

ALSO AVAILABLE FROM **ACTIVISION.**



Cabela's DEER HUNT™ 2004 SEASON

- 9 different deer species to hunt for the largest selection ever offered in one game!
- 90-plus unique rack configurations with the widest variety of sizes and points available today!
- Authentic weapons and gear for the most realistic, true-to-life hunting experience possible!
- Hunting environments so real, you can almost smell the cool, crisp air as you set out for your "Trophy Buck"!

Keep your eyes peeled and your trigger finger ready as you never know when a "Monster Trophy Buck" will cross your path...and you'd better be ready! With advanced animal AI and true-to-life habits, these deer will have your heart pounding and your palms sweating with intense hunting action!

ACTUAL IN-GAME VEHICLES:



EmuMovies

ACTIVISION.

PlayStation 2

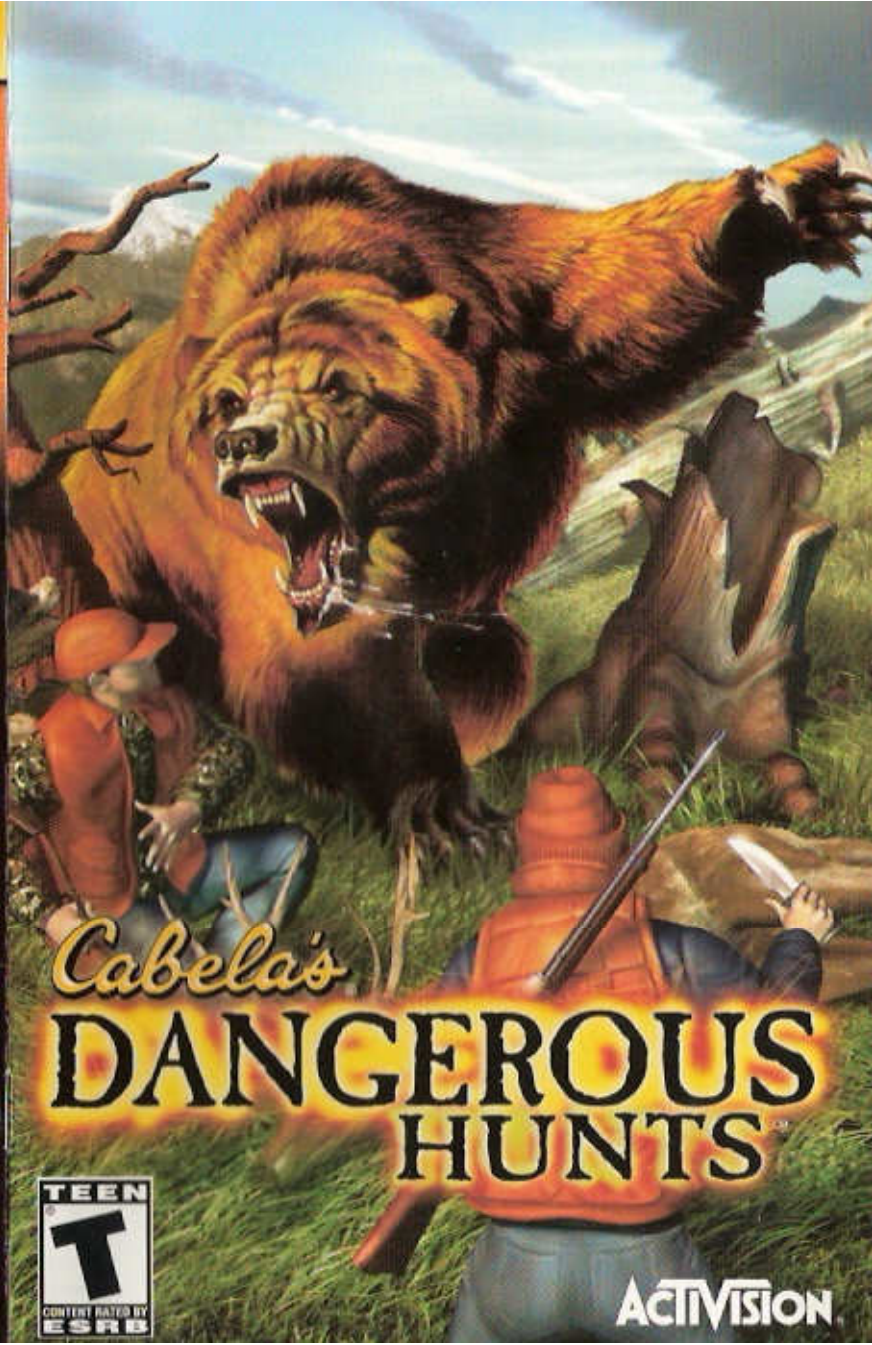


Activision Publishing, Inc., P.O. Box 67741, Los Angeles, CA 90067

78163261/US

©2003 Activision Publishing, Inc. Deer Hunt and Deer Hunt: 2004 Season are trademarks of Activision, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. Published and distributed by Activision Publishing, Inc. and its affiliates. All other trademarks are the property of their respective owners. All rights reserved.

