) Forest 1: Woodchuck, frog, coyote Forest 2: Mole (goes underground when mad. When angry, it jumps around.) Gobi Bear (Found 500 miles in Desert 1. description: these bears use their tree-climbing skills to get ahold of their dinner and to escape from becoming dinner. Eventually you will die randomly if you got stung Eel This creature can be found in patches of coral and seaweed and can ambush fish. Upgrade to slow down slower and smash rocks.)174.102.87.19 14:30, April 8, 2018 (UTC) Area 1: Squirrel Skunk Songbird Area 2: Badger Area 3: Deer Area 4: Otter Area 5: Wolverine Area 6: Beaver 174.102.87.19 14:40, April 8, 2018 (UTC)Super Mario174.102.87.19 14:40, April 8, 2018 (UTC) Area 1: Yoshi Monty Mole: pops out of the ground in an attempt to ground pound you. When angry it will grab you with its beak and throw you. They just swoop up to the water's shallows (the camera comes out of the water) and down to the sea floor when angry, but very slowly since this taking place underwater. It will also chase after flying animals to catch them.) Area 5: Amazon river dolphin(it lives in the huge rivers that stretch for 15000m. Upgrade to be happy longer and to eat everything.)Ancient Ocean 3: Archelon (Dashes in a short-long pattern, and when angry, it does fast, long, single dashes. Upgrade to eat every thing and to stay happier Ammit: Arrives at 1000 to 2000m( This creature can eat other animals except catoblepas becasue it is too big. When angry: Goats take two small bucks before jumping far and high, being hard to control.) CHKN 4 - Dragon (Wild: Dragons run in a pouncing manner alone in the stampede. So you might see animals from both or in a different habitat. Speed: Speeds up your animal. When riding other animals they will occur in tops of trees or top rocks but depends on what rarer animal it is. Bush Dog - Base Description: Known as "vinegar dog" in South America due to the smell of its... It will make a loud sound in the back which can break rocks, seaweed and kelp .When ridden it can smash seaweed to be happier and will makes loud sound which breaks other obstacles every 1 second. When ridden: Snakes move similarly to wild snakes when ridden. When ridden they quickly jump up and then start coming down (like a Pegasus). Gets angry after 30s, can be prolonged by eating other fish. When angry it will speed up and hop near the edges to throw you off.) Kinkajou types: Kinkajou: this nocturnal animal loves to eat honey. The jump-over-things animal of Garden. 2000m+: Brown. When angry it tosses you off. Kiwi - Found running. (SECRET: Gazellrey Fox: Ride a Gazelle for 30 seconds). ( / / ) Two-toed hooves, long mane, long tail with a tuft of fur, long tufts of fur at the shoulders/elbows, pair of antlers. When ridden it turns into a bat and flies. When tapped: Seahorses will sway like Buffaloes. When angry, it slides fast on its belly.) Dingo (Found 2000 miles in Desert 5. Don expect to much rarer animal ideas Edit: Thanks for whoever helped me on this one! User:Sandyridims Edit: Your welcome! User:Nathan jpg Obstacles: Tree = bricks Rocks = glass/bottles Others = patches of chemicals/water. Harder to steer. When angry it will go up high and eats you and goes back down. Duck- Arriving at 0-1000m (In the wild, it stays in the sides of the stampede. Desert 5 Death Worm - Large, fast and hungry, they can smash rocks and trees, and need to eat animals. Usually emerges victorious at the end. ) Red Squirrel:Arrives at 0 to 1000m (When ridden,it can go on rocks and climb up into trees and lands really slow with you controlling it. When tapped: Lobsters will shift from side to side.Please don't delete this. New Mechanics : Ice patches that make the animal go smooth (Like in Tundra). Upgrade to increase charge time and smash other animals to last longer .)Lab 2: Fruit fly: Arrives at 0m to 1000m (When ridden, it will fly really fast when ridden. wind mils and bathroomsColour scheme: 0 to 1000m: yellow 1000m to 2000m: olive yellow. More mechanics are going to be added after the animals are decided when the time comes. ichthyosaurus they are the plant eaters they have seahorse behavior[they accellerate really fast but eating plants calms them down] here are the types 1.ichthyosaurus desc: they are plant eating fools 2.sicktysuarus desc: no treatments work right now so he will stay like this for quite some time 3.8 bitasuar [secret ride 7 animals in a row] desc: he still needs some more xp to level up 4.mythasuarus [boss] desc:the most mythical of all dinos has a third eye and is missing an eyebrow 5.platapurus [crossbreed ichthyosaurus and platypus] desc: even more weird than platypotamus 6.knightamoreus[lvl9] desc: from the times of Tyrantosaurus Rex he was always his noble night 7:ichthysmoreus desc:made from the first fire and has a sweettooth 2. Here are the species in Prairie. Same behavior as walrus, except with water instead of ice. When not ridden: Horses run at a fast speed. Рогатый заяц. They can eat animals and can smash trees. They are big animals that eat animals when they touch one. When ridden, it can climbs tree's and when I gets angry it lets you jump off.)Capybara: Arrives at 0 to 1000m-(When angry it bucks. Desert 1: Meerkat. Water can be annoying, as they slow you down a lot. At the start, the track is yellow, and ponds very rarely appear. Throws you clean off when angry and can be upgraded to survive a crash. Jaws (Rare): Swim for your life! Beach Shark (Mythic): Friends with the Surfer Whale. While riding they will act hidden until you go close to the animal and it will snatch and eat you.When ridden it can can only fish and crayfish.When angry it will eat you. When angry, it eats you.Upgrade to get less angry while eating)Desert 5: Secretary bird: (Flying animal,when riding on other animals it will chase to and grab you from the animal and throw you off.You will able to get it if you escape the catche and it will able to fly normaly. African clawless otter- Tier 3 Description: It's too bad its clawless or else the lions would eat them. (BOSS: Tortfrog). When angry: Bucks off the player, rears, and stomps the player with its front feet. Stingray (Uncommon): Beware of it's poisonous sting! Sawfish (Rare): A close relative of the stingray which looks like a chainsaw. They have the large enclosure, can smash others including other whales and rocks and trees. (big peaches/some kind of ornament/sculpture/open to ideas) New game system? Desert 5: Secretary Bird. Rabbits are the fifth animal to be unlocked in the Farm Zone. Cownose Ray (Legendary): This ray longs for a life in the country but it can't breathe on land... They can smash 1 animal per Iguana. Upgrade to smash rocks and bigger animals.) Trunk horse :Arriving at 0 to 1000 m (This creature runs fast like a wolf. Upgrade habitat to make it less aggressive ) Cranioceras (When ridden, it jumps almost like a hind. Sly Coati (Sly Cooper) Coati of paint Raincoati Sugarcoati Description: Very good at delivering bad news. They move much faster than when not ridden. Both on land and water, but it jumps every 5 seconds when angry like hind. Capable of even catching gophers in their burrows while tunneling underground. Wild West 2: Mustang: Mustanche Lv9 Ability: Like Yak. Upgrade to control easier and survive smashing into obstacles.)Deep Sea 4 Giant Crab (Vaulting animal, when angry, it launches you afar. Disco turtle- Level 9 Description: Disco ball reinvented?? Alarm:Throw you off. Get ready for a supreme scare with creepy creatures, staring Slendermen and large eyeball meteors! Colour scheme: 0m to 1000m: Black. Most would swim well in water and just slither slowly on land but there could be an amphibious one which does equally well on both. Panda's, monkeys,Horse(differnt type) and cranes will be kept but this time no chinese dragons in this zone because they don't fit. The player would also be "decreased" in size just as if the player was in the Garden. Will not eat until an animal or obstacle is smashed. Blue Devil (Secret) (The king of aquatic hell) Bump 5 Yellow Chromis in a row on a surgeonfish. Devilfish (Legendary): Will send you to your doom. This would allow you to not just have one sea/fresh water zone to explore. Frankenstein's Lobster (Boss): Brought back via lots of crustaceans... When angry: Cats will buck the player straight up in the air and send them up to 45m.) CHKN 3 - Beetle (Wild: Beetles are found mostly alone in the stampede. On land will flop for 5 seconds and evventually eat you killing you and itself. When ridden: Horses move a tiny bit slower than when not ridden. Later when the next zone is announced, I will set up a poll. Deep 1 barreleye fish:when mad it will swim up and down same as the flying animals anglerfish:in the wild the walls will have a small orbs that will warn where is the anglerfish; it eats small animals when angry it eats the player dragonfish:it eats small animals to get fast when angry it throws the player Deep 2 vampire squid:its like the dimetrodon but instead of running and having its sail up it will hide on its tentacles (like the images shows) File:Vampire squid.jpgthumb when angry it will throw the player deep 3 giant isopod:when angry it will curl up and roll like pillbug and pangolin not much to say about it deep 4 frilled shark:it eats small animals like the anglerfish but when its angry it will throw the player deep 5 yeti crab:in the wild it will be on top of rocks when ridden it will climb rocks when mad it will throw the player deep 6 dumbo octopus:when ridden it will go throught small holes when mad it will swim up and down like barreleye fish deep 7 blobfish:in the wild it will stay stopped in the bottom when ridden it will move slowly and gets fast when it eats when mad it will throw the player obstacles:rocks and volcanoes (volcanoes are found on deep 5 and deep 7 and on rarely on 1000m and commonly in deep 2000) falling object:none The Caatinga Zone would be next after Outback and before Tundra. I also smashes tree's and rocks. Devilfish (Mythic): Opposite of the Angelfish. I got this idea after seeing someone's idea for snake in the lab environment. If you do rise up, you'll instantly be eaten with little to no before-hand warnings. Bucks you off when its angry. Upgrade to smash rocks.)Dersert 3: Road runner: (Dashes in a short-long pattern . A very common critter. Throws you off when angry and can be upgraded to increase your lasso by 50% (Because it's the first creature like that in the game (If this world/creature is added)!) Farmland 4: Turkey. Sloth. When upgraded to level 3, they have a chance to get angry slower by smashing animals. Can smash big shrubs. Ice Age 2: Mammoth (Smasher). When angry: Sharks will throw you up in the air and eat you, then fall asleep on the spot. Upgrade to boost speed while charging, causing milk to spill out of its body When angry: Cows buck just like buffalo. Flys past most things. Upgrade to decrease anger time.) Hexapede: Arrives at 1000 to 2000 m.(When ridden , it jumps in a short heights but still easy to control. The Tropics zone is a zone that is tropical-themed. Alarm: It will sit on you, even rate similarly to Hippo.Upgrade it so it can eat acorns to make it happier. When ridden: Tortoises move slightly faster than when in the wild. Occasional Asian towers([1]) Japanese/Korean pine tree? Also really good ideas random user but having two cats seemed sort of a waste to do and maybe I will change most of your animals in your ideas. description: fast as well as cute,these guys are often mistaken for cats. Animals coming from behind can run into the kirin while it's rearing, and counts as the player crashing. Classic Islands 2: Macaw. They can indeed survive almost anything, from intense freezing, to intense heating, and even intense radiation! Trivia Despite this zone being based on the Cambrian period, there are three animals from different periods: Sea scorpions, coelacanth, and tiktaalik. Ribbon Ray (Level 9): The most fascinating ray you've ever seen.When ridden: Rays will fly above the other animals. Water thrower. Can be upgraded to have a bigger lure radius and to be allowed to eat anything. Takes a long time to get angry, and swoops slowly. It is unlocked when you are on mountains 1. Chicken. Air 1: Seagull. Lionfish (Rare): Beware the lionfish! Jellyfish (Mythic): Prime suspect of sharks going crazy. Like Jurassic's meteors/Olympic's lightning, there will be round warning marks - a column of lava will burst from the floor and leave a round pool of lava as it sinks back into the ground. When angry it will eat you.) Area 3: Caiman(lives in water and can eat everything but anacondas. our dinner is running away.Wetlands 2 Muskrat - Arriving at 1000-2000 km(Found running and also spawned in top of piles of sticks where they stay. Animals are somewhat tricky to tame. The walls contain a cool species. Ideas: • Damselfish: Base: Black Damselfish (Pretty when young, secretly a serial killer.) Level 2: Blue Green Chromis (A wimpy beaut) Yellow Chromis (The larger, less wimpy counterpart of the Blue-Green) Found after 500m Level 5: Damselfish in Distress (Waiting for the perfect knifefish to rescue her... Obstacles: Tree=palm trees Rocks = Others = small buildings Shrubs Collectables = ark of the covenautsColour scheme: 0 to 1000m: sandy yellow.(specificly at jerusalem) 1000m to 2000m: dark yellow.(Specifly the red sea) 2000m+: brown.(In rome) Additonal stuff Animals: Antelope:(When angry, it leaps almost like a horse. Air 6: Martin. Unlike most flying animals, tiktaalik can only "fly" in the Cambrian seas, or at least in a water based zone. Pegawhale (Endangered): This has got to be the BIGGEST Pegasus yet... Tiddalik - Base Tide-a-lik Poison Dart Frog Tree Frog Bull Frog Toadstool TiddaxolotlManozika7 (talk) 04:01, November 17, 2019 (UTC) Area1 Bongo A lot like the Buffalo but a bit more slower. Added obstacles: Meteorites.Once they have smashed, you can't pass. When angry: Llamas stop, bend back and thrust their neck forward, slinging the player a long distance in the direction in which the player was facing.) CHKN 4 - Goat (Wild: Goats move slowly individually. Then this is the perfect pet for you!Goalcelot (Soccer) - Tier 3 Description: The reason the Pangoalin is an endangered species Black Cat (Witch) - Tier 4 Description: Made up a story about itself being a bad omen to avoid stupid people. Upgrade to jump while having control.) Guinea pigs: Arrives at 0m to 1000m (When ridden, it charges any near by mouse and smash. Pufferfish In the wild, it appears unbloated and small. New Mechanics : be carful for bloodthirsty otters, Watch out!).Crayfish also hides snaches other fish including the player but still can spawn near the stampede Its new features include fishing rods being obstacle from above with a pre-warning, with the player or animal being caught and bring up upon indirect impact one by one. After the first jump, lopes along with long, low bounds. When not ridden: Chickens move very fast. CollectorManiac12:30, April 6, 2018 (UTC) Tropics Tropics 1 - Lemur (appears before and after 1000m, found randomly running on ground or sitting in trees, like gorilla vaulting over trees but do not smash). When ridden snakes eat other animals to stay happy. Narwhal (Rare): As the underwater cousin of the unicorn, it has learned a lot of magical traits. Thanks you! Jeremz12 10:41, March 2, 2018 Have an idea for new zone: ATLANTIS including mermaids, tritons, seahorses, crabs, sharks, whales, batoideas (rays as a flying flying animal) etc.In Water Zoo. Succeeded Tundra 5. When angry: Elephants stop and buck the player off, sending them approximately 50m in the direction that they were facing.) CHKN 4 - Pig (Wild: Pigs move slowly in loose packs. When angry it will jump. Final Animals Votes Aye-Aye 10 Tortoise 9 Fossa 9 Lemur 8 Crab 7 Dodo 7 Iguana 7 Macaw 6 Didn't Make the Cut Votes Frigatebird 6 Sea Lion 5 Cormorant 3 Finch 1 Islands is a weird map. By eating good and bad crops, you can get different effects for a short time. Pygmy Seahorse (Secret): Wow, so tiny! Sea Unicorn (Level 9): Best friends with the mythological horses.When ridden/in zoo: Seahorses will swim calmly, like Tropical Fish. You will get a new sky zoo area: ICE AGE. It has an upgrade to go faster and throw you further.) Capybara(is basically the generic animal. LVL 9) Roasted Turkey (Endangered) (Traditional Meal at Thanksgiving) Tur-Kick (Martial Arts) (Chinese New Years Event) Animal-Tier 2 Red Fox. Blue Lobster (Rare): Please cease and desist. Китцунэ или девятихвостая лисица. Upgrade to widstand smildons and upgrade to smash rocks.) Wooly Mammoth Columbian mammoths Mastodon Mammofurfur(Furfur) Ganapati Krammoths(Krampus) Mandallmmoth(mandala's) Ice age 3:) Megatherium: It can appear at 1000m to 2000m. When ridden: Cats run at a faster pace than lions and eat small animals that it runs into. Upgrade to go quick on climbing trees and spawn up to 3 to climb on tree's along side with you if your ridng a gibbon.) Indian civet (Dashes in a short-long pattern, and when angry, it does fast, long, single dashes. Obstacles rocks Bamboo tree's mossy old statuesColour scheme: 0 to 1000m: light green 1000m to 2000m: dark green. They will jump on the player and eat them depending on the attack radius. When angry: Dolphins will smack you off with their tail. However, when in mud, pigs slow down without bucking and the player can ride them for longer.) CHKN 4 - Llama (Wild: Llamas move slowly in large packs. Just saying that I will continoue on what animals he should do plus my own so ya. Behavior is the same as zebras, except it doesn't slow down in water. 4000-4999 is Front Porch. Too bad it's not his home. The music would be a combination of the outback and olympus. When ridden it can smash animal, when angry it tosses you off. This is a little map that I think that would really take up the culture of Mexico. Whales Massive, similar size to brontosauruses Slow but can be ridden for a very long time, takes a very long time to tame Can initially only smash trees, can be upgraded to smash rocks when in deep water. Area 7: Skunk: Behaves like t-rex, too Well, we have a Jurassic, how about another dino world? CANNOT FLY. The flying flying animal of Air. Mandarin Duck - Tier 3 Duckess - Tier 4 Headless Duck (Headless Mule) - Tier 5 Description: Don't worry, the fire is waterproof. When angry, the Praying Mantis will eat you. Quite a lot of trees, a ton of water, and islands you can jump to get special animals (and potentially get poisoned by komodo dragons). Also props to johan chen for making his own idea's if this zone has traces of land. Red Tuna Chinese Although it is red, this makes it easier for fish to look for their prey. This is a great place to add the environment you want to see in the game. For the babies' abilities, I figured that each one should have increased happiness from eating and increased chances of finding rare animals. The animals I suggest are: -Horse(light brown wingless pegasus with a dark, long mane draped over to the side) / subspecies - Sleipnir, Nightmare, Seahorse Accelerates and bucks when angry. Swims in water, too. Comedy Shark (Secret): Friends with the Clownfish, Cryin' Lion, Diplojokus and Pennywise the Koala. Rancor - can only smash small rocks. For the babies' abilities, I figured that each one should have decreased bucking and increased water speed. Cliffs that fall into black dark clouds. Dorsals Cetacean (Level 9): Always trying to seal something to someone.Ocean 4: Shark When ridden: Sharks swim menacingly and can eat any animal except big animals. - Salmon: A powerful swimmer, swims quickly when ridden and jumps the player off when angry. Swordfish Swims extremely fast, and can smash small animals, goes even faster when angry. When ridden: Sheep walk the same speed and can bump other animals. A hyena trots along in the wild going toward other animals to eat them, and when ridden start acting like a wolf but slower which makes them run a bit slower then a painted dog when ridden and unable to eat anything but dead animals. Can be upgraded to eat anything. Yeti* Wirewolf: Steampunk themed with wires.Large predator animal, eats the player when angry. Pastel Lobster (Uncommon): This variant is very colorful. This will also introduce slanted grounds. As such, more giant bugs can be collected. When ridden it will speed up. Desert 1: Addax/Oryx(you can choose which one but they are literally the same ):(These are one of the bigest animals in the wave .When angry, it bucks almost like a reindeer . Upgrade to swim faster one water and survive smashing into tree when bucking obstacles.) (It spawns on top of trees. Music with be quick almost like the garden music. Waterfalls? When ridden they are able to go on top and swing through the trees until it throws you very far into sumatra.)Sumatra 3: Okapi : Arrives at 0 to 1000m-(It swims and walks on land until it runs very fast and is uncontrollable.)Sumtra 4: Harpy Eagle: Arrives at 1000 to 2000m-(This can also be called the phillppine eagle.When ridden on it flys very fast until it just sits on you.)Sumatra 5: Jaguar: Arrives at 0 to 1000m -(When riding other animals, these will spawned near tree's. Kelpie (Boss): Avoid this dark SEAhorse at all times. • Parrotfish Wild: Found eating rocks in stampede Ridden: Like surgeonfish, can smash coral, but uses live rock to last longer Angry: Unlike surgeonfish, Parrotfish will instead eat you. Leech:(When ridden it can be attach to other fish(no blood included) and be sucked in or get eaten. Upgrade to stay happier and go alot faster.)Jackalop:Arrives at 0m to 1000m( This creature can be like the aritic hair. If you go on an animal that swoops, you will go down into the land-world and have the chance to jump on a land species. Can be upgraded to jump over obstacles and slam when landing. Occasionally, water pools appear for otters (more below) I suppose animals enter in gameplay, so here they are. Still able to eat animals, however this does not effect how long the player can ride sharks on land. Hint: There's a particular fish that all Outback animals hate. Upgrade to have control on dashing and jumping and slow down at obstacles .)Pandora 2: Hammerhead Titanothere: Arrives at 0 to 1000m (When riding in other animals you can see Hammerhead titanothere in heards of 4 to 5 and when go beside them the will push you away. Thrower Taiga 3:Groundhog. City 1: Cockroach. When ridden: Dogs move at a consistent moderate pace. It introduces anthills. There is a collective one that you can edit below. Upgrade to jump further.) Megaloceros- Base Description: Megaloceros is an extinct genus of deer whose members lived throughout Eurasia from the early Pleistocene. Shall we begin? It is in the space zoo.The ground will be pink,candy cotton pink to be exact.The walls will be candy cotton pink as well.The trees will be broccoli,and the rocks will be oranges.These are the animals,but I haven't thought of the other names,but These are the bases. Drips/Flows off cliffs. Nightmare 1: Tarantula. Tapped: Whales open their mouths and close them. Frilled Lizard - Base Dilophosaurus Frilled Wizard Rose Lizard Frilled Blizzard Grilled Lizard Vynil LizardCockatoo - Found on trees and rocks. Swims normally when ridden, when angry, goes crazy and jumps out of the water. When angry, it starts to jump higher. Anyway this idea is very similar to my idea where I did the forest, but here I will just call it woodlands. Launches the player when angry. When tapped: Fish will swim upright, and sway. (When ridden this behavior is like T rex/ dragon. When ridden: Rabbits hop similarly to when wild, although at a faster pace. When a player is riding other animals,it will instantly snap and eat the player. 