The ratings logo is a registered trademark of the Entertainment Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings box is a trademark of the Motion Picture Digital Software Association.



Cabela's DANGEROUS HUNTS™



ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

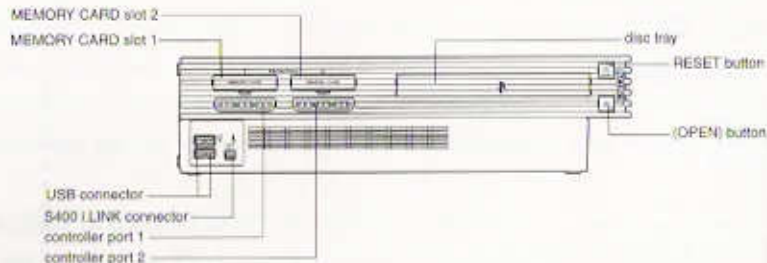
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



Starting Up	3
Controls	3
General Controls	3
Vehicle Controls	3
Menu Navigation	4
Main Menu	4
Quick Hunt	4
Action Zone	4
Career Hunt	5
High Scores	5
Hunting Guide	5
Options	5
Credits	5
Playing the Game	5
Quick Hunt	5
Action Zone	5
Career Hunt	8
Select Profile Screen	6
Character Selection	6
Difficulty Level	7
Save Game	7
Hunt Selection	8
Charter Hunts	8
Challenge Hunts	8
Winning the Game	8
Target Range	9
Outdoor Range	9
Indoor Range	9
Hunting Guide	9
Gear Selection	9
Hunting	9
Game Modes	10
Wilderness Hunting	11
Stand Hunting	11
Pause Menu	11
Game Options	11
Item Selection Menu	12
Using Firearms and Bows	12
The Scoring System	12
Items In Dangerous Hunts	13
Camping	13
Firearms and Bows	14
Defense Firearms and Knives	16
Optics	17
Calls, Decoys & Lures	17
Scents	18
Decoys	19
Hunting Locations in Dangerous Hunts	20
Wildlife in Dangerous Hunts	22
Hints and Tips	27
Customer Support	28
Credits	29
Software License Agreement	32

Cabela's DANGEROUS HUNTS

GETTING STARTED

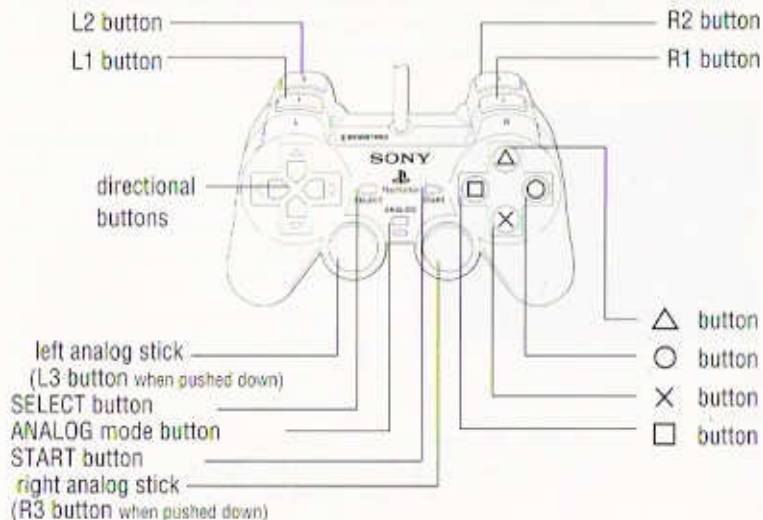


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Cabela's® Dangerous Hunts™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Cabela's DANGEROUS HUNTS

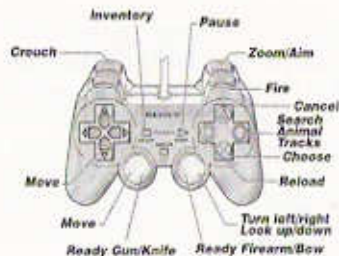
STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

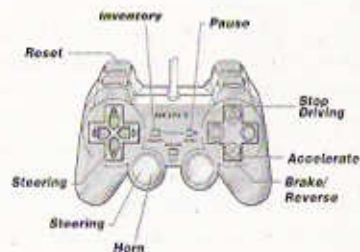


DEFAULT CONTROLS

Hunting:



Vehicle:



Cabela's DANGEROUS HUNTS

MENU NAVIGATION

MAIN MENU

From the main menu, you can start a complete hunt in career hunt mode, go for a quick hunt, test your skills in action zone, view high scores, view the hunting guide, select game options or watch the credits.



QUICK HUNT

The Quick Hunt option lets you hunt for one game animal in any region. You may choose to select your gear, or use the auto-equip option to have gear quickly chosen for you. The clock is turned off for this hunt, so the hunt will last until you successfully bag a trophy. The Quick Hunt is a good way to get in a little extra tracking and shooting practice without having to worry about the time, health, or wilderness survival elements of the game.

ACTION ZONE

Action Zone is comprised of 12 levels designed to challenge you with a series of dangerous encounters that you must survive. The first three levels begin unlocked and will continue to unlock in threes as you complete what you have unlocked so far. Each level has a predefined number of "stages" or dangerous encounters. Each level begins with your hunter at the first stage; if you successfully down all of the animals in the immediate area, then a portal is activated. If you then enter the portal, your hunter is warped to the next stage. If you do not enter the portal within the given time limit, then the portal closes and you must again down all animals before the portal reopens.

Cabela's DANGEROUS HUNTS

CAREER HUNT

In career hunt, you create a new hunter profile and embark on a series of challenge and charter hunts. At the start of your career, only a couple of challenges and charters are available, and completing them will unlock more. All equipment purchased will cost you money, and scoring trophies will award you more money. All trophies bagged in career hunt are eligible to make the High Scores list.

HIGH SCORES

Here you can view the highest scoring trophies taken. Only trophies taken in Career Hunt appear on the high score lists. There are 2 types of viewable high scores: overall and by player profile. The overall scores show the top 5 scores for each game animal out of all of the saved Career Hunt profiles on the memory card (8MB) (for PlayStation®2). The player profile scores show the top 5 scores for each species scored by the selected player. High score codes can be used to post your high score on the internet at: www.cabelasgames.com. *NOTE: The spaces in the code are there to make the code easier to read; do not enter them when entering your code.*

HUNTING GUIDE

View region and animal information, as well as hunting regulations and gameplay tips.

OPTIONS

Set visual, audio, gameplay, controls, and other options.

CREDITS

View the Dangerous Hunts credits.

PLAYING THE GAME

QUICK HUNT

The Quick Hunt mode allows you to practice hunting, with no effect on your resources. All items are free in Quick Hunt.


ACTION ZONE

Try and get through all 12 levels.



Cabela's DANGEROUS HUNTS

CAREER HUNT

The Career Hunt option gives you a full hunting experience, including progression from a novice with little equipment to an amateur hunter, then to a hunter with a large collection of equipment and trophies. The goal is to complete all challenge hunts without running out of money, supplies, or health, and without breaking the law. Disregard for the hunting regulations will result in penalties. A new Career Hunt game begins with 2 challenges and 1 charter hunt available. Challenge and charter hunts are unlocked when a hunt is successfully completed that meets the criteria for the locked hunt. Highlight any locked hunt to read the unlocking criteria. Also, when a hunt is completed, the hunt selection screen is displayed and you are automatically advanced to the next season (Note: you can skip seasons by pressing the  button).

SELECT PROFILE SCREEN

Once you choose the career hunt mode, you are asked to choose from restoring a previously saved game or creating a new hunter character and starting a completely new career.



CHARACTER SELECTION

If you select create, you will be presented with the Create Profile screen.



Cabela's DANGEROUS HUNTS

The first thing you will want to do here is select a character. Selecting Character on the Create Profile screen will display the Choose Character screen. Character selection in Dangerous Hunts is more than just cosmetic: each character has special skills and weaknesses.

There are a series of attributes that you should observe for each hunter, such as their aiming accuracy, resilience, strength, tracking experience and stealth. You can then customize your character's starting attributes by selecting Edit Attributes on the create profile screen.

You can further customize your character by naming your hunter and adjusting your appearance. Each hunter has 5 different appearances to choose from.

DIFFICULTY LEVEL

Choose **EASY** if you're a new, inexperienced hunter. On this difficulty level, animals are more responsive to calls, have less acute senses and you can benefit from aids like the Trophy Beacon (which marks the position of your target game animal on the map by a red dot) or the Bullet Camera (see through the bullet as it traverses the space between you and your target) and the game is more forgiving of your aiming.

Choose **MEDIUM** if you are an amateur hunter. Luring an animal is more difficult and requires more patience. Aids such as the Bullet Cam are disabled and bad aiming is more severely penalized.

Choosing **HARD** really puts your hunting knowledge and skills to the test. Lures, calls and decoys are much less effective and taking down an animal requires a combination of stealth, skill with your firearms and a depth of knowledge about the wild. This is the difficulty level that expert hunters play on.

SAVE GAME

Select Save Game to save your progress in Career Hunt.



Cabela's DANGEROUS HUNTS

HUNT SELECTION



In career hunt mode, there are two types of hunts that you may embark on: charters and challenges. At the start of your career, only 2 challenges and 1 charter are available, and completing them will unlock more. Challenge and charter hunts are not completely independent of each other, for instance, some challenges can only be unlocked by performing a task available in a charter hunt.

CHARTER HUNTS

A charter hunt is very much like a chartered hunt that you would go on in real life. In charter hunts you purchase tags for the animals you wish to hunt and have more flexibility in choosing what you will do. You also have the chance for better trophies – there will be unique opportunities in charters to encounter world-class trophies. Because of that, you will have the potential to earn a lot of money on a chartered hunt. Notice that when you select a charter that is locked, the requirements to unlock the charter are displayed. These requirements may be met in other charters or in challenge hunts.