2000+m) Area 4: Rathalos(wild: walks and flies a bit. The Cerrado is based on the south american biome of the same name. Colour scheme: 0m to 1000m: Grey. Goldfish (Legendary): Ka 'ching! Shooting Starfish (Secret): Often found falling from space. hipster whale [secret 5 star any of yodo games games] I love crossy road swordfish they are the other speeders but begin at 0m and can slice through trees and shrubs at lvl 5 1.sword fish [base] 2nd fastest fish besides the sailfish 2.sailfish this is the fastest fish 3.joustfish has a for the jouster in the corner 4.lightsaber fish [endangered] a prop from the movie star wars 5.fencing fish best friend of jousting fish 6.sniperfish [secret:hit a sword fish with a manta ray] something from call of poopy manta ray they are the flyers but take some time to get back into the air 1 manta ray [base] flippity flap flap 2 panda ray a bamboo eating manta ray 3 sting bling [endangered] the richest manta ray to exist 4 santa ray [event chtistmas] ho ho ho have a merry fishmas 5 grave ray [event halloween] spooky i like it. Sea snake It is very simlar to hydra except alot smaller and can eat small fish. Aztecadillo - Endangered Cangacillo (Cangaceiro) - BossNow, other animals that could be in this zone, but it was already full and i didn't want to get rid of any of the ones that are already in. Behaves like Drop Bear can eat small animals and small birds.It will throw the player when angry. throws you off like a gorilla but only about 40-50m Brezak - the flying animal. Ice Age 3: Glypodont (More Powerful Ankylosaurus). Animals: Eopie - throws you when angry. When they go into water like in puddles in the Jungle, they will swim normally. Cougar- same as lion except can jump over small obstacles if there is prey in front. Unlike other zones, the tropics have further sidewalls. Nightmare 2: Vampire. When ridden: Wolves move at a consistent moderate pace. Skins Antelopes: Antelope (Base) Ant-elope(LV 0, tier 1) Plantelope (BOSS) Fantalope(LV 1, tier 2) Pantylope!(LV 1, tier 3) Canatalope(fruit)(LV 8, tier 4) Dell-alope(LV 8, tier 5) Flash-alope(LV 9)more coming soon! Edit: since the user never finihsed his own rarer skins. Just saying that there are in total 3 people who did it, so pls make it unique. Ride 8 animal species in a row in Classic Islands). Upgrade to eat more for it to stay happy and smash bushes.)Woodlands 5: Woodpecker:Arrives at 1000 to 2000m (It is a flying animal and they will occur in tops of trees. Travels in small packs. 178.167.84.77 16:12, March 16, 2018 (UTC) MaxBlauer Animals Vote to eliminate one ! Alien Astronaut Rider alien Dog alien Cat alien Huge insect Little alien Mole alien Soldier alienThese are mostly an expansion from the last user who created an alien planet but maked it actually a weird form of somewhat new world instead of alien cat or alien people which is fine but having the animals as a whole new species would make sence. can stay on land for 10-20 seconds. Jumps and bucks midair when angry, throwing the player off. Can run up walls. Komodo dragon (monitor lizard)- found crawling from the 1000 meter mark alone and off to the side of the stampede. Despises sunlight. Description: Although it's small compared to present and past predators, it dwarfed all organisms during its time. Smashes everything near them when they land. When ridden it slithers like a Hydra and can eat small animals. Before it gets angry it speeds up and once it's angry it starts bucking like a zebra. You can also make it an eater. When angry will swoop and smash any smaller creatures on the forests floor. Upgrade to survive smashing into animals and throw further.)Deep Sea 5 Beaked Whale (Smashing animal, when angry, it slaps you on its tail, launching you. Upgragde to make cobras float when jumping off of small rocks using their hood. When ridden , it eats other animals, smash seaweed and eats you when angry. The Candian sheild or dark oak forest is based on the north american biome near canada.I also kinda of based it on canada day and the mountain zone. The ground from 0 to 1000 is a sandy bright yellow, from 1000 to 2000 it turns more into a sandy bright yellow orange and from 2000 to 3000 it is a rocky gray yellow. Is the Boar of Islands. Nightmare 4: Death Hippo. When ridden: Floats slightly off the ground. Swamp 2: Stork. when angry will buck up and down in the water like zebras, sheeps, goats, and boars. The smasher here. (IDEA) Garden 5: Flea. Also there will be feathering animals that never showed up in the main ideas and having the possible rarer animals that will come soon. When angry, it sits on the player. ok everyone is talking about a ocean zone so why not making a deep sea zone? 1000m to 2000m: Green. When angry it will dig underground. Colour scheme: 0 to 1000m: White. It can also summon lighting everytime the thunder bird swoops down.The lighting will also smash animals. They have a dark underbelly. Rodeo turtle- Secret; Ride 7 different animals on a run. When ridden it will go slow until you smash only tree's to make it happier or small small animals. They'll also throw the player like a trilobite, but further. Upgrade to eat more and stay longer.)River 4: Catfish(eats only sunfish,crawfish,mold food,aquatic plants(kelp and sea weed) ,You can notice that the whiskers will wigle when food is near by. when angry, it becomes unstable and sucks you into it's sack. Desert 2 Secretary bird- can be found alone past the meter mark, they run faster than most animals in the stampede and are about as rare as a lion. Food 1 Apples: Apple Common,Apple Inc Rare,Apple Store Rare,Crapple Rare,Sapple Lv2,Snapple Lv2,Candy Apple Lv9,Worm in an apple Endangered,Cappsule Boss.Abilities:At Lv5,there is a boost.Alarm:Buck like a buffalo. When angry: Komodo Dragons throw you into the air and eat you, and then sleep. When angry it will throw you off. In the wild: Albatrosses fly in the air. User:Sandyridims Thanks Other user named Nathan jpg May 1, 2019 (UTC)Nathan jpg (talk) Obstacles: Tree = pink and imaginairy tree's Rocks = Rocks and statues(very different from the great wall) Others = broken castles and old buildings Shrubs = Flowers Collectables = HornsColour scheme: 0 to 1000m: dark pink 1000m to 2000m: Fuchsia . 2000m+: dark green. 3. They need to spray at animals to stay happy, otherwise they will spray at the player.) Forest 4 - Duck (Ducks are found still in pools of water. Descriptio==== Pig ==== Pigs are likely the first animal to be unlocked in the Farm Zone. NOTE: You can't play Air unless you're riding a Vulture, Toucan, Pterodactyl, Pheonix, Eagle, Dragonfly, Flying Fox, Owl or Air animal of any type. Artwork depicting Mulung often seems to portray it to be hidden in mountains. Nightmare 5: Crawler Zombie. (When angry, it bucks almost like a buffalo. Upgrade to have more control. Flies just like other birds, but when angry, falls to the ground and starts running. Classes: Pacific Octopus (Base) The Octopod (Resembles the Octopod from Octonauts) Colossal Squid (resembles a Colossal Squid) Rockbandtopus (resembles a rock band guitarist) Leviathan (looks like, well, a leviathan) Lava Octo (Boss – Has lava spewing out) Hank the Octopus (Level 9 - resembles Hank from Finding Dory) Oxtopus (Endangered – Has horns on its head) Seagull Wild: Seagulls fly above the stampede. Classes: Butterfly Fish (Base) Clownfish (looks like a clown) MerFish (has a mermaid tail) Fish-ue (looks like a tissue) Lumenion (Inspired by Lumineon from Pokemon) Fishy Director (Secret – Ride 8 animals in a row) Flying Dory (Level 9 - Resembles Dory from the Finding Nemo Franchise)(edited) Octopi Wild: Octopi move at a moderately fast pace. Area 5: Uproot: Can stretch it's legs to out of reach areas. Options for new animals. When ridden ,creatures such as heron and river otter are the only ones that can eat stergeon while other animals get eaten by the sturgeon.Upgrade to let it swim faster.) Pike: (This creature is the same as the sturgeon where it can eat the animals from behind except it is able to eat ducks and can able to jump above water every time it eats 3 animals.Upgrade to let it swim faster.) Carp: (Janerick fish or common fish of the stampede. Triggerfish (Level 9): Don't get this fish angry... Beetle: Beetle, Hercules Beetle (LEVEL 9), Tweetle Beetle, Dog Beetle, Rhinoceros Beetle, Beatle, Bee-tle, Freetle. Dalmatian Penguin (Uncommon): Terrible at hide-and-seek. Flys. Toughness: Animals can withstand a single hit from tractors and rocks. When ridden: Pigs buck like a boar would do. Would be in the Space zoo as a connected to the Great wall zone but just in case it will be a sky z Animals Sumatra 1: Blackbucks: (First animal you will likely see in this zone. Runs fast and creates gas that scares away chasing animals. Caves and bone patches/circles (Summons bloodthirsty Sabers, Watch out!). When angry it will zig zag to throw you off.) Area 3: Hyneria(a giant fish that eats everything. Cow Moves at a medium pace and smashes. Behavior is the same as pegasus.When angry it will fly up and down like pegasus.It can be upgraded to lv5 to make it less angry.) Nightgale - Base Descripion: It is a small passerine bird best known for its powerful and beautiful song. 2000m+: lightish green. When angry, it tosses you off with its tail. because the Savahna area looks like Africa, and South America. In the wild when not ridden a shark fin will poke out of the water. Coral 4:Mackerel:Mackerel Common,Mickeyrel Rare,Mackernel Rare,Manurel Rare,Millerel Rare,Eggerel Secret(Travel on a mackerel for 1000m),Truckerel Lv9,Colerel Endangered.Abilities:Runs faster than other animals.Alarm:It becomes quicker. it has a minecraft iron pickaxe in one paw,and a diamond in the other paw,and a iron helmet on its head. Scurries quickly when ridden, all the while slowing to a complete stop when angry. When angry it can go alot quicker. When ridden they can smash seaweed and they will also spray ink evry 3 seconds . and every 250 meters in the stampede, a huge black oak* (*these semi-rare trees have a 20% chance of being the center rock,and y'all know what happens to that other 80%) will fall on the stampede path like a meteor/lightning but in a smooth, leaning motion,and then make a dust cloud.they are capable of smashing any animal or obstacle* (*except the large,mossy boulders) in its "smash zone". It's divided into two species, both sporting a hella cool vest.Aardvark - Tier 3 Planteater - Tier 4 Flyeater (Fly wings and eyes) - Tier 5 Description: It actually prefers mosquitos over flies, but "mosquitoeater" doesn't roll off the tongue too well. Upgrade to turn while hopping.)Anglerfish (Eats lots of animals. This is 2x bigger than a gator) Area 3: Stork(is a flyer. Rocks on water are blue with coral and on land they are grey Trees are palm variant 1-999 m is light blue on water and yellow on land 1000-9999 m is teal and yellow 2000-Infinite is dark blue and yellow Animals-Tier 1 Turtle-Can Smash Objects, in water they are fast, on land slow. When riding on other animals(ex mammoth,giant sloth ) These animals will come in pack of 3 or 4 and surround you and go on the top of you. Titunac Rare I sink, and I float. Area 3: Fishing Cat: Found perching near rivers (cliffs). 2000m+: reddish brown. On land it hops around but with very small hops. When ridden, immune to everything except lava columns. When angry, it goes faster and faster and faster and FASTER. When angry, it becomes harder to control. when angry will eat you. Description: It would have trees and cliffs with water underneath. 2000m+, grey and brown. It will have somewhat a simlar animation to the catipillar except this time the elephant body falls off. Runs normally in stampede. 2000m+: Yellow. Area 4: Dog: Found chasing after squirrels. Wood turtle- Tier 2 Description:Don't cut this turtle down Map turtle - Tier 3 Description: Have you always wondered why your msp dissapers, this is one reason. Squid This creature will go quickly when your trying to ride this animal. Huge herd animal. All python types will be coming down after all the animals are stated in orders. When entering the sky world, you will know you're there by going through a layer of clouds. Abilities:Once it is upgraded to the max,you can bump anything except walls.Alarm:It throws the player off. Goldenfish Chinese Well, Happy new year! Gold Luck! Duckfish Boss Quack Quack! | Abilities:Lv5 will give you a boost.Alarm:Jumps and bucks Tuna:Tuna Common Tuna avoid computers because they can get caught by the internet. Start zig-zagging and become harder to control when angry. Upgrade to be happy longer.)Woodland 3: Racoon:Arrives at 0 to 1000m (When riding in other animals you can see raccons on or beside the run almost like the sleeping panda.when ridden it goes really slow unless they eat the berries,shrubs and frogs which last longer.When angry it lauches you with a tail slap. SkyWolf25 (talk) 02:52, January 16, 2019 (UTC)SkyWolf25 The triassic would basicaly be dinosaur area #2. Manta Ray A flier, for the ocean!It moves very slowly and gracefully. It allows for Air, Water and Shrunken animals (Garden would be moved here). In balance, they move slightly slower than alligators. bucks like the birds. Also eats you when angry, like any normal eating animal.)Deep Sea 2 Giant Isopod (When angry, it starts going faster and faster. When ridden: Runs. When ridden they will eat animals but cannot eat big animals (rhinos, hippos, yaks etc.) Upgrade for it slithers faster and eat most animals. Goes fast, like Raptors. This is to catch fast-fleeting prey that would otherwise be impossible to catch without the glue. Sea Dragon (Endangered): Be very quite when attempting to steal its treasure. Upgrade to accellerate faster ,smash seaweed and rocks and jump off further)Deep water domain 6: Leviathan:0 m to 1000 m (When riding other animals this creature will chase you unless your riding a kraken or the iku-turso. When angry: Sharks will slow down, throw the player upwards and eat them. When it's angry it hobbles it throws you off. Alarm:Hitting 5 obstacles causes it to pop and sending it flying. Darth Veider - Boss Description: From his point of view, the Geesi are evil.Cerrado 4 Sloth - Found chilling in trees. When ridden: Dragons run faster than when wild and will leap up and jump over trees and rocks, smashing anything upon landing. Weasel Base Seasel (Ocean) Beesel (Bee-Insect) Teasel (Tea) Mink (Weasel Cousin) Sink (Sinking) Wolverine (Weasel Cousin and superhero) Pink Mink (Color LVL 9) Think Mink (Mind Reading) Pop Goes the Weasel (Saying) (Childrens Day Event) Animal-Tier 4 Black Bear. Farmland 5: Duck. Animal name: Indian Gray mongoose Taj mahal 5 Peacock ( thrower ) When ridden: Peacocks fly up before floating down to the ground. When angry, it slaps the player by the tail instantly by throwing them away.Upgrade to last longer on water and increase speed.) Newt- Base Description: These newts are semiaquatic, alternating between aquatic and terrestrial habitats. *NOTE: As of the time I am making note of this, It appears that an Ocean zoo will be added to Rodeo stampede by probably this year(2022). Giant eyballs (fall from the sky). The zone is right after Tundra.Animals Sumatra 1: Coati:Arrives at 0 to 1000m-( When riding other animals, these will climb or spawn on tree's like drop bears. Keeping it in deep oceans makes it happier, not recommended to be used in other zones. However, they are intelligent species, avoiding animals that can be potentially dangerous such as mantis shrimps. When angry, it starts throw you off, like a like a camel. Pacific Octopus (Mythic): Wait a minute! This isn't a squid! Splatter Squid (Secret): Often engages in friendly ink battles with it's friends. Base animal colour: Green with red/yellow points. You are able to control the animal you jumped on unless it crashed or you jump into another animal with your Leothin.) Blind wolf : Arriving at 1000 to 2000 m(It is able to follow you even if your not riding the animal. Scorpion Deathstalker scorpion(Base) Heterometrus(LV 0, tier 3) Mahindra scropio(car) (Boss) shiny scorpi(pokemon) (LV 2, tier 3) corp-ion(LV 2, tier 4) The scropion(spiderman) (LV 5, tier 4) door-pion(LV 5, tier 5) score-pion(LV 9)Cheetah Cheetah (base) Tennesse Red Cheetah(LV 0, tier 5) blue jateetah(LV 0, tier 1) Gok-keetah (LV 1, tier 4) che-ipotle(LV 1, tier 1) hV(8, tier 3) Chester the cheetah (masocts)(LV 8, tier 1) Radiant cheetah(LV 9)Armadillo Big hairy armadillo (Base) Smart-adillo(LV 0, tier 3) bagpack-adillo (bag) (Boss) cotton-dillo(LV 2, tier 3) soccer-dillo(LV 2, tier 4) Grenada-dillo(LV 5, tier 4) Army-dillo(toy solider) (LV 5, tier 5) Mechadillo(mech) (LV 9)Meerkat Meerkat (Base) Mera-kat (aquaman movie) (LV 0, tier 3) Meermin (a shoe) (Secret, ride 6 meerkats in a row to get meermin) Math-ka (LV 2, tier 3) Meer-vocondo (fruit), (LV 2, tier 4) Bongo kat(meme(LV 5, tier 4) Superkat(superman) (LV 5, tier 5) Mirror kat (this will have bright parcles effects) (LV 9)Falcon Falcon Gyrfalcon(LV 0, tier 1) Merlin falcon(LV 2, tier 3) Captain Falcon(Hannah barbara tv show)(LV 2, tier 5) Dassault falcon(Secret: Ride every animal in the game in a row) Millennium falcon(star wars)(LV 5, tier 1)\ Atlanta falcons(football team)(LV 5, tier 3) Spacex falcon 9(rocketship)(Lv 9) Death Worm Death worm(base) worm drive(gears)(LV 0, tier 3) worm harness(LV 0, tier 1) Ear worm(Boss) Gummy worms(LV 2, tier 3) lemoworms(lemon)(LV 2, tier 5) Mongolian death worm(LV 5, tier 1)\ Gorged worm(LV 5, tier 5) Inferno worm(Lv 9)Base: Tauntaun (Same as Parasaurolophus) Semibase: Sehlat (Like Wombat, but it jumps up when there is food (eat anythin except Reek n Acklay) Predator: Rancor (Minotaur, but can eat, if hvent eaten in duration, eats player) Speeder: Nexu (Runs and eats, if havent eaten in a period of time, eats player) Small smasher: Reek (Like Moose, only quicker, when rush only smash animals) Smasher: Acklay (Slow, only can smash animals n trees) Bird: Porg (same as any other bird) Tribble (there are holes in the ground, when player reaches them they pop up) 174.102.87.19 18:55, July 27, 2018 (UTC)Cats174.102.87.19 18:55, July 27, 2018 (UTC) Orange Tabby (Base), Lucy Meowd, Cool Cat with shades, etc. Reef 4 • Angelfish Wild: Seen Roaming alone in the stampede When ridden: Swim speed increases, base can smash Rocks and Corals. Circus-strotter- Level 9 Currently the only strong otter since his whole family are expert swimmers. The main power source here are Energy Rocks. City 2: Wasp. baby shark no god please no NO nooooooooooooo! 4. a brontosaurus that swims 2.plazasaurus desc:the most decrotive of the dinos 3:gold-o-saurus desc: it's never to old to do some gold paning 4.shamrosarus [event saint patricks day] desc: he likes hangin out with lucky the leprechaun and eating lucky charms 5.plesiosporus [crossbreed plesiosaurus and Sporeolophus] desc:the alternitive meat for vegan megladons 6.plesionorsea [lvl9] desc:a viking dinosaur but was to big and heavy for Oarolophus so they used the babys 7.plesio-coresara[boss] desc:he is the true reason why dinosoars exised 8.skelesaurus desc: the remaints of plesiosaura thats all for right now The Wetlands is basically a marsh or a swamp but have a longer stream. Not very developed as an idea, but I can say you get frozen bones as the collectible, and a few animals: - Giant Sloths. this is now called the miocene era which might be too complecated for it's name but still great. Added obstacles: falling tree's.Once they have smashed/fall down, you can't pass unles you jump over or move. Iema (Army) She-Riema (She-Ra) Serihelium (Balloon animal) Lowrideriema Description: Not as fast as the Bufferrari or the Lamburgerini, but popular at parties. 1000m to 2000m: Light Grey. Pink Dolphin (Uncommon): Best friends with the Tortoise. when ridden it will go under ground very slowly until it eats its prey and jumps in the ground like a deathworm. Desert 3 Meerkat - They have fast speed, and when angry, they will begin to non-stop go faster and faster, slowing down if they are near other animals. Can stumble and survive small wrecks if upgraded. Bamboo patches (For Pandas). 2000m+: Black. Waddles slowly, and flys when angry. 1000m to 2000m: olive light green. Pigs accelerate like boars do when angry, but mud makes them move slowly without bucking (level 2).) Forest 1 - Lynx (Lynxes are in a moderate speed in the wild. Upgrade to decrease pack size to 1-3 smildons and to eat bigger animals.) Smiledon- Base smilo-fatalis thylacosmilus smil-odon () saber root tiger ) smilodontologist() lightsaber tooth tiger (Lv.9) Ice age 5: Terror bird (ex Titanis):It can appear at 1000m to 2000m.(This animal is a speedster animal. Animals simlar to the jackalope such as the Wolpertinger and Skvader will also be inlcuded as rarer animals but this time they will fly while jump when angry.)Kelpie:Arrives at 1000 to 2000m(The only horse that can actually eat animals.It can spawn near in the middle of of patches of water. Works like rabbits, but smaller. description:since badgers are nocturnal,they are kinda shy and tend to avoid humans,but they LOVE honeycombs. When ridden it "stings" creatures with it's tail if any animal is is near, it will automaticly stab it. Can eat animals and only appears after 1000m. Crystal wing(Yu-Gi-Oh!) - Endangered Description: Quickly, you wind attack!!!! Scaron - (Secret; smash 25 water lilies.) Description: These scars don't lie around for a reason.Newt - Arriving at 0-1000 km(They are found running. Upgrade to increase speed and time for it to let it ride on you.) Jerboas (When ridden, you can notice that it is very small. Classes: Spiny Lobster (Base) River Lobster Coconut Crab (has a coconut shell) Crayfish Lobsteering (Resembles a steering wheel) Logster (Resembles a Log) Lobby-Room (Secret – Smash 8 Trees with a whale) Blade Lobster (Level 9 – Resembles a blade) Walkie-Talkie Lob (Endangered – Resembles a Walkie Talkie) Sea Snail Wild: Sea Snails sit on rocks Ridden: Sea Snails move slowly through the stampede Angry: Sea Snails accelerate and can knock animals out of the way Sea Snail (Base) Cone Snail (has a traffic cone for a shell) Limbed Snail (has... When tapped: Iguanas whip their tail up and jump after. When ridden: When the player first lassos a cattle, the cattle will charge for a short amount of time and smash anything in the way, an ability gained when the player upgrades their habitat to level 3. When tapped: Komodo Dragons move their body like jelly. Uses it's claw to smash anything. In habitat: Flamingos walk around, and occassionally stand on one leg. Whale Shark (Rare): The biggest living fish you've ever seen. When tapped: Sharks will snap at the player. Whendigo: Time/clock themed.Crawls on the side of/in the lava. Brazilian Porcupine - Base Crested Porcupine Porcupine Tree Porcufast (Sonic) Safepine (Corks on the spikes) Porcuparty Pooper (Deflated soccer ball on the spikes) Description: At least it didn't hit a Pangoalin... Image Source: Pikaia: Can be ridden normally when in water and "bucks" when angry. Upgrade to increase charge time and push other animals while bucking.)Ancient Ocean 2: Megalodon (When riding other animals, megalodons will give you a 'warning' before charging after you. Since all the animals will be water-related, when ridden on land in other zones, most of them will make tiny bucks like seals and walruses when they're not riding on ice. Then when it goes on water it wil padle and speed up. When ridden, it moves really qucikly and can dive every 1 second then takes off flying when angry. Animals: Ice Age 1: Ancient Horse (Speeder), Ancient Camel (Tosser), Sabre tooth Tiger (Eater/trap animal). Angry: Goes on side and smashes you off. This is called a rampage. When angry, it pushes you off. [IDEAS] Garden 6: Mantis. When angry, it speeds up, and the attack recharges slower. Land animals drown in deep water almost immediately, as if they are slowly falling off a cliff in the Mountains. When Angry: Seagulls stay up a bit longer before swooping up and down in hopes of knocking off the player. It also has yellow ribbons on its shell.