CHALLENGE HUNTS

Tags do not cost money on challenge hunts, though each challenge has a very specific goal. This goal must be achieved in order to complete the challenge. Some challenges also have requirements such as which animal you are to hunt and what firearm you may use. Notice that when you select a challenge that is locked, the requirements to unlock the challenge are displayed. These requirements may be met in other challenges or in charter hunts.

WINNING THE GAME

A career is complete when you have successfully completed every Challenge and unlocked every Charter.



Cabela's DANGEROUS HUNTS

TARGET RANGE

Access the target ranges within Challenges or Charters.

Outdoor Range

This is an outdoor shooting and archery range, with targets placed at various distances. You may want to visit the range after purchasing a firearm to sight it in to ensure accuracy during the hunt. Here you can also try out various firearms and bows you have purchased and select those that best match your skills.

Indoor Range

The indoor range allows you to zero your firearm at a set distance without worrying about wind drift.

HUNTING GUIDE

This is your resource for information about all hunting locations and animals, as well as hunting advice and regulations.

GEAR SELECTION

Here you purchase the equipment you want to bring with you in the hunt. Be sure to bring a firearm that is suitable for the game you will be hunting. A good defensive firearm or knife will come in handy as well, as you never know what dangers may be lurking in the field.

HUNTING

After having equipped yourself with suitable items, the real hunt begins. On the game screen, there are a few elements that you should always check if you desire a successful hunt.



The **Health** indicator is one of the most important elements to keep an eye on. The pulse monitor displays two things: your current health condition and your state of distress. The pulse monitor appears green when your health is good.



Cabela's DANGEROUS HUNTS

Animal attacks and lack of food or water can cause your health to lower. When your health reaches the critical level, the meter will turn from green to red, and you will be transported to the lodge for immediate medical attention. You can restore health by using a medical kit. Sleeping in your tent will recover some of your health as well.

The **Compass** is a valuable tool in the wilderness. You'll never get lost if you also bring a map or GPS.

The vertical **Stamina** meter to the left of the health indicator shows your ability to run and also has an impact on your aim. Just rest for a while and stamina will recover. Keeping the stamina level too low for long periods of time can result in health loss.

The **Condition, Nutrition** and **Hydration** meters are just below the health indicator. These bars will go down over time. Raise condition by resting in your tent. Raise nutrition by using a daily ration or self-heating meal. Raise hydration by drinking water from the hydration bladder.

The **Wind Indicator** at the top right of the screen helps you keep track of the direction the wind is blowing. You will always want to stay downwind from your game so your scent will not be detected.

You can easily check your **Stealth** by looking at the Stealth Meter at the bottom right of the screen. Stealth is how noticeable you are to animals.

If your firearm or bow is readied, the game screen will show how much ammunition you have loaded and how much you have total. **Ammunition** is limited to what you purchased before the hunt, so be sure not to be frivolous with your ammunition, you may run into a situation where having none leads to your demise.

GAME MODES

The goal for your hunts will be to accomplish a challenge in challenge hunt and fill your tags that you purchase in charter hunts. Any illegally gained trophies will result in penalties. You should always check the hunting guide for hunting regulations or else you'll learn about them the hard way. You will not receive penalties for downing an animal that is attacking you.

There are two modes of hunting: Wilderness Tracking and Stand Hunting.



Cabela's DANGEROUS HUNTS

WILDERNESS HUNTING

Wilderness Tracking allows the hunter to look for game animals as they roam each of the hunting regions. This mode of hunting requires the use of Navigation Tools and carefully watching for any signs of animals, such as animal tracks. It is here where the Tracking System proves to be invaluable. Discovering animal passage signs can sometimes be difficult and very much depends on your tracking experience.

The Tracking System gives you valuable information on the movements of game animals, indicating the direction and age of the trail together with the species of the animal. Tracking results depend on your character's tracking skill.

STAND HUNTING

Stand Hunting allows you to remain in one location and wait out the desired target. Once you have found an acceptable place for your blind, tripod or stand, you can select the item from your inventory and place it. This mode of hunting relies heavily on using hunting accessories, such as calls, lures and decoys. It is also important for you to notice any signs of animals in order to select the best location to set up your stand.

PAUSE MENU

Pressing the START button will bring up the pause menu. This allows you to change game options, set sound volume and restart the map without leaving the location.

GAME OPTIONS

Show HUD - When set to off, on-screen indicators are not displayed.

Trophy beacon - Lets you turn on and off the red trophy beacon displays, showing your target animal(s). Only available in Easy.

Auto claim trophy - If set to on, when you down an animal you have a tag for, it will be automatically claimed. Only available in Easy.

Bullet camera - Turns the bullet camera on and off. Only available in Easy and Medium.

Animal camera - Turns the animal camera on and off.

Attack camera - Toggles the slow-motion animal perspective attack camera on and off.

Automatic reload - Toggles the automatic reload feature on and off. Only available in Easy and Medium.

ITEM SELECTION MENU

Accessed by pressing the SELECT button, this menu displays the items in your backpack. Just select the piece of equipment you want to use. This menu also displays the goals you must accomplish to complete the hunt you are on.

USING FIREARMS AND BOWS

You can choose from a wide selection of hunting arms, ranging from bolt-action rifles, shotguns or lever action rifles to handguns, knives and archery equipment. You should always sight your firearms after purchase to ensure an accurate, clean shot. You can equip a firearm or bow by selecting it from your backpack using the ITEM SELECTION menu, or you can use the quick-equip buttons, the R3 button for your primary firearm and the L3 button for your defensive item (in the default controller configuration).

Each firearm has an aiming mode, which offers greater accuracy. You should always use the aim mode, except in situations when there is no time to prepare your shot, such as when an animal is charging. In the default controller configuration, use the R2 button to aim.

THE SCORING SYSTEM

Scoring your trophies is an important part of your hunting life. The game provides automatic measuring and tells you the score for your trophy.



ITEMS IN DANGEROUS HUNTS

CAMPING

This category deals mostly with wilderness survival and orientation.



Hydration Bladder: Any experienced hunter knows that sufficient water supplies are often critical for survival. Remember to regularly drink water from your hydration bladder.



Daily Rations: When consumed, these food supplies will quickly raise your nutrition to higher levels.



Self-Heating Meal: A hot meal may prove invaluable in the field when your nutrition is low.



Medical Kit: Providing you with emergency treatment for light injuries, the medical kit should be one of the constant items in your backpack.



Map: A map of the hunting area is invaluable if you don't fancy getting lost in the wilderness.



GPS: The modern, high tech response to the classic map, the GPS should answer all your navigational problems.



Heavy tent: This comfortable tent is the best defense against bad weather and provides a high energy boost.



Cabela's DANGEROUS HUNTS



Binoculars: Waterproof binoculars provide a means to scout and observe game from a distance.



Range Finder: In addition to high zoom levels, the range finder provides you with automatic distance readings, greatly reducing the workload for calculating a long range shot.



Spotting Scope: Very similar to binoculars, the spotting scope provides higher zoom levels for one eye only.



Clothing: Numerous hunting outfits are available, varying in color and weight. Be sure to choose the right clothing for the environmental conditions in each region and season.

FIREARMS & BOWS

The following is a list of firearms you will have at your disposal.



.270 BOLT ACTION RIFLE: A flat shooting rifle, the .270 is accurate at medium distances and its effective range can be extended with optics. With a little practice at the range, this should be the perfect deer hunting rifle.



7MM MAGNUM SEMI-AUTOMATIC RIFLE: The 7mm Magnum is a potent cartridge with a very flat and tight trajectory. In the hands of a skilled shooter, this rifle is the best choice for medium to large game.



.30-06 LEVER-ACTION RIFLE: The century-old lever rifle continues to be popular today. A heavy bullet and short barrel combine to make the .30-06 a perfect choice for hunting in woods or brush.



Cabela's DANGEROUS HUNTS



.338 MAGNUM BOLT-ACTION RIFLE: Combining the reliable bolt action with an entry level magnum cartridge, this rifle is sure to handle most big game without breaking your back in one shot.



.358 LEVER-ACTION RIFLE: The .358 Lever Action Rifle combines classic looks and features with the hitting power of a magnum cartridge. An adequate rifle in the face of even the most dangerous big game animals.



.416 MAGNUM BOLT-ACTION RIFLE: The .416 Bolt Action Rifle offers premium impact power with little penalty in bullet drop. The large bullet means heavy recoil and low magazine capacity.



.460 MAGNUM BOLT-ACTION RIFLE: Compromising between power, recoil and affordability, the .460 Bolt Action Rifle is deadly at long range if the shooter can take bullet drop into account.



.510 MAGNUM BOLT-ACTION RIFLE: The .510 Magnum is the most powerful rifle available to you. Extreme recoil and long reload times matter little when your accuracy is good.



10 GAUGE PUMP SHOTGUN: Very reliable, the 10 Gauge Pump Action is effective at close and medium ranges.




12 GAUGE PUMP SHOTGUN: A great choice for close range hunting, the 12 gauge shoots a nice, fat 1 ounce slug.




10 GAUGE GAS-LOADED MAGNUM SHOTGUN: The Gas-Loaded Shotgun trades reliability for faster follow-up shots.



Cabela's DANGEROUS HUNTS



RECURVE BOW: Employed by archery traditionalists, the recurve is still much easier to use than a longbow. This model features a 35 pound draw weight, which qualifies it as adequate for medium game only. No let off means you can't hold the bow drawn for very long. As there are no sight pins on this bow, practice is essential in developing a good shot.



COMPOUND BOW: A high tech compound bow that weighs 4 pounds but features a 60 pound draw weight. This is the ultimate in bow hunting technology.



CROSSBOW: A modern version of a classic design, this crossbow features fiberglass quad limbs and 50 pound draw weight. It is a highly accurate and powerful piece of archery equipment.

DEFENSE FIREARMS AND KNIVES

These items all have a shorter range but a faster attack time and therefore are your best bet for defending yourself in close encounter animal attack situations.