* Ocean 7: Whale When ridden: Whales will swim slow but can go faster when smashing animals. Upgrade to deal more damage.) Ahool: It can appear 0m to 1000m. If you miss it it will walk in the stampede for you to have a chance getting it. Spoonbills -( Tier 4) Description: The definition of a bird and eating utensils. When angry it will launch you but uses it's tongue/proboscis to eat you in front.) Leothin : Arriving at 1000 to 2000m ( When ridden it can jump over obstacles and jump on animals for only 4 seconds. They will also smash other animals with it's fist and even after you. In the sky-world, there are different animal species to tame, making this zone have the most species. Ponds, simalair to pools of water, are also found. The school would have three parts.The first part is in the school with cobwebs as slowdowns,the second in the hallway,and the third is in the out open,in other words,the playground.In the third part,there are also slides and stairs.One of the animals only hides on the place where the place where the stairs and slides meet,there is a square.The trees will be trees,and the rocks are rocks.It is in the space zoo. Alarm:Eats player;Pufferfish:Pufferfish Common,Poofish Rare,Pelifish Rare,Punfish Rare,Pinfish Rare,Palfish Lv9,Picklefish Endangered,Princefish Boss. Upgrade habitat to make hops less aggressive and to push other antelope out of the way) Wil'd ox:'(When ridden, it flys. When ridden: Charges with its head down when first ridden, then gallops with small jumps. Baiji (Mythic): Believed to be the first cetacean to go extinct, but it hasn't been fully proven. Ducks swoop like vultures when angry.) Forest 5 - Goldfish (They are found in fish crates. -Cow: Uddershot -Mongoose: Pokemongoose -Cobra: Skales -Indian elephant: Bellophant ( smash an Indian elephant with a cow ) -Hen: Hamn' eggs ( ride a boar In Taj Mahal to 1000m ) -Gandaberunda: Two-dra ( Smash the center rock using a gandbeunda on any map ) -Parrot: Guava juice ( start on Threecan and ride all the animals in a row ) -Peacock : Seacock ( Found on top of the temple in the middle ) 108.48.162.33 15:55, July 1, 2020 (UTC) Obstacles: barns (not to big like the eagle rocks size) windmills (next to barn) farms (has fences and crops you can smash threw but when inside crops makes you slow like water) rocks (normal rocks) Animals: cow (smasher and most common you can find) skins for cow: cower (description: is humble but can tumble) looks: has big feet and has a flower on the head) c 1000 (description: the t 1000 has a cow dont mess with him) looks: has a laser eye and is made of robot parts) cwho? City 3: Centipede. Climbing Perch appears in a random puddle after smashing an Outback animal. When ridden it can eat smash small fish.When angry it can speed off alot faster.Upgrade to make it eassier to ride squid. They love to eat only faires and unicorns since they hate anything loveable(it just made up) .When angry it throws you off. When angry, it goes faster.) Rattle snake: ( It is spawned in the stampede where it can try to snatch and eat the player while you get to close it will rattle more. Upgrade to eat/smash more tree's to be happy longer and throw more quicker) Megatherium- Base megamantherium megalovanium Salsatherium (Salsa) vanillatherium (Vanilla ice cream) Hobotherium Megaquarium (aquarium) Ice age 4: Smiledon/saber toothed tiger: It can appear at 1000m to 2000m .(This animal is mostly an eater and it is also a trap animal too. Drakezilla: Godzilla reference.-- Edits are in progress. When angry: Slows down, bucks the rider in the air and eats them.) CHKN 4 - Plant (Wild: Plants wait on land, and as the player comes near to them, they will pounce toward the player and attempt to eat them. Bucks when angry as well. This can also be spawned on top of rocks where it sits there. Has moose behavior. DESCRIPTION: In my opinion, ruins could be a pretty cool area for the sky Zoo. Imperial Dragon: Red and gold theme, possibly with an imperial crown. jousting seahorse from historical times people used seahorses as jousting horses 4. They never get angry as they are tamed. When angry: Mongeese run faster and faster. When upgraded habitat, unlocks the ability to bump into small animals Have an endangered animal which features a mermaid. When ridden it makes you immune to fire/lava in water it will immediately throw you off. Secret: Ghost Shark (based off shark-fin soup, not the real-life species) (Mission: Eat 20 animals on a shark *best when the habitat is at level 6*) NOTE: All sharks except for the Ghost Shark are based off real-life species, like spiders. Upgrade to buck slower . Upgrade to accellerate slower and jump off further.)Road runner: (Dashes in a short-long pattern . Bodily fluids. When ridden, runs in a hop-like gait like the Arctic Hare. Swanted Dead (Old West bandit) Description: The most terrible bandit on this side of the Mississipi, and also on the Mississipi itself. It is a bit like an inverted jungle with water where there is land and vice versa. Slow Loris- Behaves like Drop Bear can eat animals eats player when angry. Stretches it's legs higher when angry. In zoo: Lobsters will walk to a certain spot and lay down. When angry, it starts getting faster and jumps higher to control, like a penguin. If angry it will eat you Mutant Chocobo:Arriving at 0m to 1000m ( This creature is very similar to a trex where it chases other animals and the player.) Nephentroll:Arriving at 0m to 1000m ( This creature i can grab or suck other animals.) Hellbug archer : Arriving at 1000m to 2000m ( This creature is a trap/flying animal. -Cougar / subspecies - Leopard, Lynx or Bobcat. Upgrade to accellerate slower and jump off further)Miocene 6: Megalania (Acts like the bear,eats animals and smashes small trees. Weakness: Animals cannot smash any obstacle for a short time. when ridden, bloats up a bit and can poison small animals. Eats all animal exept big animals, Hippos and Skunks. When angry it will roll almost like a pill bug until the armadello can hit another obstacles which makes the armadello go back to it's walking position again until it is ready to roll and hit again . Uncoils and slithers sideways like angry hydras when ridden (also only eats 1 small animal per ridden snake), and wraps the player in a coil to death swallowing him/her whole when angry while slowing to a complete stop. For the babies' abilities, I figured that each one should have increased happiness from eating, increased distance when jumping, and jump faster from animals. Turns out they've been right under our noses, literally! Level 1: 2x more coelacanth in the stampede Level 2: Add two new rare coelacanth to the stampede Level 3: Allow coelacanth to smash rocks Level 4: Add two new rare coelacanth to the stampede Level 5: Ride for an extra 2s before coelacanth gets angry Level 6: When angry, coelacanth will throw you further Level 7: Get bonus points for smashing on coelacanth Level 8: 2x rare coelacanth in the stampede Level 9: Add a new rare coelacanth to the stampede Image Source: Tiktaalik: It's the "flying" animal of the Cambrian seas. when ridden it will speed and able to catche small animals and throw them. School 3:Mosquitoes:Abilities:At first they land on rocks.Behave like any other flying animal.It is one of the five animals that can go on the stairs.Alarm:Throw the player off. Over hundreds of millions of years ago, way before humanity and even way before dinosaurs, life on Earth was very simple. Mr. Shark (Boss): He'll shoot you a sharp smile, but he can't be trusted. School 4:Bees:Abilities:They act like toucans.It is one of the five animals that can go on the stairs.Alarm:If animal or tree up ahead and the bee is in the down position,it can smash them. Leopard. Maybe it can eat small animals.) Jackalope: It can appear 0m to 1000m. 0 to 1000: Pale green 1000 to 2000: light brown 2000+: Pitch brown Forest 1: Deer:Arrives at 0 to 1000m(similar to reindeer): ( Alarm: It will buck up and down at a constant, even rate similarly to buffalo.Upgrade it so it can withstand a single collision. Cloudy Leopard - Tier 5 Fat Cat (Garfield) - Level 9 Description: Now where could my lasso be? And it also doesn't have any stingers. Addtional stuff Mouse traps are spawned for traping only small animals and the player too.People might also grab the animals with hand.People might also step on the animals too.Lab 1: Laboratory Rat: Arrives at 0m to 1000m (When angry, it goes quick and leaps . When angry, it jumps up and down, like its Olympus counterpart. It charges for up to 5 seconds but cannot smash a rock, a tractor or a big animal. When angry it will move really fast while wigeling it back fin and tail .) White perch:(Janerick fish or common fish of the stampede almost like the carp and sunfish except it i alot smaller then carp. Will spawn randomly and chase down the player momentarily. SkyWolf25 (talk) 06:45, March 23, 2018 (UTC)SkyWolf25 It think it sound interesting but a zone in space zoo from STAR WARS! I think NABOO will do. Tuna Guard Lv9 En garde! Tunarctica Endangered Although it is very cold, and it likes very cold, it has been malting due to the normal temperatures rising that is called global warming. Flying Fish (Level 9): Recorded at heights of 2300m. Colour scheme: None! (You see blue sky below, shadows of islands, and some clouds, but that's it). Box turtle - Tier 4 Description: Delivery reinvented but mostly packaging. When ridden it eats smaller other animals except anconda.Upgrade for it to swim and climbs the tree's.When angry, it eats you.)KQ KQ11899 (talk) 19:06, June 1, 2019 (UTC) Edit: Just saying that the rest of the zones seems unorganized. Ameripelican (Boss): The second most patriotic bird you'll ever meet. When angry: Giraffes lurch their neck back and sling the player forwards.) CHKN 2 - Octopus (Wild: Octopuses sit still in pools of water and on land. Smashes animals (not obstacles). Can be upgraded to jump up to two/three times on water, enabling them to cross most rivers without plunging in the water. On water it gets faster and able to smash small animals. Tapped: Squids will do a little spin. Introducing a place near the rivers of canada where fish and other animal swim throught the stream. The flying animal that was voted is the Macaw, with the Aye-Aye being voted to be dropped in return. 2000m+: black. When ridden: Chickens speed up slightly from their wild pace. Description: A possible ancestor of the modern-day velvet worm. 0-2000+m) Area 5: Diablos(wild: will lunge to attack you out of its burrows. Carpenfish Rare Sorry, coral isn't a good material for building. It's an Ankylosaurus, just it's a Pig. When ridden it leaps into the air when it goes on tree only and can eat shrubs.When angry it will buck you and if will let you jump off when going on tree. Rocks Trees and Shrubs are Exactly The Same as the Jurassic ones. This is a space zoo map made by the person who made the Everglades and Amazon and Paleozoic ideas Colors: 0-1000m lightish green 1000-2000m green to red 2000+m blackish red Obstacles: Trees, rocks, lava that bubbles that will burn you, water, mud that will stop burning but will cut speed by half. It will eat anything when upgraded including itself, and will smahs rocks and trees. Get it? Secret: Maui's Dolphin (Mission: Ride 8 different animals in a row in the ocean) ALL VARIANTS: Bottlenose Dolphin (Base): The most popular type of dolphin. When angry, it only flys with high speed unless it never ate enought animals.) Bunyip: It can appear 0m to 1000m. When angry it will go side to side or swoop down. Cannot eat big animals (rhinos, hippos, yaks etc.) Slithers faster when angry. *Map Appearance/System Blackish stone floor with stalagmites(while the player can't see it, the idea is since this is the 'underworld', the map is a large cavern with a very, very high ceiling). Addtional stuff Gizers will explode giant rocks and can explode animals alomst like astroids . Upgrade to smash rocks and get less angry by smashing big tree's.)Wild West 3: Mountain Ram:' 'Arrives at 1000 to 2000m (When riding in other animals you can see rams on the stampede or beside the cliffs where they are also running .You can try to ride them if you have the falcon. Sharks On land: Flop up and down like seals, with the flopping becoming slower and slower, up until 5 seconds where they become angry, and eat the player. This is an specially heavy sleeper. New Mechanics and graphic for game (Summons Sicari , Watch out!).If you are in 1000 to 2000 m ,tentacles will come and grab the player or animal if their near a cliff.Ufo's will try to lift you up with or without your animal but you can try to escape by jumping into a another animal but it would be very slow when you are still near the beam.Gray rocks and dead gray trees. Of course! See top of page. Description: Has spent a long time here on Earth, longer than mammals, even longer than dinosaurs. Hint: Did you know that fish can engage in cannibalism? You can choose to shear the sheep to get coins but disable the ability to bump other animals. Desert 4 Falcon - They are flying and fast, when angry, they begin to sharply turn up and down in the air and become more unstable. Mud will speed up pigs but will slow down other animals. However, orcas will not eat you, just like in real life. Can swim in/up rivers/waterfalls (or float above the river). Upgrade to make animal eating more effective and for anglerfish to be less aggressive in the wild. When it is angry, it will throw you off. Anyway, back to Mexico, I think it is a pretty solid assumption, considering the previous ones we have. They are pink in colour and are just like what you'd think a flamingo would look like. If you got caught, it flys off which leads you dead. White Stag(real)*: Often depicted as a sacred animal in mythology. Small Habitats: Ancient Horse, Ancient Camel, Glypodont, Elk. Southern Right Whale Dolphin (Rare): A particularly unusual dolphin. When angry, it "eats" you, and the classic Slenderman sound effect plays.(enderman variant? Tasmanian Devil - Base Tasmanian Angel Tasmanian Weevil Jersey Devil Devil That May Cry Medievil Tiger QuollThylacine - Found running. Upgrade it to let lamprey get attach to fish for less time.) Duck: (It can be found above water when a fish jumps or under where it's floating. Lobster (Ocean 6): Red Lobster (Base): Lobsters shed their shell once or twice a year. When angry: Beetles accelerate, moving very fast.) CHKN 4 - Sheep - (Wild: Sheep move forwards slowly. Alarm: Throws you. Swoops down somewhere in front of the player and flies in the same pace for a while. Snake- Found hanging on huge branches. Runs erratically when ridden while consuming garbage/leftovers (if any in farm) to stay happy for longer. Coral 1: Fish :Salmon Common Salmon will do anything to get to their birthplace. Alarm: Throws you 20 meters. Tiger Shark (Legendary): The proper king of the tropical oceans; it has come to take its crown back from the Lionfish. Upgrade to swim faster and eat to stay happy.) CronLychma: Arriving at 0m to 1000m ( This creature is a flying/trap animal which can be spawned when flying above you in the shadows can goes in front of you and try's to eat you. Upgrade to go quick on climbing trees and spawn up to 3 to ride along side with you if your ridng a oranguatan.) (When riding other animals, they are found hanging on huge branches on trees and try to snatch you almost like a alligator.When they snatch you, they don't exactly eat you but wrap you and the animal you ride and slows the animal down by squeezing it. Bandits=Shooting (Like the asteroids in Jurrasic) Wild West 1: Pony: Little Pony Secret (Jump 75m with a snake.) Ability: Like a Zebra. Well take a DEEP look at the Ancient Ocean! Including never-before seen swimming monsters, hungry Megalodons, and deadly blowing geysers! Obstacles: Tree = Coral Rocks = Rocks with seaweed and creatures on it Others = Fossils Shrubs = Seaweed Collectables = ChestsAnimals: Ancient Ocean 1: Plesiosaurus (When angry, it leaps into the air. Cheap Lobster (Endangered): A lobster made of MONEY MONEY MONEY. Lava - On each/one side of the map, with occasional rocks jutting out of them. Alarm: Runs faster, if upgraded to level 5, it is like the moose. (SECRET: Flaw Macaw. when ridden it can only eat squrriels and jumps you off when angry.It can also climp other obstacles to other obstacles. 1000-1999 is Bathroom. Classes: Blue Whale (Base) Whale Shark (looks like an actual shark) Titanic Cetacean Beluga Whale of a time (has 2 clocks on eachside) Desert Whale (Boss – Has Cactus and an oasis on its back) Haile Cloud (Level 9 – Resembles a hail cloud) Narwhal (Endangered) Dolphin Wild: Dolphins swim slowly in the stampede. ALL VARIANTS: Great White Shark (Base): This shark is one of the biggest predators in the ocean. Obstacles: Tree = Coral/kelp and seaweed Rocks = Rocks, gisers,broken ships and ginat full shipwrecks Others = Fossils Shrubs = small Seaweed Collectables = treasure chest and goldColour scheme: 0 to 1000m: dark green 1000m to 2000m: dark blue. Seahorse When ridden, you can notice that it is very small compare to other animals. Tightthon: likes "Righty tightly" (Boss)liethon: lies down, but he's standing. White kirin with stag antlers and without scales, has cloud/mist like swirls surrounding it. Cats cannot eat big animals or other cats in CHKN. They will swoop up and down when angry. Upgrade to be more stable and eats more to last long.)Striker : Arriving at 0 to 1000 m (when ridden it will give you a sign that it will come by a giant shadow on top of you and can follow too until it strikes down and trys to eat you or other animals, When ridden it can eat and smash anything. can be happy for longer if more shrubs were eaten. When angry, it does fast, long, single dashes. When angry it will eat you. (yes, in real life orcas do eat sharks) Eats you when angry. Tractors can be driven forever and will smash almost anything. Upgrade to increase landing time and height.) Frog: Arrives at 1000 to 2000 m.(jumps in a long pattern, and when angry, it jumps higher unless it is in the water becasue it is able to swim slowly . Whalasus (Rare): One of the "descendants" of Pegasus, this one has taken up living in the water. Since there is alot of species and even alot of opions for obstacles. When angry, it swoops down, which will kill you in Air due to no ground. On land, the animation would be simlar to wa walrus. Rarer goldfish give animals more time to stay happy before it gets angry. If you smash at least 2 smiledon, the rest will run ahead and be apart in runnning stampede. Also after the main animals of each zone, I will put the ones that never make it in a list and what rarer animals in each species. Gets faster as time goes on/as it gets closer to getting angry. • Note: When upgraded, guards from crashes and doesn't reduce lasso size. Jump 85m off a Macaw). Tapped: Dolphins perform a front-flip. They prefer to shine alone. Also animals like the sable and Binturong will also be aprt of the rarer red panda line up. Pushes players with its strong current or simply slows them down like normal water. Desert 1 Oryx- is the main animal from 0. When angry it will swoop 10 times before blasting you with explosives.100-2000+m) Deviljho(wild: runs jerkily. Upgrade to be more happy when eating animals.) By Nathan jpg (talk) Collectibles: Noodles China 1 - Antelopes (they run and hop)China 2 - Monkeys (throwers, found sitting on trees and running on ground), China 3 - Giant Salamanders (they swum in the water) China 4 - Snow Leopard (Run and eats) China 5 - Takins (Smasher) China 6 - Pangolins (they roll like a ball) China 7 - Cranes (Flyer/Smasher) China 8 - Red Pandas (Shrub eater)180.178.149.186 16:14, April 20, 2018 (UTC) Did you think that the Jurassic zone was cool? Badger: when they are angy, they dig like wombats. when angry it launches off .Upgrade to increase eating for it to last longer and eat other small alien animals .)Alien planet 2: Sicari : Arriving at 1500 to 2000 m (When riding other animals, it will give you a 'warning' before charging after you.It will unleash acid on the front of you and throws other animals in front too.The acid is very deadly because it makes wholes on the ground which makes other animals eventually falling down including you. Gargoyle of Liberty: Statue of Liberty reference.Flying animals that can smash small animals. Also instead of doing each zone with an animal, I will just let you choose since there is alot New Mechanics and features Obstacles Evergreen trees like in the mountainssmall wooden bathrooms like in the outback as obsticals.windmills like in the outback as obsticals.Collectables: jack-co lantern Colour scheme: 0 to 1000m: olive brown. Needs eggs to stay healthy. Ridden: Swims a little faster, like a Llama Angry: Starts swimming faster, goes on side and swims up and down. 2000m+: greenish blue. When angry will send you flying in the air with their spray) Skunk Base Bunk (Bunker) Punk (Punk) Sunk (Sinking) Funk (Funky) Peppy Le Pew (Looney toons character) Skunky (Monkey Skunk, LVL 9) Scary Skunk (Halloween Event) Wild Turkey. Only appear past 1000m Animal name: Indian Peacock Taj mahal 6 Gandaberunda ( two headed bird ) When ridden: Gandaberundas fly at a steady pace When ridden: Gandaberundas fly down and up, demolishing everything except Brontosaurus's. Anyway when ridden it can swim really fast and when angry it can buck up and down. When tapped: Flamingos move their body like jelly. They start to go faster than most stampede animals when ridden (like an ostrich).When mad they slow down and then buck up and down like Pegasus but at an accelerating pace. In zoo: Whales will swim to a certain spot and stay there. Upgrade habitat to make it less aggressive ) Meerkat: (These are also very common in the stampede and also slightly smaller then other animals.These animals will spawn from 2 to 4 in on top of giant rocks and in holes to look out.They sometimes go inside the holes which loses the chance of riding it.When ridden they will go in the holes they dig can will go out in th other side of the hole .When angry, it goes underground an keeps diging, like Wombats. If not near hydrothermal vents, it starts to slow down. Like the wombat) Forest 3 woodpecker (acts like all the flying things in the game)Ya

100.38.247.93 00:56, April 2, 2018 (UTC) Since the other user never finshed the rest of his sky zoo. Sits on player when angry Buzzy Beetle: Alarm: Bucks like crazy Area 2: Koopa Troopa: Found only after 1000 m. When angry, it jumps up and down. Upgrade to accelerate slower and run off further) Alkraquer :Arriving at 1000 to 2000 m (When ridden, it can devour trees and rocks. Thylacine - Base Dodocine Thylacinema Brick Tilecine Thylacoleo Crash ThylacootTiddalik - Found running. It has an upgrade to move faster on the ground.) Anteater:(has heavy claws to destroy obstacles. When angry it will sit on you . Lynxes move faster when ridden. Ruins 2: Armadillo: Smasher. Dog: Can eat cats, Runs very fast, and throws the player off when angry. For example, you could have beach, reef, deep sea, river and many more. Description: Despite its scorpion-like appearance, it’s actually not a true scorpion. a farm. When ridden it dosen't do much. They're usually crows, but some variety is nice. (Rare) (Tier 4) Fallingo: These flamingos that are seemingly covered in brown leaves are just a flamingo that has brown feathers. Can be upgraded to keep eating animals happy for longer (Level 4). The sound effects, such as the “animal is getting angry” warning, will be muffled, since this is taking place underwater, kind of like in mario kart, where the music changes slightly to match its environment, such as being in the clouds or underwater. When ridden they behave like a Pheonix and when mad like an eagle. I don't know what to say about this but it is up to you to decide. When ridden: Albatrosses fly, being unable to die to anything except sidewalls and central rocks for the time before it gets angry. When angry it will start to constrict you and eat you. This one sneaks through the bushes and when ridden goes hopping on other animals until either a gharial or a anaconda eats you Might update KQ11899 (talk) 17:38, November 27, 2019 (UTC) Killian i have a idea its called the ocean here are the animals lvl 1 salmon and seahorse lvl 2 dolphin and eel lvl 3 shark and whale lvl 4 swordfish and manta ray salmon they are the slow ones when angry the will hop it gradually gets faster 1.alaskan salmon [base] the normal alaskan salmon... Being too near the column or stepping on the lava pool will cause the player to burn normally. When angry, it starts getting faster and harder to control, like a penguin. Emerald-turtle - Endangered Description: This shiny that enjoy tricking humans. Macaw: waits on trees for you to land on them. When angry it will speed up and throw you off.) petralacosaurus(a lizard that lived in the Carboniferous period. Sea animals, on the other hand, move normally in water and hop around awkwardly on land, slowing down, similarly to seals in behaviour. Found 0m.) Parrot (Accelerates when angry, found perching on tables at 500m.) House 2 Mouse (Throws you with its tail when angry. 