.44 REVOLVER: The .44 is a hard hitting revolver, but the heavy, wind resistant bullet severely limits its range. Relatively low recoil allows for faster follow-up shots than the other handguns.



.454 REVOLVER: Firing the powerful .454 cartridge, this revolver is as much a hunting gun as a revolver can be.



.45-70 REVOLVER: A classic style handgun mated to a classic but nevertheless powerful cartridge, the .45-70 is sure to please all Single Action revolver fans.



5" BLADE KNIFE: This short light-weight blade allows for a fast slicing motion. A good close encounter self defense blade against smaller dangerous game, though larger dangerous game may not be impressed.



7" BLADE KNIFE: This thick 7" blade gives the hunter a happy medium between blade length, thickness and weight. It gives the hunter more striking power with only a slight increase in weight.



12" BLADE KNIFE: The size and weight of this blade require a very long, drawn out swing. Its cutting and bone chopping potential are second to none.

OPTICS



4X MAGNIFICATION SCOPE: A good entry level deer rifle scope. Fixed magnification means quick aiming and no adjustments to worry about.



6X MAGNIFICATION SCOPE: Offering quick aiming with increased magnification, this scope is a good option when one needs to reach out a little farther.



1-7X ADJUSTABLE SCOPE: Trading speed for adjustability, this scope offers a decent range of magnification at a decent price.



1-10X ADJUSTABLE SCOPE: The ultimate in hunting rifle magnifying power, this scope is sure to let you see far off game.

CALLS, DECOYS & LURES



RATTLING ANTLERS: A pair of synthetic rattling antlers imitates the sounds of bucks fighting. It should attract both territorial bucks, looking for a challenge, and does.



GRUNT CALL: A grunt call simulates the basic call of deer. It's best used together with scent cover, but should be effective throughout the year.



BLEAT CALL: The bleat of a doe in heat is irresistible to bucks. This is a very effective call during early and mid-season hunts.



Cabela's DANGEROUS HUNTS



ELK CALL: One of the most powerful and realistic elk calls available. It produces a variety of sounds that are sure to bring you a monster elk.



MOOSE CALL: When stand hunting moose, this call should prove a valuable tool.



PREDATOR CALL: This call attracts predators by imitating the sounds of a wounded animal.



COYOTE HOWLER CALL: Based on the coyote's habit of answering other coyotes, this call is an useful tool for attracting your game.

SCENTS



DOE ESTRUS: This proven lure is ideal for attracting bucks from the pre-rut to the rut period. It combines the scents of intruding bucks and does in heat.



URINE SCENT: Buck urine should bring a territorial response from mature bucks. This scent is highly effective in the rut, especially combined with the rutting buck call.



COVER SCENT: Cover scent will help you blend into the smell of the natural environment. Spray this on your clothing, equipment and exposed body parts to effectively do away with human scent.



Cabela's DANGEROUS HUNTS

DECOYS



ELK COW DECOY: Crafted with amazing detail, this 3D elk cow decoy is sure to bring in game.



ELK BULL DECOY: Made of lightweight polyester fabric, this 3D elk bull decoy will make elk an easy target.



MOOSE COW DECOY: This 3D moose cow decoy will get you the big bull you're after.



MOOSE BULL DECOY: Featuring incredible detail, this 3D moose bull decoy has fully proven its efficiency.



WHITETAIL BUCK DECOY: Whitetails just can't resist these 3D buck decoys. Using a scent cover will greatly improve their efficiency.



WHITETAIL DOE DECOY: Attracting deer bucks is easy with these incredibly detailed 3D whitetail doe decoys.



DEER FEEDER: The feeder is ideal for luring deer into a specific spot to accommodate marked shooting distances.



SALT LICK: These blocks have nourishing minerals and react with moisture to release scent vapors, luring game into the open.



FRESH MEAT: Fresh meat will attract predators to its location, but the hunter must make sure he conceals his own smell in order to not become prey himself.

HUNTING LOCATIONS IN DANGEROUS HUNTS



Alaska is a very mountainous state, with 17 of the 20 highest peaks in the country. You will also find many lakes and rivers. This is a beautiful state, and although it can get quite cold, the weather is generally not as brutal as most people think.



Alberta is home to very diverse terrain. You will find meadows, marshes, and prairies here. Even though it is known as one of Canada's three Prairie Provinces, only about 25 percent of the region is treeless.



British Columbia is Canada's westernmost province, bordering on the Pacific Ocean. It is also one of the more mountainous areas of Canada. About three-quarters of the land is covered with forest.



Colorado is the highest state in the USA, and its landscape varies between mountains, plateaus, canyons and plains. The climate is cool and invigorating, with the thin atmosphere in the mountains allowing for pleasant daytime conditions even during the winter.



Idaho is a land of unspoiled beauty, with rugged slopes and great mountain peaks, vast forest, spectacular wild rivers and tons of scenic views. The weather ranges from snowy winters in the high mountains to hot summers in the south.



New Mexico ranges over 10,000 feet in elevation across the land, making for a great diversity of terrain features and game animals.



Northwest Territories - Most of the Northwest Territories is below the treeline, where there are soft forests. The land that is above the treeline is mostly considered tundra.



Northern California - The climate of California is characterized by cool to mild winters and, except in the high mountains, warm to hot summers. When hunting in the mountainous areas, one is advised to bring adequate shelter and clothing.



Quebec is the second largest province in Canada. The richly forested land is filled with rounded hills, carved out long ago by glaciers.



Tanzania is considered the finest safari destination in Africa, offering great hunting locations such as the Selous game reserve. The country's wilderness lacks fences completely, thus allowing the game to move wherever the conditions seem most attractive.



Wisconsin terrain ranges from the gently rolling hills of the Eastern Ridges and Lowlands to the broken Bad River canyon.



Zimbabwe is part of the great plateau which traverses Africa and lies wholly within the tropics. The climate is temperate, but the winter months can be cold and those hunting during these months should make sure they have warm clothing.

WILDLIFE IN DANGEROUS HUNTS



Bighorn Sheep - You had better have sure feet and a reliable pair of boots if you're after bighorn sheep. These sure-footed mountain dwellers have a range that stretches through the Rocky Mountains from Mexico to British Columbia. In order to avoid predators, including humans, bighorn spend much of their time in the safety of herds that migrate up and down rocky slopes, ridges, cliffs and deep canyons.



Black Bear - With a range that stretches throughout much of the lower 48 states, Canada and on into Alaska, black bear encounters with people are not uncommon. While not as ill-tempered as their much larger cousin the grizzly, black bears have been known to attack when they believe a person is a threat to their cubs or when in search of food.



Kodiak Brown Bear - Found exclusively on Kodiak and other nearby islands off the coast of Alaska, the Kodiak brown bear is actually a subspecies of the mainland-dwelling grizzly. Like the grizzly, it is easily recognized by its immense size and distinctive shoulder hump. Its favorite sources of food include everything from roots and berries to fish and deer. And because a full-grown adult can weigh more than 1,000 lbs., it takes a lot of food to fuel this eating machine.



Cape Buffalo - The cape buffalo's short temper combined with its massive size have earned it the nickname "Black Death." Its massive horns are an indication of both age and gender, because females and young males lack the hard shielding that protects the base of the skull in large adult males. Cape buffalo are extremely social and live in large, mixed herds that graze on tall coarse grasses, and play a vital role in the ecology of the African grasslands.



Caribou - North American caribou, which are now considered to be the same species as the domesticated European reindeer, are highly migratory. Herds often travel hundreds of miles between summer and winter ranges. And if you're planning to hunt them you had better dress warm, because they are frequently found roaming the tundra of far Northern Canada and Alaska.



Coyote - While the distinctive howl of the coyote is often associated with the West, this much smaller cousin to the wolf has extended its range to include almost every state in the lower 48, as well as most provinces in Canada and even as far north as Alaska. Unlike wolves, coyotes typically hunt alone and are rarely seen traveling in groups.



Dall Sheep - Exclusively found in Alaska and Northern Canada, the dall sheep is extremely wary of hunters and flees at the slightest hint of danger. Because grazing patches in the rough country they inhabit are few and far between, herds of dall sheep will travel up to 40 miles along routes used for thousands of years just to find food.



Duiker - The duiker (pronounced "die-ker") is the most widely distributed African antelope. This vast distribution has resulted in several subspecies with distinct differences. However all typically stand about 20 inches at the shoulder, have short straight horns that never grow longer than the length of the head and a long tuft of hair that grows between the horns and often conceals them completely. They derive their name from the Dutch word for diver, most likely because they will plunge head first into thick cover when disturbed.



Elk - Spend some time in the Rocky Mountains in September and you'll hear the distinctive bugle of the bull elk. This haunting sound is his way of letting his rivals know who is boss during the mating season. If another bull bugles back, he answers the challenge in an antler-clashing, head-to-head battle for dominance or by simply chasing him off. An adult male can weigh up to 1,100 lbs., but is capable of running over rough terrain at 35 mph, making him extremely elusive to hunters.



Gemsbok - Primarily found in South Africa, gemsbok are members of the oryx family. They're easily recognized by their towering horns that can grow to more than 40 inches in height. However, these pointed horns are more than decorative headgear. The gemsbok is a capable fighter who has been known to impale an attacking lion.



Cabela's
**DANGEROUS
HUNTS**



Grizzly Bear - Capable of growing to more than 10 ft. tall and weighing up to 1,700 lbs., the grizzly is truly the reigning royalty of North America's bears. This species gets its name from a word meaning "grayish" and "inspiring horror," both are fitting monikers for this fearsome carnivore. These massive eaters will feed on everything from berries to livestock and normally avoid direct contact with people.



Hyena - The hyena has earned a reputation as a wily scavenger that lives on the leftovers from another animal's kill. But what many people don't realize is that they are also skillful hunters that have little fear of much larger animals and maintain a constant battle with other predators on the savannahs of Africa for the food they need to survive. Hyenas live in territorial social groups called clans that are dominated by females and can reach up to 70 members.