71.84.56.3 19:32, January 4, 2019 (UTC) Johan Space Zoo New Zone Suggestion - Underworld. In shallow water: Flop up and down like seals, still being able to eat animals. Crow. They fly for a brief moment when first ridden (like pegasi), then run at swift speeds like emus. When lassoed it will jump up and down for 2 seconds then swim straight again. Can be upgraded to eat small animals and normal fish. Giant feet (Fall out of the sky like volcanic rocks and lightning). Lobstrong (Legendary): Happy as Larry. Can be upgraded to smash other obstsacles except rocks.) Bog turtle- Base Description:These creatures are currently endagered. Galapagos Chromis (Endangered) (A rarity from the 1900s, presumably extinct) Yes, first Endangered space zoo animal :D Domino Damselfish (Boss) (The only aquatic animal that can cause a Domino effect on other species) 2021 Anniversary Event Limited • Surgeonfish Base: Palette Surgeonfish (DORY!) Atlantic Blue tang (A common reef dweller, it requires a lot of open space) Found after 1000m Level 2: Lined Surgeonfish (Unlike other members of it’s family, this Clown hates everyone.) Found after 1400m Garden 1: Spider, Ant, Grasshopper. Can smash anthills, which will keep it happy and let it charge ahead, like the hippo. When ridden: Crabs will move steadily, jolting back slightly when the player voluntarily jumps off. Flamingo: Flamingos are the first animal you encounter in the Tropics. Colour scheme: 0 to 1000m: Olive green 1000m to 2000m: light green. Deer Woman(Jojo's bizzare adventures) Description: Probably the advanced version of a cenatuar Pantheon (Slavic) Description: The Pantheon is a creature used in heraldry, particularly in Britain. Colour scheme: 0 to 1000m: butterscotch. Pelican't (Rare): It just can't seem to get a fish in its bill! Shellican (Mythic): Beautiful, yet fragile. As there are no puddles, a salamander has to be ridden to put out the fire(also see below). Tribal otter - Secret; eat 8 newts before 1200m. Found 1000m. (Jumping on water still extinguishes fire.) Another doodle to explain this here When angry: Stops and rears for a short time before kicking off to a quick run with occasional small leaps, skids to a halt after a while and rears again, repeat. Tupibara - Endangered Cthulhubara - Secret; smash 20 water lilies. Corpsebara - Halloween eventAnteater - Found running. Snake: Slither.io Rare Ability: Like Hydra. - Prairie dog/Gopher Can be found poking in and out of their burrows when player nears (like how walruses jump onto the stampede from side). description: this member of the deer family lives in tagias and eats plants,prefers grasses to berries boss: elkling gun (reference to a gatling gun) forest 4: raven: the flyer for forest. Dog Bush Buff Dog (Gym clothes) Buzzsaw Dog (Robot) Dumb Dog (Odie) Description: Wants to be friends with Fat Cat, but hasn't been successful. Swamp 5: Swan. Level 1: 2x more opabinias in the stampede Level 2: Add two new rare opabinias to the stampede Level 3: When angry, opabinia will throw you further Level 4: Energy drains 10% slower in the Cambrian Seas Level 5: Add two new rare opabinias to the stampede Level 6: Eating keeps opabinias happier for longer Level 7: Get bonus points for eating on opabinias Level 8: 2x rare opabinias in the stampede Level 9: Add a new rare opabinia to the stampede Image Source: Sea Scorpion: Like tigers, sea scorpions can only eat a limited amount of animals. I did not copy anyone, even if it is very similar to something else. Reek-the smasher of all things. Ocelove - Valentine's Day or Anniversary eventCapybara - Found running. Tunadra Tonadra Rare This tuna is cold-blooded, but if it gets too cold, you will not enjoy being one. Meowth: Can eat animals (except Yaks, elephants, rhinos, hippos and alligator. Cats:Abilities:Eat animals.Alarm:Eat you. Looks: has a question mark on its head) coworker(description:is a coworker but hes in disguise) looks: has glasses on and filescon its hands ) and is the endangered cow.) next animal: pony (runner is found at 500m) skins for the pony: phoner (description she talks alot on the phone but can take care of her self.) Looks: has phone next to its head and a skirt) fony (description is bald but trying to hide it) looks: has a wig on its head and black shirt) poony (description: gross can you flush?) Looks:has a toilet on the back and poop on its tail and head) next animal:pig (when in mud goes faster is found at 1500m) skins for pig: mud wrestler(description: is the best mud wrestler in the barn) looks: has underwear on and biceps and has dirty hair) muddy pig (description: hes very muddy dont touch him the only pig that doesnt take a shower) looks:mud all over the body and carys a mud pile around) pigatron (description: is boss and is awsome.) Looks: has light line coming from its back like the tron zebra and is colorful and is the boss of the farm zone) farm 2: crow (description is the flier of the farm zone found at 1200m on the fences) (description:CAW CAW so annoying but useful for getting around the farm)farm 3: coyote(description: the eater of the farm zone cant eat the cow you have to level up its cage to max is found at 2000m) (description the hunter of the farm keep your cute guys safe from this guy) farm 4: bunny (like the snow hare but smaller and chubbier and cuter is found at 200m in a cage smash the cage open to free them and get on one there are only 20 cages around the whole zone) (description: aww look at him so adorable) farm 5: donkey (like the girrafe and camel can smash one creature every 10 secs before it gets angry found at 3000m) (description: a close relative to the horse but way more smaller) and thats all hope you like my idea :). Alarm: Sends you flying. Boto (Uncommon): Normally found in rivers but hasn't been found out at sea. Boxfish Normal fish. When ridden it eats creatures. Tapped: Fish circle around and sway. When tapped: Tortoises move their body like jelly. Herd spawner. When ridden on land, they’ll make small bucks like walruses and when angry, it’ll perform a somersault and launch the player quite a distance. They will go in a straight line towards an animal and they are not wary of obstacles, but this is the stage where a hyena can eat other animals. You can jump to another animal and escape the squeeze but if not, it will autmaticly eat you when animal stops and sits. Endangered because of river pollution by human activity. I think it should be seperate from the land animals, due to the vast amount of aquatic life there is. When tapped: Rays will flap their "wings" 2 times. Area 2: Groundhog: Can smash animals like elephants. Upgrade to increase charge time and have bigger explosion to smash other animals.) Donkey: ( When angry it acts like mission mule or zebra.) Falcon(It can fly when ridden.When angry, it goes down while flying like a pterodactyl .) Leopard:( Spawns on rocks where it catches it's pray and when ridden it will eat regular animals except mthical ones. When on land, it hops around uncontrollably and hops even higher when angry. Bloody Swandae Description: A highly prized dessert between carnivores, both for its taste and the difficulty in getting it. Slenderman. When ridden: Pigs hop up and down rapidly but move at a frustratingly slow pace. Obstcalces Small patches of water almost like the outback. on land they will walk normally like zebras, tigers, bears, buffalo ETC Animals-Tier 4 Gulls are the flyers. Perches Normal 4th fish. When angry (It won't ever be angry in water), it tosses you off. when angry it starts to get hard to control. Chickens are the fourth animal to be unlocked in the Farm Zone. Honestly Nothing to say about this one.) Beast of greece:(When ridden, this creature will look like a leopard but with four heads and wings. Coral 3:Starfish:Starfish Common,Strockfish Rare,Tarfish,Hifsrats Rare,Starburn Rare,Ninja Starfish Secret(Use a starfish and bump into 20 animals before you jump onto another animal),Symfish Lv9,Luckstar Chinese. Anthills are scattered across the stampede and act as obstacles, like rocks and trees. Sucks the blood of other fish. Upgrade eat animals to stay happier.)Earth worm: Arrives at 0m to 1000m (The earth worm can smash obstacles and can dig under ground.When angry will come above and below ground while digging. Getting in contact with the lava on the side will immediately burn the player to death unless they are riding a salamander(see below). Scorpion. Spawns in huge groups and tough to tame at first. 1000-2000+m.) Area 6: Behemoth(wild: walks and smashing all obstacles. Functions the same when on land in other zones. They can be upgrade to come towards your lasso like zebras and that when your riding one it is easier to find others. Snake: swings down from trees to eat you. 2000m+: light red. ) Flying Squirrel:Arrives at 0 to 1000m (When ridden,it can go on rocks and tre flys up into the air and lands really slow with you controlling it. bosses for the ocean 1.salami salmon are you going to eat this? Draken: Drake version of a kraken. When ridden, its behavior is when it goes faster on water which will keep it happy and let it charge ahead, like the hippo. I think I will also add a Triassic world too! And I know that the T-Rex, Triceratops, Raptors, Parasaurlophuses and Anklysauruses weren't living in the Jurassic. On land they will flop around. Additonal stuff Animals Snow partlces come from 1000 m-2000 m clouded lepards will spawn and tree's and jump and chase the player.River 1: Takin (When angry, it goes quick and bucks like a sheep. Addtional stuff Caves spawn in the side in the run and megalania trys to eat you or other animals from the side. Can eat shrubs, eat small animals, and throw the player when angry instead of eating the player. And also, I didn't copy anyone's idea. Tauntaun -bucks when angry Loth-cat - speed when angry Bantha - the smasher of all things. In the wild: Iguanas follow the stampede with fast speed. Music is Halloween event's. Like moose. Slow. When ridden on land, they’ll make small bucks like a walrus, but still throws the player in the end. When angry, they will jump like crickets.)Nathan jpg (talk) 21:26, 9/28/2019 (UTC) The coral reef would have a gray floor, with the ocean water all around it. It can snatch animals that only went in the water. Acts like the tiger because it can only eat certain animals. When angry, it throws the player off. The walls mostly cannot kill on contact but certain rocks will jut out of the wall (like a booby trap) and can kill the player as well as surrounding animals, and rolling balls (like in Indiana Jones) travel horizontally starting from the 1000’s, the last boobytrap is starts in the 2000’s and is a ditch covered by a Tarp that you can easily tell apart from the environment of course the booby traps might just be to much for the player to handle. The forest is mostly identical to the the mountain, except there's are small buildings, nor too much cliffs and some of the water pools are bigger. When not ridden: Saddled Horses move slower than normal horses. It’s a shame that they’re no longer with us. Accelerates like ostrich when angry. When ridden on land, they’ll make small bucks like a walrus, but still eat players in the end. There are intervals where a waterfall would be in the middle of the map, while the land on either side slopes upwards( quick doodle for demonstration): You have to fly over, run on land, or ride a water animal or a lung/eastern dragon(famous for their affinity to water) to swim up the waterfall. Classic Islands 3: Hyena (BOSS: John Hyena). Swamp 1: Newt. Pls don't hate on me with this zone since this is an idea. so when angry they will swim fast. ( / ) This was also one of the special animals in the Chinese New Year event. When angry it also acts like a zebra when it bucks .Upgrade to be able to move other small animals when bucking. When ridden, same behavior as griffin except eating other animals to get happy,it bumps into other animals to get happy and will fly ramdomly until you bump another animal.When angry it wiggles and throws you off.Upgrade to be happy while bumping other animals and go faster on water.) Mallard Ducks - Base Croca duck- (tier 3) Alabio duck- (tier 1) Donald duck- (tier 4) (Disney) Aylesbury duck- (tier 2) Howard the duck- (tier 5)(movie) Description: I really know why duck movies don't make any sence Rubber duck- (Lv.9) (tier 5)(cyborg) Description: This is definitily your normal bathtub toy.(Created by Rodeo Champion aka Sylvie btw :) This would be a zone where there's air and land. When not ridden: Rabbits hop up and down. Coelacannibal: Smash a coelacanth with a coelacanth. Upgrade to smash rocks and fly further.)Ancient Ocean 5: Dolichorhynchops (Flying animal, when angry it drops to the floor and starts to speed up. Upgrade to accellerate slower and jump off further.)Nathan jpg (talk) 20:50, March 31, 2019 (UTC) The desert is a barren wasteland. In the wild: Komodo Dragons will try to eat the player when close. Alarm: Throws you off at least 80m. When touching the rocks the player dies, when in the cacti the cacti is stuck to the player disabling it to change animal or tame a new one, in the branches the player is trapped between them making it only possible for him to get out of there 1m-3m later depending on the branch size, Clay walls do not let the player through and tall grass makes it difficult for the player to see. Traps: Diablos 1000-2000+m, bazelgeuse explosives, lavasioth 2000+m Animals: Area 1: Kulu-Ya-Ku(wild: jumps. When ridden it can climb on tree's and jump from other trees and when angry, it does throws you. Now they can fight on land... Description: Legends say that our ancestors were once spiky fellows. This will including simlar animals from the savanah with a better look too .My ice age will have 8 new animals in 6 zones. Upgrade to increase charge time and eat other animals to last longer .)River 2: water boatman (When ridden, it will charge really fast when moving it legs. The only animal that appears on rocks to take you to the Sky World are Cardinals. Road (Cliffs). xylodolphin a musical instrument 5.dollphin 10% cute 40% love 50% plastic is how you make a dollphin eel they will shock you if you ride on them for too long 1. Note: both ability puff and angry puff will scare away fish. On the road are slacks of mud that the player slips uncontrollably when stepped on unlike water or ice. Runs fast and can jump over fences. When ridden on land, they can be ridden normally and they’ll still eat the player when angry. Also not all animals are based on legends or real life because it is pretty hard consider if it fits the game or not. New Mechanics : Be carful for pythons that wrap and squeeze you , Watch out!).Crayfish also hides snaches other fish including the player but still can spawn near the stampedePatches of water almost like the jungleObastacles rocks tree's mossy old statuesColour scheme: 0 to 1000m: green 1000m to 2000m: brown. The design is mostly an alien .It has a new behavior which camaflauges and also runs fast if angry. When Ridden: Lobsters slowly move through the water but can vault over obstacles rather than crashing in to them. when angry, it becomes unstable and eats you. When angry it will throw you to the ground before it eats you, you have a split second to get on another animal.) Area 4: Harpy eagle(if you are riding a small animal(buffalo and smaller)it will grab you and throw you off you can use this to ride the eagle. When angry, jolts to a stop and solidifies in a sitting pose, throwing the player. Nightmare 6: Ghost. Orcas can't be ridden in other zones, as a reference to how they are completely helpless in they ever get carried away, such as hunting a seal resting and end up stranded on the beaches shore. Like Turkeys, execpt they lay eggs when wild and collecting them earns coins. This can be added to by different users. Description: Currently wanted on Fish News. When angry, it tosses the player off. Silky Anteater (Silk dress) - Level 9 Bumbaeater (Bumba Meu Boi) - Endangered Anteater Eater (Slightly larger, darker colors and larger claws) - Secret; Go to cerrado riding an ant, jump over two anthills and stick the landing. They can still eat other animals on land as well. When angry: Rays will swoop and can smash small animals. When ridden, can leap over obstacles and smash other mice. Longest flying creature angry time. This will look like a horse with heads of lions,tales of serpents and it can also spite smoke,fire and brimstone which could possable bring even more new behaviors like this.)Daniel's Four Beasts Beast of the babylon:(Acts like the griffin but mostly similar to the Chimera or manticore base on looks. Upgrade to accellerate slower and jump off further.)Toad:( When ridden it needs water to stay happy. However, they do get angry faster. Fairy:Arrives at 0m to 1000mDew Fairy Base,Do not disturb Fairy Secret(Jump 65m from a fairy)Abilities:Fly.Behaves like the oldest toucans(fly from the back,later fly in front)Alarm:Behave like pterodactyl. Dojo-dodo(Anniversairy event) Description: Unfortunatly it does not know how the turntables plugged work.Megaloceros: It can appear at 1000m to 2000m.(When ridden it would have the same behavior as a moose. Area 3: Evee: Found 1000m or so. A place for dark(or maybe not so dark) mythical creatures. Can vault over trees and pounce like drop bears, although they do not lock onto a nearby animal, rather simply pouncing when landing and eating anything just ahead when landed. When angry it will turn into the serpent version of grootslang. leafy sea dragon a leafy camo fire breathing creature 3. When angry they lauch you like a yak . When angry, it throws you off.) Porcupine:. When angry: Dolphins will smack you off with their tails. Is a lot like Turtles. (Song) Secret- Ride 7 Different Animals in a Row Jumping Fox (Action, Fox with springs) Boss Fox Studios (Company, LVL 9) Grey Fox (Hand Drawn Fox, Color, Endangered) Animal-Tier 3 Weasel-Short and Speedy. When angry, it grasps the player riding it and runs off, basically stealing. It can jump almost like a bunny or kangaroo.When angry they jump higher. When ridden it can smash tree's and small animals(if possable it can threw animals) and throwns you when angry. When angry: Eats the player. legendary: yogi bear (reference to the cartoon yogi bear) appears after 2300 meters in forest The Farm Zone is a zone which takes place in well.... When angry speeds up just a bit. Mask-Rat(nurse outfit) - Level 9 Description: Thank you frontliners for helping us during covid-19 Musk-spirit (Glowing spirit rat) - Endangered Description: I have the SPIRIT of the..... The speed of the flame is determined by the number of times the player put out the fire, not by how long the player had been burning, encouraging the player to try and extinguish the fire at the last second and return to land instead of going into the river and staying there. When ridden: Flamingos walk at an even rate. 3000-3999 is Living Room. When Ridden: Seagulls swiftly fly above any obstacles or animals. When angry: Pelicans will swoop and can eat small animals. When angry: Robots slow down, buck the player off and then eat them, before promptly joining new poachers.) CHKN 6 - Cattle (Wild: Cattle move relatively slowly. Raccoons move fast when ridden. When angry it will jump and eat you. When ridden it "stings" creatures. uncommon: honey badger. )River 5: Clouded leopard (When riding other animals these animals will spawn in tree's and will only eat you if your riding a monkey or red panda. Smashes it all. When angry it will throw you and hit you with its tail into its mouth. When angry: Lobsters will curl up into a ball and accelerate. Put them here! Raccoon: Can be found sleeping when wild. Air 3: Finch. Possibly there could be light particles going from the eaten animal to the bead? Speeds up when angry. Upgrade to jump farther and smash only small rocks.) Runan-shah: (It is an ugly, vicious merperson reported in the Caspian Sea. When angry they will go alot faster and ink will come out everytime it moves. Can be upgraded to throw the player after crashing & burn slowly when ridden. When ridden, it can eat everything except big creatures. Just saying that if your talking about the wild west as a zone, it can go in the praires direction or another desert idea. It would be a desert, with many rock arches, cliffs, no pools of water, and skulls instead of shrubs in some places. In zoo: Dolphins swim around aimlessly. Mechanicgale-(tier 2) Description: Unfortunitely this gale only says beep,baap,beep boop. 2000m+: metallic tiles. Upgrade to smash rocks and to go faster.) The Pokemon World would be in the Space Zoo. HAHAHA. Humpback Whale (Uncommon): Feels quite conflicted. On land: Flops up and down slowly and heavily for 5 seconds, before getting angry and throwing the player. Head of a dragon+deer, body of a stag, has blue-green scales on parts of its body and legs. Area 2: Clouded Leopard: Found sitting on rocks. When Angry: Tropical Fish jerkily buck up and down in hopes of knocking the player off. If you ride the animal, it can protect itself by other blind wolf around him if any animal try to eat the player.) Dusk ticker : Arriving at 1000m to 2000m ( When ridden it can sense danger and will easaily get angry. Varactyl - tree-smasher and smasher of animals except flying animal and bantha. Ghost Shark (Secret): Will haunt poachers when it's in a rage. When ridden: Runs normally, above average speed. Falcon. (When ridden, it would go a medium pace until it gets faster and throws you 50m.)Sumatra 3 Giant Salamander. They spray ink at you when the player goes near the kraken. When angry, it becomes angry almost like boar. Goes fast. (BOSS: Count Iguana). 71.84.56.3 written by Johan Chen This zone will introduce into the darkess and scaries side of the deep sea. Rare. More common after 2500m • Butterflyfish Wild: Found after 5000m, found pecking large rocks in the middle from 5000m, signaling that the cave doesn't have Morays. throws you very far like 100m. Bumping into a Rat on a Flea allows you to ride the Flea longer. Dodorothy Gale-(Tier 2) Description:I am pretty sure you where those Red glass slippers on your hoofes,not your antlers Elkmastree -(Tier 3) Description: Merry Elkmas!!! Shelloceros-(Tier 4)(shell) Description: Now this is full of protection. When angry, it starts getting faster and harder to control, like a zebra. Leave more ideas below! Sandyridims Edit: As usual instead of adding on to other idea's like this one, I will just make my own take on this idea since it's either alot clear in some cases. In water it just gets uncontrollable like penguins. Flys slowly. Scurries rapidly when ridden, and like wombats, dig underground when angry. When angry, it runs fast. Sunfish When riding this creature it will have small fish go around it. It's fine but let say that zone never happend but instead of mystical dragons and creatures but having more tradional animals that belong in the bamboo forest or in china in general. endangered: reign deer (it looks like a king) squirrel: they are fast,but they will slow down and throw you off if you don't let it collect any acorns. Obstacles: Tree Rocks Others Shrubs Collectables = WoodspriteColour scheme: 0 to 1000m: green 1000m to 2000m: dark dark. Upgrade to get less angry when smashing animals.) - Base Phorusrhacos Kelenken Titanis () horror bird ) () () Nathan jpg (talk) :01, May 8 2020 (UTC) This is also talking about another age of beast besides the pleistocene era or ice age. For the babies’ abilities, I figured that each one should have increased riding speed and increased riding time. Beware of the angriness. It also cooks home-made meals. Wolf or Fox sound, or maybe something a little more echoing than that. Козерог. Shark (Ocean 3) Great White Shark (Common): Whatever this shark sees, is its food. When wild it stares at you. When riding in the stampede, these will form into groups and capture other animals if you miss all of them, they will be able to walk in the stampede. When it's angry it charges similar to Mooses. 2000m+: dark red. When it's angry it swoops then stops then starts speeding. Friesian Ocean (Level 9): Swims best in cold water. Sad-chenia -( Boss) Description: I feel bad because of his nose. Moth. Literally. The other zone, the second one - sea, is quite different to all other zones. )Anaconda: Arrives at 0 to 1000m-(These will be spawned in water patches and swiming towards the player to be eaten. Albine Newt - Tier 2 Description: These apperer with usually dark grey to blue on the back and sides, with an orange belly and throat. Grewt(Groot)- Tier 3 Issac Newt-ton - Tier 4 Force of every swiming, there is an equal and oppisite diping. Eats all animals. Probably just unique alien tree's.Water will be included but makes the player go faster in any animal.Planet rocks :(Collectables). Grannychenia -( Tier 3) Description: Grandma, what big nose you have. Upgrade to tstop at obstacles while dashing .)Desert 4: Coyote: (Unlike it's cousin's the artic fox and gray wolf , this animal can eat animals.It is very simlar the tiger where it can only eat certain animals but in this case it can eat road runners, jerbos,armadellos and meerkat.This is also a trap animal where it can chase down small animals unless the player is riding an armadello or addax. Also chases you in the run. Even though Islands is already an idea, here is what the Original Islands was like. Snapping Turtle. На самом деле козерог это реальное животное. Upgrade to be more stable and eat animals to stay happier.)Moschus:0m-1000m(When angry, it goes quick and bucks like a reindeer. Animal name:''' Holstein cow Cobra When ridden: Cobras slither around the stampede slowly. Upgrade to have more control) === Snake: Arrives at 0m to 1000m (This creature is like hydra except it eats animals.When angry it eats you .Ypgrade to smash glass and have more control) Laboratory Rat: Laboratory Rat (Base) black hooded rat (LV 0, tier 3) Computer Rat (Boss) Ratatouille(food/Movie)(LV 2, tier 3) Splat Rat(paint splat) (LV 5, tier 4) Long-haired rat (Rose)(LV 5, tier 5) Couch Rat(furniture)(LV 5 tier 3) Robo rat (LV 9)Rabbit Rabbit(brown) (Base) black otter rabbit(LV 0, tier 3) Shazam-bbitt(Boss) Tri dutch rabbit (LV 2, tier 3) Broken blue rabbit(LV 2, tier 4) Honey bunny(honey)(LV 5, tier 4) Money bunny(LV 5, tier 5) Easter bunny(LV 9)Guinea pigs Guinea pigs (Base) hamster (LV 0, tier 3) Ham-ster(Secret, ride 6 meerkats in a row to get meermin) Guinea bird (LV 2, tier 3) doctor pig (LV 2, tier 4) Cam-ster(LV 5, tier 4) princeses Hamster(LV 5, tier 5) Farm Pig(LV 9)Fruit fly Fruit fly (Base) Blow fly(LV 0, tier 1) Fly ash (LV 2, tier 1) Hoverflies(Secret: ride on a fly for 25 secounds) French flies(French fries)(LV 5, tier 3) flymango(LV 5, tier 4) Fly-mango(Mango)(LV 5, tier 3) f 16 fly jet(LV 9)Retriever Retriever(base) Labrador Retriever(LV 0, tier 1) lamb-triever(LV 0, tier 1) Glue-triever(LV 0, tier 1) Potato dog(LV 5, tier 3) Re-meaure(LV 5, tier 4) blue berry-triever (LV 5, tier 3) Re-treasure(LV 9) Pigs Pig(base) Meishan pig(lv 0, tier 2) British Saddleback(LV 0, tier 1) peckary(LV 0, tier 1) leaf pig(LV 5, tier 3) dig pig (LV 5, tier 4) cool pig (LV 5, tier 3) demon pig (LV 9)Cat Cat(Base) Ragdoll(LV 0, tier 2) Munchkin cat(LV 0, tier 3) Burmese cat(LV 0, tier 4) Egyptian Mau(LV 0, tier 5) Roman cat(LV 0, tier 1) Grandma cat(LV 0, tier 2) sir cat(LV 9)Earth worm Earth worm(Base ) satern worms(LV 0, tier 1) storm worm(LV 0, tier 3) iron worm(LV 0, tier 5) l=Chain worm(LV 0, tier 1) skunk worm(LV 0, tier 3) worm run (baseball bat)(LV 0, tier 5) Katana worm(LV 9)Snake Snake(Base) albino corn snake(LV 0, tier 2) callfornia kingsnake(LV 0, tier 4) rake snake(LV 0, tier 2) snake whip(LV 0, tier 4) hydro snake(LV 0, tier 2) pansnake(pancakes(LV 0, tier 4) Maduca snake(LV 9)Desert #4==Another desert idea. Angry: Eats player Note: Can smash coral. Cretaceous 4: Pentaceratops: Pentaceratops Base | Abilities: A boost for one second. Ruins 4: Hawk. Runs fast like an Emu, and is quick to turn. Behavior is the same as ants, but faster and doesn't slow down in water. Speeds up in water, otherwise the same as a walrus. Feel free to come to the Underworld thread in the Discussions section to give ideas/opinions. :) I'd prefer if people didn't edit this directly. Can be upgraded to smash rocks, can smash trees and animals. Pages (Collectables). Rolls when you get on it. When angry it will move really fast while jump above water .) Flounder:(This is trap animal of the stampede. If riding the kranken, the creature will actually try to eat you like a trex. ([2]) Rocky walls or cliffs on one side. So cold it can still survive! When angry, it eats you whole.) Desert Bighorn (Found 800 miles in Desert 2. It looks like Mexico in the map section, since it has many of Aztec ruins. 0-2000+m) Area 3: Lavasioth(wild: lurks in lava. When angry: Pigs accelerate rapidly when angry and buck at a rapid speed, making them close to uncontrollable. legendary; grocery badger, looks like a bag of groceries. Upgrade to smash only two obstacles or other pronghorns and harder to control when angry.) Coyote: Arrives at 0 to 1000 m.(When ridden it goes quick like a wolf and fox, and when angry, it jumps high and runs quicker in the sma time . Rat. For it to not get angry, it has to climb up a tree. When angry: Fish will jump high like kangaroos in an attempt to get you off. Cretaceous 2: Stygimoloch: Stygimoloch Base | Abilities:Eats shrubs. Can be upgraded to jump fences. When angry: Horses buck somewhat similarly to buffaloes, bucking around with short, jerky hops trying to make the player crash.) CHKN 1 - Snake (Wild: Snakes are found slithering on the ground individually, with a side-to-side, wave-like movement. They need to eat animals to be happy, otherwise they will grab the player and eat them.) Forest 2 - Hedgehog (Hedgehogs move slowly in the wild. # of xp given when lassoed is 40 XP, the baby increases the finding of rares by 50% endangered for raccoons: Lunar raccoon00* (*this refers to my minecraft gamer tag) appears beyond 1600 meters in forest this raccoon has cyan as the colored part of its eyes. I will reference some parts that relate to the bible but nothing to big. It's a Camel, but can smash Trees and Haystacks. When angry, it stabs you with it tail and grabs you with its pinchers.) Condor: (Can fly. Peanut Butter Jellyfish (Secret): Prime suspect of sharks having a sugar high. Will eat you when angry. Upgrade to be more happier while eating and to go faster on water.) River otter- Base Description: This semiaquatic mammal endemic to the North American continent found in and along its waterways and coasts. Trees: Statues Shrubs: Silverware Collectables: biscuits Other obstacles: Jaws( magic ) Knives( thrown ) 0m gray -> 1000m light blue- -> 2000m+ white Taj mahal 1 Cow When ridden: Cows charge for sometime. Unlike most aquarium tanks, the tiktaalik will have a hybrid tank of both water and land to walk onto. They can also be found in holes or crossing the stampede, digging burrows when angry like prairie dogs. Cod Rare I think they like cogs. and it does hop on land Mudskippers They appear inside mud piles on land and appear swimming in water. Keyrin: Kirin with key theme. When angry the would flap wings like a pegasus. When ridden you can smash trees and this can be upgraded to rocks and it eats everything and can be upgraded to eat other anacondas. When running they smash animals normally, similarly to elephants. The ink will spread into the whole screen.When angry it can squirt ink every 2 secounds which can defend of other animals Can be upgraded to eat small animals and can be ridable most of the time. When angry it drops to the floor and starts to speed up and become more unstable. Ocean 1 - Dolphin - (Swim slowly in the wild, swim faster when ridden, rise up like hinds when angry, they are found > 0m, they have their sounds) Ocean 1 - Shark - (Swim slowly in the wild, swim faster when ridden can eat everything when at level 6, they need to eat animals to stay happy, otherwise they will eat the player when angry, they are found > 0m, they sound like tyrannosauruses) Ocean 1 - Swordfish - (Swim slowly in the wild, charges like moose when ridden, will go faster and recharge when angry, they are found > 1000m, they sound like parasaurolophuses) Ocean 2 - Squid - (They are big trap animals in the wild, they squirt ink at the player in the wild, moves very fast when ridden and can smash rocks when at level 3, they will throw the player up to 80m when angry, they are found > 0m, like the dolphins, they have their own sounds) Ocean 3 - Eel - (If they are electricuted in the wild, they swim away rapidly and the player cannot lasso it, if not they are not be electricuted, swim slowly, and the player can lasso it, they move fast when ridden, they throw the player up to 40m when angry, they are found > 1000m, they sound like pterodactyls) Ocean 4 - Anglerfish (In the wild, their lights are off and swim slowly, when ridden, their lights are on and swim faster, the light fades off very fast when it is angry and it moves very fast like ostriches, if the habitat is upgraded at level 6, the light fades off of slowly, they are found > 0m, they sound like the H.R. Tiger, but the Ankylofish, an anglerfish that barely resembles the Ankylosaurus found at > 2000m (Secret mission: Ride 2000m on an anglerfish uniterrupted), it sounds like the Ankylosaurus) Ocean 5 - Lobster - (In the wild, they swim slowly, when ridden, they move faster and can pinch animals, like griffins, they rise up if there are no animals ahead, they need to pinch animals to be happy, otherwise they will grab the player and pinch them, they are found > 0m, they sound like centipedes) Ocean 6 - Dugong (They move slowly in the wild, still moves slowly when ridden but feeding it shrubs makes it move faster, they need to eat shrubs to stay happy, otherwise they will throw the player up to 20m, they are found > 1000m, they sound like stegosauruses) CHKN 1 - Chicken (Wild: Chickens walk in a forward direction. When angry, they eat you. When angry: Whales blast you off with a jet of water from their blowhole. Upgrade to have more control.)River 3: large mouth bass (when riding other animals, it goes behind you and eat you. Skulls (Collectables). When angry on land will just tail whip you off. They can eat anything and smash rocks by default. Upgrade to smash bigger animals and obstacles too.) Mothman: It can appear 0m to 1000m. When ridden: Turtles move slow, and speed up marginally when in water and just after they exit the water. When ridden: Robots move about as fast as in the wild, with the ability to eat animals and smash rocks, trees and passes. Animals that can smash rocks which get the toughness effect can smash tractors. Trees:Guitars Rocks:Sombreroes Shrubs:Mini Guitars Collectibles:Maracas -1000 red 1000-2000 white 2000+ green Mexicanland 1:Tacos;Abilities: Jump short steps.Alarm:Jumps higher. Про девятихвостую лисицу все давно знают. Currently NOT listed in order of appearance. 0 to 1000: dark green 1000 to 2000: dark brown 2000+: light brown Woodland 1: Woodchuck:Arrives at 0 to 1000m: (it can find holes that can go into it and escape but it is not like a wombat. Goose. Bigfoot will speed up as they smash obstacles, including shrubs,rocks,tree's and other animals. Upgrade to increase flight time) Dobhar-chú:0 to 1000 m(When ridden, it charges when it eats both seaweed and certain animals(Huallepen and Hippocamp). Since the other user seemed to not finished his own, it seem that I have a few ideas in mind. Falcon Moves at a fast pace. Eating snakes will keep them happy for longer but they have to be on the ground to eat one and will temporarily slow down, they cannot eat snakes while they’re mad. Tractors are huge obstacles that appear 3500m in and above. Found perched on rocks in land and water. Sea Dragon (Rare): Uses leaves on it's body for camouflage. When ridden it will be able to camouflage in any animals it can be near to be eaten.) Slender jellies :Arriving at 0 to 1000 m(These creatures are flyers and can spawn in 4- 5 groups. -Pronghorn -Coyote Operates like a Fox. They are often depicted as white deer with the tail of a fox and spangeled with purple stars along their back.Ice age 2:) Wooly Mammoth: It can appear at 1000m to 2000m.(This creature will be spawn in large groups of 3 to 5. Opossum: When wild, they hang by their tails on tree branches and drop to the ground running away when the player nears, similar to drop-bears' behavior. When ridden it can eats animals and throw other animals with its tale and eats you when angry. (Common) (Tier 2) Flamingoo: Slimy. When angry, they will decelarate, tuck their bodies into their shells and sleep while they sit on you. Upgrade to swim faster and slow down when crashing. In deep water: Fast smasher, with good agility, like a tyrannosaurus rex in water. seaunicorn [endangered] chinese say it tasts like the rainbow 7. In other zones on land, it makes tiny bucks like the seal and when angry, it makes bigger bucks similar to non-angry kangaroos. New Mechanics : Be carful for Herons that might catch the player, Watch out!). Dolphin (Ocean 4): Bottlenose Dolphin (Common): Playful, aren't they? 'Absorbs' small animals in front of it with its fox bead: Does the lunging motion predator animals do except the belly isn't enlarged, the bead and prey animal both glow brightly as the animal disappears like its been eaten. When angry, it flies away, causing the player to fall off. - Coyote Runs faster when angry; operates just like wolf and fox. Hedgehogs roll into balls similar to pillbugs but have good steering have the ability to smash anything (level 6).) Forest 3 - Skunks (Skunks move slowly in the wild. when angry it eats you.) Fantasyworld 4: Nuckeleave/dullahan:Arrives at 1000 to 2000m (Behavior like Zebra: It can smash only Unicorn's and sworder,fairys and wyverns.Gallops when angry.You may also notice that this creature has a horse rider which every rarer animal of this creature has it's own rider to.) Fantasyworld 5: Hippocapus:Arrives at 1000m to 2000m(Behavior like hippo and seal. Ocelot - Base Description: You wish your cat made you bleed more often? Addtional stuff Bandits=Shooting (Like the arrows in great wall) Cougar arrives as a trap animal where it pounces in the side chases down the player or it's prey.Wild West 1: Pony: Arrives at 0 to 1000m (When ridden, it like a horse or zebra based on it's design. Can withstand small animal crashes. Area 2: Butterfly: Comes flying out of nowhere, Can destroy small trees,Swoops up and down when angry. Anyway when ridden, this animal can run really fast along with eating smaller animals but for only a short time. They buck super fast when angry. --- ^I think only one or two animals that can eat most/all of the others is enough; complex food chains are not Rodeo Stampede's thing imo. House 4 Gerbil (Makes little hops when angry. Cheetah - They run fast, eat animals, and when angry buck you up in the air and quickly jump and eat you. Note: Eat algae (shrubs) to prolong riding time. Cows are the second animal to be unlocked in the Farm Zone. This idea has been requested for a very long time due to the game's popularity over the years and some of the communities involvement with the developers of this game whether intentionally or not. Then they collapse playing dead. Simmilar to Artic Fox in Tundra Zone. Epekkamaster (talk) 21:39, December 12, 2017 (UTC) CollectorManiac (talk) 11:57, December 1, 2017 (UTC) LadyAnonymous.1912 (talk) 06:37, June 25, 2018 (UTC) Nathan jpg(talk) 11:33, April 8, 2019 (UTC) This could also be in an aquarium zoo. Description: Could be an apex predator if it wanted, but it can't swallow most animals so it doesn't bother.Cerrado 2 Tapir - Found running. When ridden: Sheep speed up only a little bit from their wild pace, and can push other sheep out of the way. Now it is one!Ocean 6: Turtle (moved from Olympus) New event skin added: Space Turtle (Based off Great A'Tuin from Discworld novels) *This looks similar to World Turtle but it's pink and the shell is colored like the Earth but doesn't have trees. Some additional ones include crinoids and algae/kelp. When angry: Bucks with high jumps. Upgrade to last long while eating and throwing.) Trout(When ridden, it charges any near by fish and eats it(specfcly sun fish and crawfish), also it smash seadweed. Upgrade to eat more to stay happy and get less angry.)Pandora 4: Mountain Banshee: Arrives at 1000 to 2000m (First I want to add vartion's or possible rarer animal's like Toy Banshee and Forest Banshee. (It's behavior like wild boar. When Upgraded can also smash small animals but not rocks or trees. dark dolphin I am your father 3. For the babies’ abilities, I figured that each one should have increased riding time and increased chances of finding rare animals. Though, they hop regularly when ridden like kangaroos and erratically when angry (like hinds). Similar to one of the griffin sounds, maybe? Taming 78 animals Improve Outback Habitats 20 Times complete 15 missions Pay 60,000 Zoo Coins (In Habitat the ocelots behave like the lion) (When touched they get up and walk in circles) when angry she runs too fast Ocelot (0m>)(Base) Fire Ocelot (200m>)(Common) Leaf Ocelot(350m>)(Rare) Nevada Ocelot(1000m>)(Mythical) Ocelot of the Dark (0m>)(Buy at the store for 5.90$) Ocelot Beach (2500m>)(Legendary) Magic Ocelot (3000m>)(Level 9) (In Habitat they lie down and when touched they get up and run to the mouse pointer) When angry, throws the player forward. Trots slowly alone or in groups of 2 or 3. When angry it will throw you off and hit you with its tail and then jump to eat you. Animals-tier 5 Sharks are the eaters. Whale Lord (Secret): The overlord of the ocean, even surpassing the Space Turtle. Tapped: Manta Rays will jump and flap their wings. When ridden it will walk. When angry: Iguanas smack the player up to 100 meters. Hunger: Carnivorous animals have 50% of their food removed and eating animals only gets +5 of their hunger back for a short time. They fly really slow and when angry, they will go a bit faster and can at small alien animals.) Rynyx : Arriving at 0 to 1000 m(When riding on other animals these animals these creature will either spawn after or chasing you as a trap animal. None of the other animals are scairer then this.This also makes a good idea for a halloween zone because having zones based on holidays should be more of a trend like the china update 2019. ) Direhorse: Arrives at 0 to 1000m (When ridden,it acts like a zebra or horse. I will also not offend or promote my religon to others but just get the "What If" idea out of the way. (Rare) (Tier 4) Fanmingo: Expect these flamingos to be a bit hasty, and be prepared for a constant stream of wind. When ridden, takes flight, falls slowly to the ground and runs fast. When angry, it goes faster but bucks also. Acts simmilar to Polar and Brown Bears. well, limbs) Snail Mail (Looks like a post man) Tail (Has a huge tail) Shellybeat (Secret- Eat 2 whales with sharks) (Resembles shellbeat from my singing monsters) Athlete's Foot (Level 9- Resembles an Athlete) Gary (Endangered- Looks like Gary from spongebob Oper839 (talk) 11:03, July 19, 2019 (UTC) Южная Америка Мара Капибара Игрунка Улучшение: Тапир Улучшение: Ягуар Улучшение: Броненосец Улучшение: Анаконда Магические прерии. When ridden it goes really slow unless they smash obstacles or animals which last longer and goes faster. Nexu - eat animals even a bantha. Pink Fairy Armadillo - Tier 2Hairy Armadillo (Human hair) - Tier 3 Karmadillo (Buddhism related) - Tier 4 Armadrillo (Gurren Lagann) - Tier 5 Dillo del Ocho (Chavo del Ocho) - Level 9 Description: Its shell never grew properly, so it decided to defend itself with a barrel instead. Upgrade to get less angry by 2 seconds and farther jumps)Nathan jpg (talk) 11:50, 6/15/2019 (UTC) Lynx (accelerates when angry, the lynx is similar to cats.) Squirrel Monkey (when angry it throws you off like Monkeys.) House |0-999 is Kitchen. They will speed up in mud puddles. Upgrade to be more stable and smash small animals.)City is Garden's downtown neighbour. When ridden, it falls out of the sky and hops like kangaroos. In shallow water: Flops up and down slowly and heavily, gets angry after very long period of time where throws the the player. Note: I did not think of what (all of them) will do or rare versions. Going in a bamboo patch increases time you can ride it. Electric Whaeel (Level 9): Do the electric boogaloo!When ridden: Whales will swim really slow, but will accelerate when they smash animals. When angry, it does fast, long, single dashes with the charge too. They are the same, nonetheless. In zoo: Like other animals, they will swim aimlessly. They will try to smash your animal, but can be drived if you jump off your animal in the right angle to the tractor. The player can be thrown off if they hit an obstacle smaller than the wolf (level 5).) CHKN 8 - Rabbit (Wild: Rabbits hop forwards in small pack. Turtle (Tries accelerating when angry. Spinosaurus: Spinosaurus Base |Abilities: Eats animals. - Capybara. Bat Ray (Level 9): It only comes out at night to eat unsuspecting fish. forest 2: raccoon: the speeder! they appear at any distance in the stampede. Revolving Ocelot (Sun, with planets orbiting it) - Boss Description: Stars are proud astronomical bodies. I will do it for him. Behavior is similar to turtle, but way faster and can't smash anything. When angry it goes fast and jumps. When angry, digs underground like Wombats. Solomonder: Solomon reference. Tapped: Seahorses will jump a few times. When angry, it bucks like Buffalo. Flys very fast. (When ridding other animals, it will come from behind and eat you unless you miss.Behavior is a flyer and eater. When tapped in zoo: Lion roar, wiggles head and body sideways. One of the things is that you are more likely to get surronded by smildons and will try to go on and eat you. It can also smash tree's. kelpy seadragon what were they thinking dolphin they are the speeders of the ocean they appear at 1000m 1.bottlenose dolphin[base] the friendliest animal to exist 2. They cannot smash big animals and other tractors. I thought about adding a scorpion and gerbils plus other small animals but I realized that small animals are not realistically rideable, so it would be better to add those in garden. Polar-gale (Ploar bear) - (Lv 9, tier 5) Description: I thnks he lives in the wrong habitat Lightning-gale- Endangered Description: How many of these have zaps you control in a lifetime?Heron -Arriving at 0-1000 km (Found in side of streams as a trap animal.When riding other smaller animals, these will try to catch the player. Parrotfish Rare Parrotfish have colorful colors like a parrot. If ridden it will be able to run and fly the same time. Long body with shaggy white fur, red flattish face with pointed teeth and yellow eyes. (by 172.56.30.103) House 1 Boston Terrier (Accelerates when angry. When angry, digs underground similar to wombats, but can smash anthills and, when upgraded, trees. Horseshoe crab Behavior like peguin where it is hard to control. When angry: Rays will swoop like other flying animals and are able to smash small animals, like Owls. Bull Shark (Mythic): It is not advised to show anything red to this shark. When angry: Fish will speed up, causing the player to have poor steering until Level 4. Travels in Vs. Has Moose behavior. After every 6 animals eaten, charges with antlers down and smashes anything once. Just runs.Alarm:Buck like a boar. These are some Zones here. When ridden it will eat animals except behemoth. When it's angry it bucks up and down similar to Buffalos but the bucks are long and bring you longer distances. Although animals like seals and sharks can eat this thing. Lobsters Works like moose. Also bucks when angry. When ridden it goes faster on water and eats small animals.) Hodag: It can appear 0m to 1000m. For the babies’ abilities, I figured that each one should have increased happiness from eating, but slightly decreased speed. • Pufferfish Wild: Found in stampede, swimming slowly among the smaller fish. still on the run! 5.seamoose what were they thinking 6.golden whale it's powers are kept secret and it's unknown if it's just a hallucination it even outsmarted the smartest biologist Everglades it is a sky zoo zone. Upgrade to slow down if it approaches on a obstacle.) Rabbucks :Arriving at 0 to 1000 m(This creature is almost like the trunk horse because it runs fast when angry. When ridden, it is a zebra when running until it jumps up and down and is nearly uncontrollable to ride on.Upgrade to to be less agreessive. Can be upgraded to eat nuts for longer (Level 2). Alien plant 1: Elichid : Arriving at 0 to 1000 m (They are found hanging in alien trees and can jump which might interfere you. nail whale can't get hammered down 4. Deer types: White-tailed deer: Bambi has grown Oh deer: has just seen a hind steal 500 coins Neer: is close to somebody Otter types: North American river otter: lives in North American waters Notter: took you 1000m to tame him and he is negligent and reluctant Hotter otter: swims in lava Stopper otter: the better Notter I don’t remember who made the armydillo and this is by Rexyisdebest This is another sky zoo page I am doing it is about the amazon. It can also unleash spikes if you ate a big animal and that will cause you to jump off. Coral 5Jellyfish:Jellyfish Common,Jellybeanfish Rare,PB&Jfish Rare,Jedifish Rare, Super J Rare,Jesterfish Lv9,King Jelly Boss.Abilities:It stings any animal.Alarm:Stings the player. Triassic 1: Plateosaurus: like a small brontosaurus, but less bulky Wild: Plods along slowly Ridden: Walks on hind legs at a faster pace. Reef 2: • Goby Wild: Found Perched in Corals. When angry, it becomes unstable. It's the most common animal in the Cerrado. Jellyfish Works essentialy same as lionfish, but when on land, it tries to slither around and is very slow. In habitat: Albatrosses walk around the habitat, occassionally opening their wings and jumping. Tetrapteron: Arrives at 0 to 1000m(When riding in other animals, these will be organized flocks which gives you a chance to ride them. Orcas are called smart for good reasons. It can also eat jellyfish,squid and small fish. When Angry: Flings player off. "A wise king who told the arguing salamanders to split the egg in half."Giant quadrupedal dark-grey reptile with ridges running down its back, like a wingless western dragon. They can still eat other animals and smash rocks on land as well. Area 4: Mouse: Can run fast, Eats cheese pieces in the garden,Starts bucking when angry. Ocean 1: Manta Ray When ridden: Manta Rays will swim near the ocean’s surface, sometimes jumping up. they can also smash small tree.When angry it lauches you with it's tail slap. The first plants appeared, animals appeared, an ecosystem was being created! During this time, we see organisms that can be described as an Alien World, since most of these creatures are no longer here and are long gone. Wedfish Lv9 The bride hasn't come for you yet. Shrimp When angry this creature will jump up and down. When angry it jumps high. Techno-newt (sci-fi dj) - Endangered Description: These will cause a booming hit. ) Frog: (If the river zone has traces of land, it'll crawl when ridden, then hop great lengths and heights when angry. Upgrade habitat to eat more to be less aggressive) Takin Takin (Base) Taki taki (song)(wearing red clothes) (LV 0, tier 3) takis(chips)(Secret, smash 20 bamboo in one run ) takoyaki( food) (LV 2, tier 3) light-bulb kin(A reference to the genus Bos and fossa) (LV 2, tier 3) taco-kin(LV 5, tier 4) Taking kong(king kong)(LV 5, tier 9) The golden goat(LV 9)Red panda Red panda (Base) sable (LV 0, tier 3) Binturong(LV 0,tier 2) Uganda knuckles(meme) (LV 2, tier 3) red robin(batman (LV 2, tier 4) burglary panda (LV 5, tier 4) Leonardo de panda rouge (painter) (LV 5, tier 9) fruit panda (LV 9)Cloud leopard Clouded leopard (Base) amur leopard (LV 0, tier 3) Cactus Cat (Boss) Sliver Cat (LV 2, tier 3) Huan-opard (crypid) (LV 2, tier 4) Stitch-opard (LV 5, tier 4) Leopardile(crocodile) (LV 5, tier 5) leopa-dator( predator movies) ((LV 9)Moschus Moschus or water deer (Base) moschu-quito(mosquito)(LV 0, tier 1) moscato deer(Boss) moschino deer(fashion) (LV 2, tier 1) Fallow deer (LV 2, tier 2) moschuschino(ice cap)(LV 5, tier 3) electric-chus(LV 5, tier 4) crytal deer(LV 9)Snow leopard Snow leopard (Base) Tree leopard(LV 0, tier 1) abonable snow leopard(yeti)(Secret, similar to how to get Chef lion , eat 30 animals in one leopard.) merma-pard (mermaid) (LV 2, tier 2) Splinter cat (LV 2, tier 3) Ennedi Tiger(crypid)(LV 5, tier 4) androi-opard(android) (LV 5, tier 5) Wind-pard(LV 9)Peregrine Falcon (Found in 1000 miles in Desert 1. Actually a nice neighboring canine who happens to be able to walk on two legs." Jogs in the map on two legs with a slouch, runs on four legs when ridden. Animals-Tier 3 Sea Lions- simmilar to the seals in tundra just brown, and slimmer. Image Source: Trilobite Skin: Horseshoe Crab Description: Despite being able to lay eggs on land, it actually cannot breath above the water. When ridden it has the sma behavior as a moose except it can't smash bison.When angry it goes alot quicker with a charge abilty to when it can let it hit something. Air animals always fly safely above water, unless angry. Upgrade to smash rocks and launch further.)Deep Sea 6 Fangtooth (It needs to go under hydrothermal vents to move quicker. When angry, it swoops. Upgrade habitat to make hops and leaps less aggressive and let hops move other moueses when angry) Rabbit: Arrives at 0m to 1000m (When ridden ,it is like the arctic hair but brown . Rather than you moving in 1d on a 2d map, you would move in 2d on a 3d map which would give you a lot more control.--CygnusBlackI (talk) 10:23, February 13, 2018 (UTC) Please add Meme it'll include Grumpy Cat and Fidget Spinner and even Yee. Sits in water. Obstacles: Tree Rocks Cactus Shrubs small cactus Collectables = Sherrif starsColour scheme: 0 to 1000m: orange 1000m to 2000m: light brown. Upgrade to be happy longer and to eat and smash everything.)Alien planet 3: Unth : Arriving at 0 to 1000 m(Runs fast and can smash animals and obstacles. Ocean 2: Seahorse When ridden: Seahorses will go pretty fast in water but will shift from side to side on land. Upgrade to tstop at obstacles while dashing .) Condor: (Can fly. Bard Tapir - Tier 5 Carnival Tapir - Level 9 Zapir (Electricity) - Endangered Lapir Lazuli (Steven Universe) - Secret; ride 8 different animal species in a row. Secret: Splatter Squid (based off Inklings from Splatoon) (Mission: Stay on a Ray for 30 seconds) ALL VARIANTS: Giant Squid (Base): At 13 metres long, imagine how much calamari you could make out of this squid! Vampire Squid (Uncommon): Comes out at night. It's a Buffalo, just it moos and dosen't require an upgrade to charge. banana eel more slippery than shocking shark they are the eaters of the ocean 1. If the player avoids it, it will climb up the rest of the way and speed up to run ahead of the player at a certain distance for a while before slowing down. Despite its harmless appearance, it is indeed dangerous to both humans and wildlife with its hidden blades. Animals These are the order for what animal in each zone but under that , there are plenty of options that I will put soon, have fun choosing when the time comes! Pls do not edit. Flea types: Flea, The Bee Flea, The Giraffe and the Pelly and Flea (SECRET), Lion Flea, Flee (LEVEL 9, based on the meme "Yee"), Li'l Lice, All-star Flea, Vegan Flea. More mechanics will be sorted once animals are decided. Hippocamp (Legendary): With the upper half of a horse and the bottom half of a seahorse, this creature is double trouble. When riding other animals , the creature will show signals that it will come by lighting bolts coming down exactly like in olympus.When ridden it will be big alomst like a revive raven. Upgrade to turn while dashing and survive smashing into obstacles.) (When ridden it will pop is colourful tail, and when angry, it does fast, long, single dashes. Antbeater: loves to play the ANT the band! Antlitter: stop him he is littering!?!?!?! Capybara types: Capybara: the worlds largest rodent Napybara: he is sleepy Lappybara: he lets everyone sit on his lap Anaconda types: Green anaconda: all muscle Yellow anaconda: a teacup puppy Amazonian style. Area 6: Frog. Also,it belongs in the water zoo. Flys behind the player like Tyrannosaurus rexes to try to eat them. - Saber tooth tiger. Land World Animals Tutorial Horse Behavior: Moves at a pace similar to Zebras, just slightly faster. Air 5: Goose. Stingray (Uncommon): OUCH! Sawfish (Rare): Probably the same as the Stegosawrus. Small, and Slow. Cuttlefish This can change colour wheather predators are near me or when it eat animals such as crabs,octopus and small fish. Upgrade to have control on dashing and jumping .)Wild West 2: American Bison: Arrives at 0 to 1000m (Yes I know that we already have a bison but this time, it is alot bigger in size.When riding other animals these will spawn in gorups of 4 and when coming closer to a bison from left or right it will bump/push the player which you can ride the creature from the back. It's the only world so far without a smasher. Can eat smaller fish and crayfish. edible and incredible 2.armor salmon great taste despite the metaly after flavor 3.scrapmon better oil making than eating 4.buttasalmon [butterfly salmon] predator of the elusive sea flower 5.batmon rides in his sweet salmon mobile 6.salmailen [endangered] bdccaectbqau6 [where am I?] seahorse they act like a mix of stegosaurus and ostrich 1. oh the antlers fall off. Upgrade to be less angry quickly and buck slower.) Macrauchenia- Base Description: Think of the creature as a femal deer and an elephant nose. The Sin of Sloth (Devil) - Secret; eat 6 sloths before 666m.Cerrado 5 Armadillo - Found running. and so i did it for you A Forestry area where theres rivers of koi and theres statue's and buildings to avoid and go in. 2-add two new rare Kulu-Ya-Kus to the stampede 3-Kulu-Ya-Kus will randomly glide when angry 4-when Kulu-Ya-Kus run and crash it will throw you off 5-add two new rare Kulu-Ya-Kus to the stampede 6-when running at top speed it will give you bonus coins 7-Kulu-Ya-Kus will glide when fluttering 8-2x more rare Kulu-Ya-Kus in the stampede 9-add a new rare Kulu-Ya-Ku in the stampede Bazelgeuse upgrades: 1-2x more bazelgeuses in the stampede 2-add two new rare bazelgeuses to the stampede 3-bazelgeuses swoop slower 4-bazelgeuses will fly lower when not angry 5-add two new bazelgeuses to the stampede 6-add a extra 2 swoops before getting blasted 7-get bonus coins when exploding stuff on a bazelgeuse 8-2x more rare bazelgeuses in the stampede 9-add a new bazelgeuse in the stampede Deviljho upgrades: 1-add 2x more deviljhos in the stampede 2-add two new rare deviljhos to the stampede 3-deviljhos can smash trees 4-deviljhos can eat anything 5-add two new rare deviljhos to the stampede 6-deviljhos can smash rocks 7-get bonus coins for eating animals on a deviljho 8-2x more rare deviljhos in the stampede 9- add a new rare deviljho in the stampede i have an idea if we do get an ocean biome why not in the space zoo when you reach lvl 2 in space zoo you unlock a button called "to primitave sea" tapping it transports you to the primitive sea you then are riding dinosaurs that lived in the oceans of pangea and here are the color formats 0mph:dark blue and purple 1000:green and sea foam green 2000:pinks and reds here are the animals types 1. Rocks are still present in the Farm Zone. FARM ANIMALS Level 1: -Cow [Elephant] -Chicken (Similar to Little Yellow Chicken)[5] -Donkey [Buffalo] Level 2: -Dog [Wolf] Level 3: -Ox [Lion] Level 4: -Goose [Owl] Level 5: -Pig [Hippo] LEVEL 1 -Macaw [Vulture] -Peccary [Zebra] -Jaguar [Ostrich] LEVEL 2 -Flying Squirrel [Gorilla] LEVEL 3 -Possum [Buffalo] LEVEL 4 -Ant-Eater [Giraffe] LEVEL 5 -Anaconda [Lion] Note: Please don't edit If you dislike it. Amazon river deliverphin: has 50 letters to mail. Upgrade to increase anger time and jump to have more control.)Desert 2: Armadillo:(This animal is very simlar to a pill pug but having a simlar behavior to the moose.When ridden it can survie a collison for only one time and can eventually does it again. Can eat very small animals. rocks , trees and snow (Again, like in Tundra). Highthon: lives on Mount Everest. When riding other animals, if the player goes on water the fropider will automatically try to eat you from behind and will continue unless you escape. Dashes in a short-long pattern and eats other smaller fish(sun fish,trout, water boatman), and when angry, it does eat you. Coral 2:Algae :Algae Common,Angie Rare,Algoe Rare,Algai Rare,Eagla Rare,Argae Rare,Antgae Lv9,Richgae Chinese,Endangered Artgae. The idea is, that, once you reach outback 1, you can add some sort of hull area to the sky zoo, like a ship. Bobcat The Bobcat would include: Bobcat, BobBaby, Sobcat, etc. Will be half-submerged in water. Swims in water. Ridden: Swims slowly, sucks in fish in front of it. There are plenty of options here, have fun choosing when the time comes! Sea Lions Looks very similar to seals, just more majestic and with a more prominent shape. Upgrade to let the creature eat small fish. Area 1: Python(can eat any animal even crocodiles. When angry it drops to the floor and starts to speed up . Instead of falling down after the cannon launches you, you keep flying with what ever flying animal you selected. Tattooed Sloth - Tier 2 Maned Sloth (Lion mane) - Tier 3 Sylvester Stalloth (Rambo + Rocky) - Tier 4 Escargoth (Snail shell) - Tier 5 Sloth Machine - Level 9 Sloth Reef - Endangered Description: Sloths move so little that algae can grow on their backs. Arrowpine (Arrows for spikes, apple on the head) Description: Robin Should's practice partner.Bush Dog - Found running. School 2:Cockroach:Abilities:Smash cockroaches in front of you.Alarm:Buck like a buffalo. Their behaviour in the event seems to be rather simple for a new zone, ideas are appreciated! When tapped in zoo: Jump once with growling/roaring sound. Eats you when angry. Trivia: Based on a real life Climbing Perch from Australia. Sea cow Another version similar to dugongs, eat shrubs on the ocean floor. Nathan jpg (talk) 03:44, March 13, 2019 (UTC)Different person here. Medium-Rare Lobster (Level 9): Roasted to perfection.When ridden: Lobsters will scuttle on the floor. When angry, it hops more aggresive, and every 4 seconds, it glides like Pegasus. Piñatas;Abilities;Very rare,but very good, because it is never dying. Very common. Unlocks at Olympus 6. When tapped in zoo: Rears, sound is something between a dragon and a horse/deer. When angry: Chickens move faster and faster. The Hottest of all doggies. When angry: Rabbits hop higher and slower. and when mad the hyena takes control, they start going towards an animal and you have no control. White Dolphin (Mythic): So blindingly bright! Maui's Dolphin (Boss): Yet another hidden movie reference. Fropider : Arriving at 0m to 1000m(This creature is very similar to both the alligator and spider. Secret: Pearly White Whale (based off toothpaste, not Pearl from Spongebob/Splatoon) (Mission: Ride to 1500m on a pelican or any other flying animal) ALL VARIANTS: Blue Whale (Base): At up to 32 metres long, the Blue Whale is the largest living animal. Upgrade to smash rocks.) Rougarou: Arrives at 1000 to 2000m (When ridden ,it is basic a warewolf. Sea monsters and legends can be able to ride in this zone. Muskie fish(muskellunge fish) - Tier 5 Description: This will make your memorable fishing trip more confusing. When tapped: Whales will jump up and down twice. The color pallets are a mixture of the actual building and the fields, so: 0m-1000m, beige and light green. Fun fact, Blackbucks are a type of antelope which lives in India.) Peacock: (Another first animal that you would encounter. like drop bears,they are able to vault over trees and smash rocks,but not the falling black oak or center rocks; they can be upgraded to eat other black bears at lvl 4 and elk at lvl 6. When angry, it dashes very quickly every second. Eventually they gave rise to us and have granted us glue guns. (When ridden it's behavior like snowy owl. Hammerhead Shark (Uncommon): Always nails it in the end. Is target for prey to larger fish mentioned.Upgrade to hop really quickly.) Heron: (When ridng other animals the Heron will either catche/snatch you with it's legs or bites the animal or player with it's beak. They are lone on single islands, but they appear in groups of 3-5 when they spawn in water. Copperbara - Tier 3 Capobara (Mafia) - Tier 4 Cap Bara (Captain America) - Tier 5 R.O.U.S. - Level 9 Description: Rodent Of Unusual Size. When you are riding something else and you see a stork stay away! Its beak will peak you creature and will make it angrier quicker.) Area 4: Deer(it has a beautiful brown and white pattern. Kraken can spray gas everytime your near the creature The cthulu will grab other animals and take them to the bottom. Oceloaf - Endangered Description: How many of these have you eaten in your lifetime? These organisms came at least after the Cambrian period. Vinegar Dog (Bottle of vinegar) Description: Nevermind, this is the reason for the nickname. Farmland 3: Donkey. Seahorse (Ocean 2) Seahorse (Common): A striking wheel of colours. Help me get more ideas by messaging me! But PLEASE don't delete this. Upgrade habitat to make hops and leaps less aggressive.) Snow leapard:1000m-2000m(When riding other animals, these will attack near a bunch of tree's and rocks where it can pounce on you and eat you from behind. (When riding other animals, these animals will spawn in the middle of big patches of water where it lurks until it eats the player almost like an alligaotor . Would be very fast until it throws very far into the temples.Base Blue Whale (Stegosaurus behavior) Common Dolphin (Hind behavior) Great White (Dragon behavior) Giant Squid (Emu behavior) Swordfish (Moose behavior) Sea otter (Wolf behavior) Manatee (Parasaurolophus behavior) Sea Turtle (Turtle behavior) Secret Megalodon (Smash 8 animals on a single shark) Quarterback Squid (Smash a Squid with a Swordfish) Galapagos Tortoise (Ride a turtle and then an Otter) Conqistafish (Smash 2 Swordfish with another Swordfish) Philosotee (Ride 10 manatees in one run) Boss Livyatan (Whale habitat to Level 6) White Dolphin (Dolphin Habitat to Level 4) Eurasian Otter (Otter Habitat to Level 4) While we are not meant to post anymore ocean/beach zones I think this technically isn’t. Farmland 2: Pig. Porcupine Ray (Event): OUCH! Diamond Stingray (Endangered): The first ever fish to be sold at a diamond store. -Prairie Dog -Prairie Chicken - subspecies - Turkey, Goose Hops around while flapping their wings when angry. Reef 3: • Blenny Wild: Found in sandburrows Ridden: Jumps out of sandburrow, swims a quite fast Angry: Swim speed increases depending on location. All zones here have 9 places. They move at a similar pace to when not angry.) If the developers of CHKN add new animals, then I will put them in this topic. When ridden it can eat most animals except for heron, but when angry, falls to the ground and starts running. When ridden: Beetles run faster than when wild and will leap up and jump over trees and rocks, smashing anything upon landing. It will lock on a nearby burrow and start going underground Unlike the wombat, it cannot smash stuff Animal 3: Caracal Description: Cannot eat, but it sure can leap! Vaults over obstacles (making it happy) Will throw you off once unhappy Animal 4: Fennec Fox NOT the eater, but rather works like a wolf Animal 5: Golden eagle Found on rocks in the middle/at the side of the track When ridden, will not immediately fly, but will run After a short while, it will fly, increasing in height Once it's angry, it flies off and throws you off Animal 6: Saiga antelope Works like a moose, but will be slowly be made unhappy as it smashes obstacles Animal 7: Striped Hyena The lion of the desert Can be upgraded to eat anything If it eats too much (abt 20), it will buck you off, but if it eats too less (abt 10), it will eat you NOTE: I know that i missed out the smasher (like the elephant), so i countered that by adding animals which can have a one time smash or jump over obstacles Animals that sadly did not make the cut: Snow Leopard (gobi desert): Vaulter African Wild Ass: Basically a zebra Greater Flamingo: switched out for the golden eagle Red Fox: replaced by fennec fox Oryx: replaced by the camel Baboons: replaced by the caracal Arabian wolf: discount version of the wolf from the mountains sadly did not make the cut Coulor scheme: 0m to 1000m: Brown. Only one spider can only appear at a time. When ridden: Rabbits hop but not until the point where it gets annoying. Alarm: Bucks, but still eats shrubs. Area 3: Woodpecker: Comes out of a tree, can fly, and swoops up an down when angry. Mechanics: No ground,exept for some mountaintops that show through the clouds that count as obstacles. it has a 20% chance of appearing in the stampede, and every 6 runs in forest;gives 40 xp towards hats. (DO NOT EDIT OR SAY "this idea is impossible. For the babies’ abilities, I figured that each one should have increased happiness from eating and have increased distance when jumping. Celestial Dragon: Sky-blue and white theme, gold&red point colours. Can survive one smash if upgraded. Food 3 Egg: Abilities:Doesn't get hot too quick.Alarm:Cracks and boils the player. On land will die instantly. - Rattlesnake Behaves sort of like alligator and hydra. Hops and bucks like yak when angry. Level 1: 2x more tiktaalik in the stampede Level 2: Add two new rare tiktaalik to the stampede Level 3: Ride for an extra 2s before tiktaalik gets angry Level 4: Add two new rare tiktaalik to the stampede Level 5: Riding in water puddles keeps tiktaalik happier for longer Level 6: Add two new rare tiktaalik to the stampede Level 7: Get bonus points for swooping/bucking on tiktaalik Level 8: 2x rare tiktaalik in the stampede Level 9: Add a new rare tiktaalik to the stampede Secret Animals Image Source: Velvet Worm: Smash a spider with a hallucigenia. This is pretty logic out of the three that tryed to to a better ice age zone or just a zone that they prefer. When angry: Spiders slow down, buck the player up, and send them about 50m in the direction that they were facing.) CHKN 2 - Turtle (Wild: Turtles sit still in pools of water and on land. GAMEPLAY: The map gameplay is never something I look forward to since it probably plays similar to the last. Flys over the stampede. Mostly, this fails. It's the less common animals in the Wetlands.) Heron - Base The herons are long-legged freshwater and coastal birds. Description: A relative of the tardigrade. It has bigger horns than the World’s Tallest Sheep. Just searched it up and they will appear. Volcano is based on New Zealand Animals for Volcano Volcano 1: Kiwi When Riding: Goes quite fast When Angry: Like theOstrichgets Faster and Faster When in Zoo: Wonders Around and sometimes Eats from the ground When Tapped: Looks up and bops its head Volcano 1: Wallaby When Riding: Hops like the Species: Kangaroo When Angry: Hops Faster and Higher When in Zoo: Hops around When Tapped: Hops Volcano 1: Skink When Riding: Crawls on ground When Angry: Gets

Faster and Faster When in Zoo: Crawls When Tapped: Swings Tail Around Volcano 2: Dolphin When Riding: Jumps around When Angry: it'll only get angry near Coast which then it'll jump back in When in Zoo: Swims Around When Tapped: Jumps out of the Water Volcano 3: Tuatra When Riding: Crawls on Ground When Angry: You lose control of it and it'll find the Nearest Skink and Send you off When in Zoo: Crawls When Tapped: Growls Volcano 4: Albatross When Riding: Flies When Angry: Flies Down and back up again When in Zoo: Glides around very low When Tapped: Flies up and back down Volcano 5: Moa When Riding: Stomps Loudly but runs slowly When Angry: Swallows You, then spits you back out When in Zoo: Walks around When Tapped: Roars New Dangers for Volcano would be Avalanches, Voclanic Eruptions & Earthquakes Dolphins would sometimes jump from the Coast onto land Moas would Emerge from Avalanches Sometimes Image Source: So I figured that not many people may or may not know about the Cambrian period, so let me go over it briefly. Caves and bone patches (Summons bloodthirsty Sabers, Watch out!). ( / / ) Koi* ( ) Slightly bigger and sleeker than Tundra's fox, is white with nine tails, has a round, translucent pale blueish-purple fox bead that floats around its shoulders and neck. Guinea Hog - Tier 2 Description: That day, humanity received a grim rodent. Bull. New Mechanics/Addtional stuff The Coyote can chase down small animals unless the player is riding an armadello or addax. Shearing sheep will give coins, but will disable the ability to bump other animals for that sheep. Ray (Ocean 1): Manta Ray (Common): Manta Rays are the first fish to recognise themselves in a mirror. You can used a Austrapede to throw you very high and far. Lunch Newt (Food around his body) - Secret; Go to wetlands and jump over 12 mossey stone in one run. Ruins 5: Tapir. Can smash small animals if upgraded. Smashing animals help keep groundhogs happy for longer (Level 3). When ridden, they can eat other animals ahead of them, and jump up and fly if there are no animals ahead. When angry, it throws you off. Can fly. When angry, it gets completely bloated and gives you poison overtime. Pig Moves slowly, slightly faster than Bears and they hobble. Crashing into any shrubs will slow them down. Gulls Medium fliers, appear flying in the sky above land in wild. After it charges, the cattle moves at a slightly faster pace than wild cattle. When riding other animals, these will ambush animals by eating them from the ground and rise up while other obstacles get smashed by it. When angry they starts sidewinding and they do it like how a kangaroo jumps, likewise it can be upgraded for more control. Upgrade to speed faster and slow down on obstacles.) Gevandan/Shunka Warakin: It can appear 0m to 1000m.(This creature will have the same behavior like wolf . On land they shift in the sand. Babies don't have the bead and only have five tails. Corn Coati MotorcoatiSwan - Alternative for the duck. steell gets rust on you more than shock you 3. When angry, it starts to eat you or throw you. (Uncommon) (Tier 2) Familingo: These alien-like creatures are actually a just a flamingo that has a lot of siamese twins. Area 1: Scutosaurus(a big herbivore that can smash trees and can be upgraded to smash rocks. Aztec's pillars and walls will appear, blocking the way, and in some cases, the will collapse, leaving you with not as much space as you would want. Food 6 Hamburger: Abilities:Follows the riders tail.Behaves like T-Rex.Alarm:Eats the player. When angry: Crabs will throw the player off, jolting back slightly.) CHKN 2 - Spider (Wild: When the player runs through a web on a ground level animal, spiders appear directly behind like tyrannosauruses, running faster than the player and aggressively moving towards any evasive manoeuvres the player makes, smashing the player. Is a Moose and Penguin rolled into one. Upgrade habitat to make hops less aggressive and to push other Huallepen out of the way) Hippocamp: 0 to 1000 m(When ridden, it flys up into the air and goes diving down like a pegasus. Collectible: Ghosts, shaped like the Halloween event ghosts and somewhere around the size of Jurassic's eggs(or smaller).Base animals are bolded, animals marked with asterisks(*) are creatures that really exist in mythology or in real life. Memechenia -( Tier 2) Description: Someone use MLG's on him. As the player rides them for longer, their heads lift up further off the ground.) CHKN 1 - Giraffes - (Wild: Giraffes move at a slow pace. It can eats animals with its tentacles too .) Loch ness monster:0 to 1000 m(I know we have one before but this time it looks like a actual plesiosaur. If the player on the crates or any ridden animal smashes it, the goldfish pops out of the box. Unlike most smashers, coelacanth can be ridden for quite some time. House 5 Ferret (Throws you with tail when angry. Plus, all robots work with poachers. (These animals are more of a smasher and thrower animal. When animals like sharks and dolphin go near the cuttlefish, the cuttlefish's colour turns red and slowly moves away.This can also help you as wa warning for other animals that try to eat the player.Upgrade to act hidden for only 2' seconds. Turkeys would jump like Grasshoppers and yaks. when ridden it will act like a griffin when it can fly while eat. If you hit an obstacle on a jumping horse, you will die. Caiman types: Black caiman: has black scales that made it almost hunted to extinction Payman: has 1,000,000 dollars just because there are no taxes Layman: lets people think he is a bed has a full stomach Harpy eagle types: Harpy eagle: has the longest talons in the world Nappy eagle: how does he fly if he is sleeping Harpy legal: he ILLEGALLY changed his name Harpy play: plays a lot of harps Amazon river dolphin types: Amazon river dolphin: does he have a sunburn? Hammerheads Like the shark, but is like tigers and is unable to eat some animals. It can be used to smash trees and it can be upgraded to smash rocks.) Area 4: Gorganopsid(it will eat stuff except hynerias goes fast on land. Tony stork: doesn’t need a suit to fly. Gets angry at a reasonable rate. Rare animals appear more commonly the further you go, but beware of Komodo Dragons. Black Bear Base Sun Bear (Bear Species) Moon Bear (Bear Species) Care Bear (Cartoon) Attack Bear Secret- Eat 25 Animals on a Black Bear. Boss: Betta Fish Secret: Peanut Butter Jellyfish (Mission: Ride on a fish for 2000m) ALL VARIANTS: Clownfish (Base): Try not to attempt to make a joke about this fish... Zebra Seahorse (Uncommon): Can easily be mistaken for a zebra at a distance. NEW UPDATE: Adds Space Turtle variant for the Turtle. Travel back in time to the Ice Age! Collect 8 new cool creature types and add chilling bosses to your record! Just don't get Frostbite! New Mechanics: Ice patches (Like in Tundra). Upgrade habitat to make hops less aggressive and last longer while eating shrubs. When angry it will throw you. Pearly White Whale (Secret): The toothpaste company has found yet another mascot! Fin Whale (Legendary): Known to have a lot of fins to help it steer. Connected to a curving river. Alarm: Jumps up and down. I will be expanding those idea's that he mentioned.Then I will put rarer animal possabilites that might be the game. If it touches water, it will swim in it and, as soon as it gets out, takes flight and falls again.) Common snapping turtle - Base Description: This is one of the large freshwater turtle of the family. It also eats the player when angry, so don't get too greedy. Alternates between jumping and running when angry. When ridden it behaves very similar to griffins; flies overhead and swooping down to eat fish. When ridden turns into a small tornado that can smash animals, when angry throws the player away in a random direction. When angry, it jumps up very high every 1.5 seconds, if the player is on a wall and it jumps, the player dies. There are flying animals on tall rocks, like Vultures in Savannah. I can currently think of two zones for this new zoo. Very common until 2000m. In zoo: Squids will wander aimlessly like other animals, but will wave their tentacles occasionally. When angry it will speed up(double speed in water)very fast. When angry it would start to buck almost like a reindeer. Speeder 2607:FEA8:2CDF:FC89:AC60:64C:AA4E:88D4 10:17, December 5, 2017 (UTC) giant insects for the space zoo 80.178.204.62 18:44, December 6, 2017 (UTC) *NOTE: What's ridiculous is that this user predicted the latest update, whether intentionally or not. Another user has suggested oryx that’s where I got the idea. Crumbs (Collectables). Perches on trees and Inukshucks Taiga 5: Lynx. When angry it will grab you with its tongue and throw you 100m-456m.) Armadillo(will roll in a ball immediately. Anteater(150m>)(Base) Anteater Flag(600m>)(Uncommon) Eskimo Anteater (1200m>)(Rare) Spy Anteater(1700m>)(Secret) Astronaut Anteater(2000m>)(Threatened) Skater Anteater(2100m>)(Mythical) Recorder Anteater (2100m>)(Legendary) Scientist Anteater(2600m>)(Level 9) (In Habitat they are wandering and flying inside the giant cage) (When touched they fly and change places) When angry fly in Zig-Zag Macaw(150m>)(Base) Red Macaw(200m>)(Uncommon) Rainbow Macaw(1300m>)(Mythical) Dentist Macaw(2000m>)(Legendary) Electoral Macaw(2000m>)(Common) President Macaw(2000m>)(Secret)(Mount 5 Electoral Macaws in a row) Spix's Macaw(3000m>)(Threatened) Sweet Macaw(2100m>)(Level 9) Requirements: Tame 80 animals complete 50 missions Pay 75,000 Zoo Coins (No habitat they keep walking) (When touched they turn a ball and roll into the hole) when angry turns a ball Armadillo (0m>) (Base) Armadillo Fisherman (100m>) (Common) Professor Armadillo (1500m>) (Rare) Armadillo (2600m>) (Uncommon) Confectioner Armadillo (3000m>) (Mythical) Marine Armadillo (3000m>) (Chief) Armadillo Pilot (3000m>) (Secret) (Fly a Macaw without interruptions or pauses for 3000m) Square Armadillo (3500m>) (Level 9) complete 100 missions Pay 80,000 Zoo Coins (In the habitat, it hangs on the branches of trees) (When touched, it kneads on the tree and keeps changing branches) when angry throws the player away Sloth (100m>) (Base) Sloth Plush (100m>) (Common) Sea Sloth (300m>) (Rare) Preguibebê (1000m>) (Rare) Sloth Robot (1300m>) (Mythical) Pharaoh Sloth(2000m>) (Buy at the store for 2.90$) Ballerina Sloth (2000m>) (Level 9) complete 100 missions Pay 80,000 Zoo Coins (In the habitat, it hangs on the branches of trees) (When touched, it kneads on the tree and keeps changing branches) when angry throws the player away Sloth (100m>) (Base) Sloth Plush (100m>) (Common) Sea Sloth (300m>) (Rare) Slothbaby (1000m>) (Rare) Sloth Robot (1300m>) (Mythical) Pharaoh Sloth(2000m>) (Buy at the store for 2.90$) Ballerina Sloth (2000m>) (Level 9) complete 50 missions Pay 50,000 Zoo Coins (Without age of habitat like the lion) (When played they rise and raise one floor) When angry comes the player Jaguar (0m>) (Base) Rock Jaguar (0m>) (Common) Police Jaguar (1000m>) (Rare) Queen Jaguar (1000m>) (Uncommon) Jagualiry (1000m>) (Legendary) Zombie Jaguar (1000m>) (Secret) (Eat seven jaguars with one jaguar) Actor Jaguar (2000m>) (Level 9) complete 70 missions tame 100 animals Destroy 600 obstacles have 5 babies Pay 100,000 Zoo Coins (In the habitat the frogs are crouched inside the pool) (When touched they start to jump) When angry, they bury themselves in the sand causing the player to die Toad(500m>)(Base) Mystic Frog(500m>)(Uncommon) Monk Toad(1000m>)(Rare) Sports Frog(1000m>)(Legendary) Toad Conductor(1000m>)(Threatened) Frog Athlete(1200m>)(Secret)(Assemble 8 different animals in a race(Starting with one that is not from the Caatinga)) Director Toad(2000m>)(Mythical) Frog Musician(0m>)(Buy at the store for 3.90$) Edit if you want Inspiration: Arabian/Gobi desert Animal 1: Camel (remove the camel from australia) Exactly the same as to the australian camel Animal 2: Meerkat Often found on a mound of sand/ running When ridden, it is slow but quick to get angry. Bucks when angry. When tapped: Dolphins will perform a front-flip.Whale (Ocean 5): Blue Whale (Base): At 150 tonnes, the blue whale is the largest animal in the world. Jersey devil: It can appear 1000m to 2000m.(When ridding other animals, the creature will apper in a shadow above and then trys to catch you and take off. can flop around on land for 10 seconds or so. Also I will included the rarer animals and ones that never made the list . New mechanics: Lolipop sticks (Trees). When upgraded to go fast on water until it gets impatient and just swallows the player whole.)Sumatra 2: Orangutan: Arrives at 1000 to 2000m-(They will be spawned on top of tree's. (Boss)Armydillo:is part of the animal army with combat wombat and more Crocodile types: American crocodile: gator’s cousin that likes any water Crackodile: hatched from a big egg. When ridden,it goes fast like an . Colour scheme: 0 to 1000m: dark green 1000m to 2000m: white brown. I will only say, there are 7 (the usual number of sky zoo) and here they are: Ruins 1: - Monkey. Klopper :Arriving at 0 to 1000 m (speedster animal, when angry it drops to the floor and starts to speed up. Sgt. Raydley (Secret): Hidden video game reference. Rodeo Champion (talk) 22:26, April 23, 2020 (UTC)Rodeo Champion (talk) Obstacles include cacti (trees), oasis (like a central rock but made of water so the player can jump trough it and swim trough it. When ridden they start slithering in a S shaped (like a hydra) pattern at a decent pace. They can hop over obstacles with their hops. When angry it slaps you off. Это Баку - японский пожиратель снов. Found 300m. Hammerhead (Rare): Nailed it. great white shark [base] what most people think of when they hear predator 2.lemon shark not the best for making lemonade 3. Found 100m. When angry it will lauch you. Upgrade to turn while dashing and survive smashing into obstacles.)Forest 4: Cougar/mountain lion: Arrives at 0 to 1000m (when riding other animals cougars arive as a trap animal where it pounces in the side of a side of a cliff and jumpsto slow down it's prey.Allows to eat animals or pouces on rocks and eat the animal almost like a drop bear. I would especially like to see this, because it means you could have a variety of aquatic creatures, not all just crammed into one zone section of your sky zoo. ) Mongolian deathworm: Arrives at 1000 to 2000m(This trap animal will coming out of the ground and smash other animals and obstacles. Angry: Pufferfish will puff and throw you off. When Angry: Whales slow down and blow out water form their blowhole to launch the player off. Peregrine falcon-Base Lanner falcon-tier 2 Mongolian falcon (based on a mongolian warrior)-tier 3 Arabian falcon-tier 4 Pharaoh falcon-tier 5 Citrine peregrine-level 9 Captain Falcon-Secret, eat 3 falcons with roadrunners Ra-EndangeredSecretary bird................coming soon! For some reason this orginal user never finished this project and so I guess I do it based on how good I come up with this idea's.If you don't know, I am the one who created the west forest caberns,baboo forest and etc. Linkajou: loves to stay together, if the chains weren’t weak Pikajou: well this is a shocker! (Boss)Nickajou: this was in the nick of time Anteater types: Giant anteater: this has a 3-foot long tongue. Eats the player when angry. Needs water to stay happy) Frigatebird (clumsy, start running on the ground but if enough shrubs are smashed they can fly; get angry if not enough bushes are smashed and fall over, knocking the player off) Finch (fliers, start perched in trees, swoop in long waves instead of short swoops) Crab (Pop out of sand/ground just before player, like walruses jump out of cliff. 2000m+: reddish yellow. Classic Islands 4: Tortoise. I just needed some additional ones to add some more character into the zone. Since it is almost like an ocean zone, it would be from the space zoo. They’ll eat small animals such as pikaia, but not each other small animals such as its own kind. Mechanics: Rivers. It is inspired in Aztec ruins, hints the name. Clownfish Rare Well, he doesn't know any tricks. (* SECRET:RACC ASTLEY (a reference to rick astley) travel 2000 meters on a raccoon uninterrupted) (description: you just got Racc rolled. Ice Age 4: Elk (Moose behavior). For the collectables, like eggs in the Jurassic and acorns in the Garden, I thought seashells or clams would do, but if you have better suggestions, please include them here! This is just for completing missions to progress to other zones as well as for making upgrades. Upgrade to slow down if it approaches on a obstacle.) Saberhands panther :Arriving at 0 to 1000 m (When ridding other animals they will be spawn on rocks and can jump and eat you like a drop bear. Pigeon Smashes animals and obstacles. Obstacles: Colour scheme: 0 to 1000m: light green 1000m to 2000m: light brown. Loves eating them afterwards with fish and chips. Sting Ray(my version) When riding other animals it can shoot barbs for deffence. behaves like t rex. When angry it will go faster AND have a charge attack to break trees. Upgrades can make them turn in the middle of a jump. When ridden they are about the same speed as an alligator that just got lassoed and it and do not require water, it can be upgraded to hiss making other animals avoid it so all you have to worry about is obstacles, when mad it eats you. New mechanics: Ghostly trees and rocks. Storked: he doesn’t like to bring babies. The shrubs will just be algae. They can be crushed with some animals. If you miss the megalania, it will come back behind you when riding other animals . Swanken Ship Description: Don't worry, it was never canon.Manozika7 (talk) 19:10, December 5, 2018 (UTC) Prairie/Grasslands (in Sky Zoo) A unique zone lined with tall grasses, dense shrubs, sandy terrain and rock formations. Acorns also be an obstacle where they will also fall in the ground almost like astroids The background would have houses beside each other and have the left have mostly forest. Rays A flier, for the ocean! Swoops up and down when angry. You can see them with their long struggling beaks. It can also turn into other animals including the player based on what they eat but only for 4 seconds. Sections of sand, rocky shores and stampede areas with a large abundance in trees should be present. When angry, it speeds up slowly. They're usually pick the meralds until it snaps at them. Legless, dark colour, hornless snake-like head. They can spawn infront of tree's becasue they like to eat in tree's tops. When Ridden:Sharks move slowly but get faster as they become less satisfied. When angry: Dogs accelerate, moving very fast. Frog types: Cuban tree frog: likes trees and is an immigrant from Cuba Frot: is a stinky and froggy gas Forrori: a very fast car. It can eat other animals except for catobles.When angry it will howl and eat you.) Thunderbird: Arrives at 1000 to 2000m( This creature is very simlar with the revive raven except it is not paid with no skill. When you escape the acid ,the creature comes quickly and tries to eat you. When ridden: Cows charge longer and much more limited than a buffalo's charge. Angry: Speeds up a lot in a short time and stays at that speed. Upgrade to increase charge time on land and water.)Forest 2: Pine martin: Arrives at 0 to 1000m (When riding a flying squirrel, this animal will try to eat you by going behind will give you. It also acts like one because when angry, it swoops up and down unless you smash a obstacle, you can escape. Ridden: Stays on the very top of the map, safely avoiding Groupers and Moray Eels Angry: Swims up and down, like a bird •Note: More common after 2000m, upgraded increases lasso size by 2 percent and doesn't reduce lasso size. In habitat: Iguanas walk around their habitat. Area: 4: Bunson Hot Dog: Can eat animals alarm: eats player. Here are my ideas (This is Space Zoo):Tropical Fish (Ocean 1): Clownfish (Common): Clownfish are small anemone-dwellers that appear in coral reefs. Hawk Eats animals. Lantern Shark (Level 9): The Anglerfish and this shark get along really well.When ridden: Sharks will go slow but will go faster if they eat animals. Like the eastern dragon, can have reused models or new ones. Slow as a Sloth, this animal is still deserted. Now they can hop over tractors. In the wild: Flamingos stay still while standing on one leg. Просто наверное людям захотелось магии... Snake (sidewinder)- are pretty small and can be found starting from 0 and can be found solo slithering up the stampede in a straight line at an agonizing pace but if you approach one they will coil up and try to bite the animal that the player is riding. Air 2: Albatross. When angry, it eats you.)Job's beast: Behemoth (This creature is very similar to a trex where it has a very the same behavior.Upgrade to be happier while eating animals .) Levithan (When ridng other animals it will only apper from 1000m to 2000m since they come out of the water and smash animals. Goldfish flop higher when angry if it is on land.) MLGFoxConfirmed (talk) 01:56, October 13, 2018 (UTC) I have come up with a Rainforest idea. Upgrade to increase flight time) Dunkleosteus (When ridden, it charges at everything, smashing it. When angry: Cobras grab you with their tounge and throw you off Animal name: Indian cobra Indian elephant ( Similar to African Elephant) Taj Mahal 2 Hen When ridden: Hens fly up before floating to the ground When angry: Hens buck like pegasues Animal name: Rhode island red hen Taj mahal 3 Parrot When ridden: Parrots act like your usual vulture or your owl When angry: Parrots fly side to side Animal name: Indian ring-neck parrot Note 2: Just like the Great Wall, the last 3 animals are part of an expansion pass ( not really, though ) Taj mahal 4 Mongoose When ridden: Mongeese act like a normal animal. )Lab 4: Macaque Monkeys: Arrives at 1000m to 2000m (eats only sunfish,crawfish,mold food,aquatic plants(kelp and sea weed) ,You can notice that the whiskers will wigle when food is near by. Missions both grant coins and upgrades. Wild Turkey Base Tur-key (Key) Peacock (type of animal) Seacock (Ocean) Tur-Fille (Female in frech is Fille) Secret- Find 2 Turkey Matches Tur-Tea (Tea) Turkish Turkey (Turkey is also a county. Kraken (Legendary): A legendary squid responsible for most shipwrecks. Description: One of the first vertebrates to swim in Earth’s prehistoric seas. If any ridden animal smash the crate, goldfish will also blow kiss at the ridden to make animals stay happy for 10 secs before it gets angry. CollectorManiac16:08, June 16, 2019 (UTC) This Zone would be called sumatra. Некоторые говорят что это гибрид леопарда и льва, а другие что это подвид или даже отдельный вид львов. When ridden: Spiders run fast, and can smash animals to stay happy. When angry, it bucks like a boar. One takes 1000m to tame(you can yell at him if you want).) Python types: Burmese python: once ate a gator and exploded. (When angry, it starts to buck and jump, like a parasaurolophus. Smashing animals keep rats happy for longer (Upgrade) Area 8: Pigeon. plesiosaurus desc:a long necked sea dinosuar. When riding one for long enough, they’ll slow down and eat the player in the end. When angry it will run faster.0-2000+m) Bazelgeuse(wild: flies and drops explosives. On land when angry will knock you off and in water they will speed up more and more, untill they cannot be controled. Lemur: behaves exactly like a gorilla. Upgrade to smash rocks and fly further.)Deep water domain ' 5: Ningen: 1000 to 2000 m (It is a really slow flying animal rather then any flyer, when angry it drops to the floor and starts to speed up. Garden 1 to 3: Ant, Grasshopper, Spider, Pillbug, Dragonfly. Appears on 1/3 of branches. Ed Hairon -( Tier 5) Description: Don't forget to get your tickets at Earth rangers.com IAI Heron - (, tier 3) Description: With the countless of upgrades, It is capable of Medium Altitude Long Endurance operations of up to 52 hours mostly.... color of ground to the # of your distance traveled 0-1000 meters = a yellow-green, like in Outback for 1000-2000 meters 1000-2000 meters = a pretty lime green 2000+ = a minecraft jungle leaf green (oh BTW, there might be some trees and bushes that are on fire, there MIGHT be) the animals for each area: forest 1: deer: it's a hind and a llama in one! descript: these hoofed animals are fast,but they aren't the sharpest tool in the shed. ) Chupacabra: It can appear 0m to 1000m.(When ridden it's behavior like tiger where it can eat certain animals. Is target for prey to larger fish mentioned. Sane Deer (Crazy) Carimoo (Cow) Boss Forest Dweller (Original Idea. Parrotfish This can be found near coral where it eat coral.When ridden it can smash coral to be happier. Can be upgraded to smash small animals as a reference to its diet of crustaceans and mollusks. They can jump over obstacles ( except jaws ) like dragons When angry: Peacocks launch you off with their big, beautiful tail 500m or so. Begins with a waterfall from the side of a wall, and ends by the water falling off a cliff.Base animals are bolded, animals marked with asterisks(*) are creatures that really exist in Eastern mythology or in real life. Fast-ish in lava, slow on land. When angry, it throws you 5 miles high.) I know this is really contreverсy but I asked collector about this and he allowed it. The farm is the same farm as the one from the Tutorial Ranch, and as so, you start with a horse. (water animals can swim under the bridge or smash it if they're too big.) Could introduce Koi. Only appears beyond 1000m. Classes:Bull Shark (Base) Shark-o-matic (looks like a robot shark) Lying Sharkie Ogre Shark (resembles an ogre) Bass-King Shark (is slightly bigger than other sharks and resembles a Double Bass) Noah’s Sh-ark (Boss - Resembles the Ark and has a little noah riding on its back) Grand-Moff-Sharkin (resembles Grand Moff Tarkin from Star Wars) Student Eater (Level 9) Qu-Ark (Endangered – Has a 6 quarks on each side) Tropical Fish Wild: Tropical Fish swim slowly. Upgrade to accelerate slower, jump off further and eat small alien animals.)Alien planet 6: Fergulia fossoria (when ridden it will show behavior that nothing you seen before, it will suck the obstacle or species into it's sack and spits it out later. Upgrade to stay longer by eating and swim further.)River 5: River otter (Acts like the hydra and eats other fish . They spawn in herds. Night rails -(,Tier 2) Descripion: It's twittering around the train track. comes out of forests on bamboo to smash you. When angry jumps up every 1.5 seconds but can be upgraded to jump every 2 seconds. When angry, it becomes unstable and lauches you away you. When ridden: Iguanas move slightly faster than when in the wild. when angry it tosses you off. This can make short bonuses, for example: slowness, speed and toughness. Tailented Performer (Level 9): Always chased its dreams of being an acrobat. Eats other animals. Player is immune to burning while riding them and all previous burns will disappear. Eats animals. Upgrade to increase flight time and height.) Beaver:Arrives at 0 to 1000m (When riding in other animals you can see beavers(up to 3) on or beside the dam hich is in big ptaches of water.when ridden it goes really slow unless you go on water it charges almost like a hippo but it also east shrubs which last longer. Giant salamander Runs very slowly until it throws you Ghairial Much like the Alligator except faster Area 2 Okapi Swings you around when angry Area 3 Cassawary Basically a hippo and a ostrich combined Area 4 Anaconda Slithers slowly then gets faster then eats you Area 5 Ocelot(for originalatly ). (Since sea cows were first mis-recognized as mermaids by ancient people) Couldn’t be smashed by owls, seals, or eaten by tigers.207.6.47.47 22:28, July 23, 2020 (UTC) Anglerfish Only spawns in deep ocean areas and will refuse to rise up to the surface. I think I've explained enough, so let's move on! Image Source: This would take place on the sea floor with sand covering it. Description: Known as the living fossil since it was originally thought that these ancient fish were long gone. When angry it will stand on its hind legs and run and speed up.) Area 6: Brontoscorpio(a big scorpion that was one meter long and had a stinger the size of a light bulb. When angry, it jumps onto a branch and sits there with the player falling off. Well done to everyone who predicted this idea or has begged the developers to added a highly requested zone to the game!(This note will change once the ocean update will come out) GardenArea 1: Cat: Can eat mice. Ice Age 5: Giant Bat (Flyer/Smasher). Patches of water almost like the jungleObstacles mossy old rocks and stone Lily pads Horse tail water lilysColour scheme: 0 to 1000m: ligtish blue 1000m to 2000m: olive brown. Also I really want to based this zone out of common animals you see around besides bunnies. When Ridden: Whales swim at a moderately fast speed, smashing animals and obstacles in their way. Tenrec (appears after 1000m, rolls like pillbugs after it goes wild) Aye-aye (found sitting in trees only before and after 1000m, once it jumps down from the tree the player can ride it until it becomes angry, where it runs up to the nearest tree, climbs it and sleeps, with the player falling off its back.)Tropics 2 Fossa (Running behind and eats animals like Tyrannosaurus Rexes)Tropics 3 Dodo (Ostrich behaviour, appears before and after 1000m)Tropics 4 Cuscus (appears before and after 1000m running on ground, but after it goes wild, it sits on player like hippos)Tropics 5 Macaws (fliers, found before and after 1000m, when angry it swoops from high to low like pterodactyls)Tropics 6 Fanaloka (found running after 1000m, eat small animals to keep running forward, after it goes wild, it bumps you) Lemurs: Ring-Tailed Lemur (Base) Black-and-White Ruffed Lemur (LV 0, tier 3) Red-Bellied Lemur (Boss) Creamur (LV 2, tier 3) Dreamur (LV 2, tier 4) Seamur (LV 5, tier 4) Sifaka (LV 5, tier 5) Lemurcury (LV 9) king julien (endangered,based off cartoon carecter)2001:8003:53BC:DB00:48ED:390:E9AD:D7B4 07:32, June 14, 2018 (UTC)(description:I like to move it,move it! i like to...Move it!2001:8003:53BC:DB00:48ED:390:E9AD:D7B4 07:34, June 14, 2018 (UTC)Tenrec Lowland Streaked Tenrec (Base) Senrec (Senrec is a reference to Sensei and tenrec) (LV 0, tier 3) Svenrec (Svenrec is a reference to Sven (from the Disney film Frozen) and Tenrec) (Secret, run 30 seconds uninterrupted on a single tenrec) Penrec (Penrec is a reference to a pencil and a tenrec), (LV 2, tier 3) Henrec (Henrec is a mix to a hen and a tenrec), (LV 2, tier 4) Councilmenrec (LV 5, tier 4) Supermanrec (LV 5, tier 5) Zenrec (Zenrec is a reference to a Zen symbol and a tenrec) (LV 9)Aye-aye Aye-aye (Base) Cry-aye (LV 0, tier 3) Spy-aye (Boss) Dye-aye (LV 2, tier 3) Fry-aye (LV 2, tier 4) Fruit fly-aye (LV 5, tier 4) Shepherd's pie-aye (LV 5, tier 5) Aye-aye captain (LV 9)Fossa Fossa (Base) Floss-a (LV 0, tier 3) Moss-a (Secret, collect 5 bananas) Wizard of Foss (LV 2, tier 3) Bos-a (A reference to the genus Bos and fossa) (LV 2, tier 4) Lawssa (LV 5, tier 4) Gloss-a (LV 5, tier 9) Frost-a (LV 9)Dodo Dodo (Base) Judodo (A reference to a Judo and a dodo) (LV 0, tier 3) Playdoldo (Secret, Ride 9 dodos in a single run uninterrupted) Testududo (LV 2, tier 3) Rodrigues Solitaire (LV 2, tier 4) Dodo Cola (LV 5, tier 4) Prosciudodo Pizza (LV 5, tier 5) Tornadodo (LV 9)Cuscus Spotted Cuscus (Base) Sulawesi Dwarf Cuscus (LV 0, tier 3) Poohscus (Secret, ride 7 different animal species uninterrupted in a single row similar to how to get Trojan Zebra) Stiped Possum (LV 2, tier 3) Sugar Glider (LV 2, tier 4) Traveller Phalanger (LV 5, tier 4) Fashioner Phalanger (LV 5, tier 5) Phalangavatar (LV 9)Macaw Scarlet Macaw (Base) Blue-and-Yellow Macaw (LV 0, tier 3) Red-Fronted Macaw (Boss) Blue-Headed Macaw (LV 2, tier 3) Golden-Collared Macaw (LV 2, tier 4) Blue-Throated Macaw (LV 5, tier 4) Spix's Macaw (LV 5, tier 5) Camelot Macaw (LV 9)Fanaloka Fanaloka (Base) Falanouc (LV 0, tier 3) Binturong (Secret, similar to how to get Stegosawrus, eat 9 animals) Aquatic Genet (LV 2, tier 3) Binturong (LV 2, tier 4) Cusimanse (LV 5, tier 4) Ringtail Mongoose (LV 5, tier 5) Megurine Fanaluka (LV 9)The Deep Sea is a Space Zoo zone, with low lights, flashing green lights (Which spawn Anglerfish! Watch out!) and lots of interesting creatures. When ridden: Chickens move considerably slower than when not ridden. When ridden, it starts to fly almost like a pegasus then drops down. 2x more rare squirrels in the stampede (Level 5 or more) Lets you ride 5 more seconds before it gets angry (Level 3) Chipmunk: Found running on the grass. When ridden: Jumps once high and far when they're first ridden, going over high obstacles and able to crash into archways. New mechanics include collectable Apples, giant Fences that certain creatures can jump over/smash, with bigger ones at the side that cannot be jumped over/smashed, and Haystacks that Giraffes, a new animal, Bears, and Polar Bears can smash. nurse shark need medical attention? When angry, they will decelarate, tuck their bodies into their shells and sleep. There are a lot of islands and you can progress further and further. When angry, it starts to swoop. Area 2: Bulbasaur: Charges like Buffalo. When sparyed it will cause a big amount of gas which probably covers the whole entire screen which makes running in the stampede alot harder. Upgrade to be more stable and smash every animals.)Lab 6: Cat : Arrives at 0m to 1000m(Acts like the tiger and eats other certain animals such as mice, rabbit and guinea pig .When angry, it eats you . * ALSO: As of now, NO MORE beach and ocean ideas since the addition of an Ocean Zoo has been confirmed for this game in the near future. When angry, it throws you off.) Fennec Fox: ( While riding other creatures it can ambush small animals or the player and grab them and eventually running in the stampede.) Scorpion:(It will come out of caves and trys to grab you with it's pinchers. When ridden: Octopuses suddenly move at a rapid constant rate, and are able to smash into anything in their way except for trees and small animals, if the player has upgraded their octopus habitat to level 5. 6. Description: This is getting out of hand. The secret animal will appear in the form of a centipede. When angry it will turn invisible. No-one knows! Orca (Secret): Looks like a whale but is actually a dolphin. Found standing idle when wild (unridden), snatching and eating any fish that near the bird. When ridden, runs normally, but gets angry very quickly, and when it does, throws the player away a short distance. Upgrade to increase eating while lasting longer and release you farther when angry .)Pandora 3: Thanator: Arrives at 0 to 1000m (When riding other animals thanator arrives as a trap animal where it pounces in the side chases down the player or it's prey from behind the bushes.When ridden it ,the behavior like trex where it can smash bushes,tree's and eat animals. The animals would both have recent animals and mythical animals like in the olympus but since most animals of the bible are unique, I will make all animals opinonable.The name would be jurusalem but the bible takes place in alot of places like in rome and greek. Farmland 1: Horse. Classic Islands 1: Iguana. They can be found trotting along but when ridden they run like a wolf, before they get angry they slow down but once they’re angry they almost instantly speed up and then they act like a wolf. When not ridden: Farm Sheep walk at a moderate speed and occassionally bump other animals. 1000m to 2000m: Grey. 2000m+: brown. If a full moon comes up above the sky , the warewolf will turn even stronger and howls and starts to get faster .Also it can smash trees and eat other animals to make it happier.) Allicanto: It can appear 0m to 1000m.( This creature will come out of caves and fly. ) Crawlers : Arriving at 0 to 1000 m( A long creature similar to the hydra that can abush players from the ground and up. Collectables:bones Argentavis can catche other animals and the player while riding and will throw you really far but if you escape by jumping to another animal, it will go infront normaly which can allow you to ride it.Animals miocene 1: Ancient horse( (When angry, it bucks . In zoo: Same as other animals but will flap their wings sometimes. This zone will be similar to rainforest with a combanation of African and South America Rainforest. - Bison When ridden, briskly gallops at a faster rate while smashing objects in their path like elephants, though not as long (so they get angry faster). Semicommon. Level 1: 3x more sea scorpions in the stampede Level 2: Add two new rare sea scorpions to the stampede Level 3: Eating pikaias keep sea scorpions happier for longer Level 4: Energy drains 10% slower in the Cambrian Seas Level 5: Add two new rare sea scorpions to the stampede Level 6: Eating keeps sea scorpions happier for longer Level 7: Get bonus points for eating on sea scorpions Level 8: 2x rare sea scorpions in the stampede Level 9: Add a new rare sea scorpion to the stampede Image Source: Coelacanth: It’s a smasher and can be upgraded to smash rocks. Flys very slowly. Smashes things. Upgrade habitat to make hops less aggressive and to push other plesiosauruses out of the way) Ammonite (When ridden, it flys up into the air. Found 200m. Stays happy when eating. Actually a living diamond. I'm not sure what the animals would be but one wouldn't be able to go on land and would just hit the land and you would fall off. Cretaceous 3: Oviraptor: Oviraptor Base | Abilties:Eats eggs. Swoops up and down when angry. Werewoof: Dog version of the werewolf. An upgrade can make it vault over obstacles when not angry. Acts like moose, but when angry will throw you off with horns. If they're remodeled to be look more graceful, I think they could have more swirly motions and a more complex mechanic. When encountering smilodons they can throw two of the animals . Deer covered in Moss, with trees as horns, LVL 9) Rudoplh (Christmas Event) Skunk. Note: Smashing other Angelfishes can increase riding time. When not ridden: Pigs walk slowly and can be smashed by any animal. When ridden, it would go very fast in the water until it gets angry and eats you.Upgrade to go faster on water and be happy while eating certain animals.)Sumatra 2: Takin. When ridden: Saddled Horses move slower fhan normal horses, but never get angry. Level 1: 2x more hallucigenias in the stampede Level 2: Add two new rare hallucigenias to the stampede Level 3: Ride for an extra 1s before a hallucigenia gets angry Level 4: Add two new rare hallucigenias to the stampede Level 5: Smash predators from the back when a hallucigenia is angry (Invincible from attacks from the back) Level 6: Add two new rare hallucigenias to the stampede Level 7: Get bonus points for bucking on hallucigenias Level 8: 2x rare hallucigenias in the stampede Level 9: Add a new rare hallucigenia to the stampede Image Source: Anomalocaris: The T. Upgrade to stay longer by eating berries and climb more. when angry it swoops and hangs on the ground for a couple, like Owls. Instead, they'll attempt to drown you and have seconds to escape. Throws a long distance when angry. Upgrade to turn while dashing and survive smashing into obstacles.)Ancient Ocean 4: Elasmosaurus (Smashing animal, when angry it tosses you off. As such, water patches are common, however it's full of alege. (Legendary) (Level 9) Tortoise: Tortoises appear 1000m in. - Badger Not very fast runners consuming other animals, like bears. Is a lot like Gorilla. Coyote It eats small animals when mad it bucks Mouse: Can be found sleeping on rocks and trees. Eats animals and eats you when angry. And since they’re water based, instead of having them in the good old laser fences, I figured aquarium tanks would be better. (Larger Enclosure) Deer base Beer (drink) Hear (Ear) Rain Deer (Rain) Secret- Go in Water 5 times riding one deer. Colour scheme: 0m to 1000m: Yellow. When angry: Seahorses will try to buck you off while going really fast. Gets angry at a reasonable rate Angry: flings you off like a llama Herrerasauras: like a slightly larger velociraptor with bigger teeth/mouth Wild: Runs around at a medium pace Ridden: Runs slightly faster. When ridden it can only eat animals except panda's. 71.84.60.96 21:41, June 23, 2019 (UTC) Johan Chen Barn owl When mad it flys faster. Upgrade to eat small animals before it gets angry and can be able to stop near obstacles.) Terror bird- Base Phorusrhacos bullockornis Titanis () horror bird ) horror bird() Flashy bird(The flash) Ice age 6: Teratorn:It can appear at 1000m to 2000m (This animal is a flyer/smasher almost like a an owl, When angry it will swoop down and smash small animals. In the background you can see doves flying.Fantasyland 2: Jabberwocky:Arrives at 0 to 1000m(It's abilities are like Grasshopper when continue the short-long jump pattern which is very difficuilt to steer . BluRay (Mythic): *static intensifies* Super Ray (Legendary): Along came the Lionfish... When angry, it bucks like Parasaurolophus. Albatross: Albatrosses are white in colour. Haybales are not necessarily an obstacle as they can be destroyed by any animal, but will slow down creatures that pass through them. Addional stuff Rocks Trees and Shrubs are a bit smaller but mostly the same as the Mountain ones except alot lighter and taller and seemed more bigger then the player. Sworder:Arrives at 1000m to 2000mAbilities:Can bump animals.Can’t bump trees or rocks.Alarm:Throw you off. Damselfish (Legendary): Why does this lovely fish always get captured?! Betta Fish (Boss): A pretty fish with long fins that usually lives in rivers. Hard to tame, since they move away from your lasso. Pilot-tter -Endangered Description: This pilot sloppy at flying a plane but good at swimming. Shrubs = pebbles Collectables = potionsColour scheme: 0 to 1000m: gray tiles 1000m to 2000m: white tiles. When angry it eats you.) (It spawns on top of trees. 2.loch ness seahorse very true it originated in a scottish sky zoo 3.fanta ray is it ok to drink?! 4.diamond swordfish originated from block craft... I don't actually want a second outback, i was just thinking about some new species that could be added to existing zones and realized an entire new zone could be made, so this is mostly just a brain fart. Upgrade to have control on dashing and jumping .)Woodland 2: Mole: Arrives at 0 to 1000m (When riding a mole, this animal will try to sence for a hole or a hole to dig and go into and when angry they their nose will start to move and dig very slowly almost like a wombat until they were hit by any rocks. I will also include skins that fit the zone and maybe add some rarer animals that are close to the base animals.I would also love to have this map be crowed and flourish almost like in the movie. When riding, it goes usually slow. Ocean 1: Tropical Fish When ridden: Fish will swim quite fast and will be hard to steer until level 4. Flappy bird-( Tier 2) Description: Probabaly the closes bird to actaully flying. When ridden it can eat small fish.When angry it will sting you but lauches you away. When ridden it, it run really quick .They will spawn up to 5 in packs. Alternate for all normal fishes. Area 1: Squirrel: Found sitting in park trees. After all, you are planning them to put them in captivity and they won't let some hairless apes dictate their life. it can be tamed when they come out of their cave and attack you and eventually be able to ride if you miss. throws you off when angry. When angry, it goes faster while it's legs jump higher too . Upgrade to be happy longer and to eat everything.)Forest 3: Skunk: Arrives at 1000 to 2000 m.(Dashes in a short-long pattern, and when angry, it does exploding with skunk spell other animals will go away but you still have the skunk spray, thats why some animals will go away. Can jump fast, Does bigger hops when angry. Ocean 3: Dolphin When ridden: Dolphins jump high in the water, but bounce like seals on land. Smashes all but central rocks and giant feet when maxed. (WIP) This is incomplete. (Base) (Tier 1) Flaming-go: Hot legs. Dolphins In the wild: Appears in shallow water. - Jerboa (kangaroo rat) Acts similar to a gorilla; leaps over obstacles (as well as animals without crashing into them), but without ground-pounding upon landing. It can be upgraded to smash rocks as this is the smasher. Branches (sloths appear here). When ridden it will run and charge. Alarm: Eats you. When angry it will eat the player and turn into a combination of the player skin and itself and keeps running . Arapaima: waits in pools of water for you to land on them. Ducks fly in the air when ridden with a quick speed. Night Mare (Uncommon): Frightening. Iguana (Runs fast with good agility. Upgrade to smash rocks and fly further.)miocene''' 5: Argentavis (Flying animal,when riding on other animals it will chase to and grab you from the animal and throw you off.you will able to get it if you escape the catche and it will able to fly normaly. When ridden it "floats" above the ground and goes THROUGH things (upgrade for animals). Skullasaurus:likes to play dead Petralacosaurus types: petralacosaurus:was prey for animals like meganura PETAlacosaurus:the enemy of your zoos Petralackosaurus:has too little of everything Meganura types: Meganura:was the size of a eagle Leganura:has more legs Leapanura:who needs wings when you can leap Hynerpaten types: Hynerpaten:big and slimy Animals-Tier 1 Deer. New mechanics: Swinging bridges/walkways (Narrow path, rocks and trees don't appear there). They’re found resting, rather next to rocky surfaces (instead of water) or hidden in the straw or brush coiled up, striking at any small animal that crosses its path and eating it one at a time like gators. It's an eater/speeder. Jumps on obstacles and glides down. Parrotfish (Uncommon): It talks a lot, especially for a fish! Angelfish (Rare): This fish is always pure of heart... I am also thinking that it would also have to opinion of being miniscule espically with some of the animals being a little small but you know the deal. Anaconga: doesn’t have limbs, he still likes to conga (Boss)Landaconda: has an island for a back, he guards the world of the garden. Upgrade to increase charge when ridden .) Hyrax: (When angry, it digs underground until it smashes it. If you rise up to land in the beach, the orca will instantly throw you. When angry it will throw you off and then smash you. Smashes animals. If you eat a bad crop, which can be seen as a black droopy crop, you can get bad effects such as short temper, weakness and hunger. Tapped: Sharks will snap their jaws very quickly, like alligators. Image Source: Water Bear: Eat a bear with an opabinia Hint: Eat a bear with a trunk Description: One of the most resilient creatures on Earth, even a cockroach almost nowhere as resilient! Trivia: Based on a real life tardigrade. Soup Shark (Endangered): Will finally get revenge. When Ridden: Tropical Fish move at a moderately fast pace. In the wild is found fairly spaced out in groups of 1 to 3. There is only one response to problems, and it is flying. orca i'm actually a dolphin 3. gold-eel-locks fun fact he's a male 6. When angry: Sheep buck jerkily and make you slowly lose control. Area 5: Spider: can eat animals, Leaves webs behind as it runs,eats the player when angry. Added collectors: Sticks: Main collecting stuff. In zoo: Sharks swim to a spot and sleep there. Anyway ,this zone should at least be in the sky zoo zone but if it was a space zone, the collectables would be shrimp. When angry it can launch you and eat you.) Dachita :Arriving at 0m to 1000m ( This creature is a flying/trap animal which can be spawned when flying above you, it will try to suck you in it's mouth and tries to eat you. Upgrade to stay longer by eating and swim further.)Lab 5: Pigs: Arrives at 0m to 1000m(Acts like the elaphant and smash other animals except for dogs and obstacles . Can smash rocks after upgrade, can smash trees and animals. Level 1: 2x more trilobites in the stampede Level 2: Add two new rare trilobites to the stampede Level 3: Allow trilobites to eat small animals Level 4: Energy drains 10% slower in the Cambrian Seas Level 5: Add two new rare trilobites to the stampede Level 6: Eating keeps trilobites happier for longer Level 7: Get bonus points for eating on trilobites Level 8: 2x rare trilobites in the stampede Level 9: Add a new rare trilobite to the stampede Image Source: Hallucigenia: Can be ridden normally in the water and bucks when angry. (Description: who? Very small. Anglerfish (Endangered): Light please!When ridden/in zoo: Fish swim calmly. At 1000m, the track turns orange, and ponds increase appearance. Upgrade to be less agressive and eats more to last long.) Multiceras:Arriving at 0 to 1000 m (It runs slow to to fast and can smash animals and obstacles when charging fast.Also has a new behavior when it can spread moss from the back or can spit it on other animals. It'll eat almost anything. When they enter the water, they can jump once on the surface of the water with a visual effect (like Suicune running on water) and not get affected by rivers/puddles. When angry, it starts jump and go faster which also gets harder to control, like a zebra or reindeer. When ridden it can fly and smash animals and other animals. == MY FOREST IDEA FOR THE SKY ZOO == by Raccoon316 the terrain/obstacles: the small trees are birches,the medium trees are maples,and the large trees are oaks. (Halloween)Fraikendile: a dead GATOR!?!?!? Nightingalette -( Tier 5) Description: May you peck my cake? When Ridden: Dolphins will swiftly swim in the water and jump over small islands. Upgrade to smash animals when swooping and having times 3 lighting to smash animals.)Zoo: Sky Zoo Obstacles - Cacti as trees and rocks Desert 1-Fennec Foxes Desert 2-Meerkats Desert 3-Toads Desert 4-Roadrunners Desert 5-Cheetahs Desert 6-Falcons Desert 7-Secretary Birds Desert 8-AardwolvesFennec Foxes-move slowly in wild, runs if you ride on them and goes faster when angry and if you upgrade your habitat to LV 6- it will throw you clear if you smash Fennec fox-base Fox in socks- Tier 2 Fennel fox-Tier 3 Gingerbread fox-Tier 4 Sha of seth- Tier 5 Pharaoh mummy-Level 9 Fox and the grapes-BOSS Simurgh-EndangeredAardvarks dig under the burrow they run when they angry it digs Toad-Need water to be happy, they are terrible animals in the desert (note that there are more puddles after 2000m) but are not bad in jungle, when angry, it bucks you Desert toad-base Mr.Toad-Tier 2 Toadstool-Tier 3 Burritoad-Tier 4 Hueso toad-tier 5 Narutoad-Level 9 Tomatoad-Secret, find in puddles after 2000m Explode toad-EndangeredMeerkat-Wombat behaviour Meerkat-Base Serengeti Meerkat-Tier 2 Cheerkat-Tier 3 Card soldier meerkat-tier 4 Bananimal-tier 5 Meerkitty-Level 9 Shakespeerkat-Secret, smash 4 or more animals with a meerkat Thundeerkat-EndangeredRoadrunner-Griffin behaviour, when you ride on it it runs, can eat animals ahead on them, flies if there were no animals in front of them.if angry it eats you Roadrunner-Base Indian roadrunner-tier 2 Roadgunner-tier 3 Samurunner (based on samurai) - tier 4 Roadrunner police- tier 5 Jokerunner-level 9 Rapido roadrunner (based on cinco de mayo)-BOSS Chili roadrunner-EndangeredCheetah-Tiger behaviour Cheetah-Base King cheetah-tier 2 Beetah (bee cheetah)-tier 3 Break-fast (based on a waffle)-tier 4 Skitah (based on skiing)-tier 5 Cheetail (based on Lucy Heartfilia from Fairy Tail)-Level 9 Cheatah (based on a lava)-BOSS Cleopatra cheetah-EndangeredFalcon-not perched on rocks, flies like owl but only flap their wings for a few times. When angry: Rabbits hop in a short-short-long pattern, jumping very high on the long hop. What luck! Ocean 1: Squid When ridden: Squid will swim awkwardly in the ocean. It leaps over rocks and tree's and eats only fairy's,unicorns and more if you level up but it can not eat the jabber wocky.They can also fly until they eat something Also every 2 seconds it can breathe fire which can burn animals and obstacles. City 5: Skunk. Instead, most likely having squirrelfish (Reef 5) Ridden: Swim speed increases and can smash corals Angry: Starts swimming form side to side with a small chance to fling the player off. Waddles slowly, when angry, it goes faster. They will bounce like walruses on land.

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