Impala - One of the most graceful members of the antelope family, impala usually travel in large herds. In these nomadic groups a single ram can have a harem of up to 20 ewes. When impala are in the area, hunters also need to be alert for prowling lions and leopards, who often follow herds in search of a meal. With this kind of company constantly tagging along, it's no wonder impalas have developed the ability to leap 35 ft. in a single bound.



Kudu - Native to several African countries, the kudu (divided into greater and lesser subspecies) is easily recognized by its gray-brown coat, a shaggy mane on its neck and a series of white vertical stripes on each side of its body. Because they are not fast runners like antelope, they use their unique markings to blend in with thick cover. The magnificent spiraling horns are grown by the males only and are rarely used offensively. The horns of the greater kudu can grow to more than 50 inches in height.



Leopards - Found throughout most of Africa and Asia, the leopard is a powerful and agile hunter. It stalks its prey then leaps or dashes at the victim, which is dispatched by a bite to the neck. In eastern Africa, the carcass is frequently brought up into a tree to protect it from scavengers. Primarily nocturnal, the leopard has enormous eyes that dilate allowing it to see in total darkness.



Cabela's
**DANGEROUS
HUNTS**



Mountain Lion - The most widely distributed cat the Americas, the mountain lion prowls the high country from Canada down to Argentina. Capable of pouncing on prey from up to 20 ft. away, it prefers to feed on large mammals and kills them with a single quick bite to the neck. Where deer are common, a mountain lion may kill one per week, leaving his leftovers in a buried cache that he will return to several times when hungry.



Moose - The least social but largest member of the deer clan, moose can weigh up to 1,800 lbs. and can measure 7 ft. at the shoulder. While its long gangly legs give it an awkward appearance, a moose is capable of running up to 35 mph. But what's even more impressive is its ability to swim at speeds up to 6 mph. In fact, it takes only a couple weeks for a newborn calf to take to the water.



Mountain Goats - Perhaps the most sure-footed of all hoofed animals, the mountain goat is capable of easily scrambling up rocky slopes and maneuvering through crags where prowling predators cannot follow. Both the males and females have straight, sharp horns that measure up to 10 inches. And don't think only the males know how to use them. Females guarding their young have been known to impale mountain lions and wolves.



Mule Deer - Named for its huge ears that are capable of moving independently and almost constantly, the mule deer has a powerful sense of hearing that allows them to detect danger over long distances. They're sometimes called "jumping deer" because they will bound away with a stiff-legged hop when threatened.



Polar Bear - The polar bear's white coat is more than just a camouflaging tool. It insulates against the cold and channels ultraviolet light to the skin for heat absorption. The most carnivorous of the North American bears, it lives off a diet of seals, birds, bird eggs, fish and the occasional stranded whale. Because much of its diet comes from the water, the polar bear is a strong swimmer, capable of holding its breath for long periods of time and swimming at speeds exceeding 6 mph - quite a feat considering they can weigh up to 1,100 lbs.



Cubelab DANGEROUS HUNTS



Pronghorn - Often called an antelope or a goat, the pronghorn is actually neither. It is the remnant of an ancient family of North American plains animals. The horns that give them their name are made up of a sheath that gets shed annually, a skin and a bony core. Both sexes grow horns, but the males are usually more prominent. At one point, there were only 15,000 pronghorns left in North America. However, they have rebounded, and today number about 750,000 over a range that stretches from New Mexico to Montana.



Rhino - Rhinos have keen senses of smell and hearing, but because their eyes are located on either side of their head they must peer first with one eye, then with the other, severely limiting their vision. So when a rhino catches the scent of a human or anything else unfamiliar, it often will charge first and investigate later. However, this jumpy nature often leads them to charge things like trees and rocks, mistaking them as threats.



Whitetail - It's no secret amongst hunters that the fleet-footed whitetail deer, which can hit speeds of up to 36 mph, is a good runner. But what many don't realize is it has an amazing ability to elude predators by swimming. Its winter coat is made up of hollow hairs that are so buoyant, they will keep a full-grown deer afloat. This prolific game animal is found across the United States. While they thrive in rural and densely wooded areas, whitetail deer have adapted to human encroachment and are often spotted in heavily populated areas.



Wild Boar - Originally brought to North America from Germany and Russia, wild boars have become prolific in the Southeast as well as parts of California. Voracious eaters, wild boars feed primarily on roots, acorns, fruits and berries, but also have been known to eat crayfish, frogs, snakes, salamanders, mice, eggs and young rabbits. All this eating results in adults that can tip the scales at 440 lbs.



Wolf - A symbol of the Northwoods, the wolf was actually found in almost all the lower 48 states just a few hundred years ago. But an ever-expanding population base has forced wolf populations to the remote regions of Canada and Alaska. Reintroduction projects in the Rocky Mountains have proven successful and it isn't uncommon to hear the lonesome howl of a gray wolf in Montana and Wyoming.



Cubelab DANGEROUS HUNTS



Zebra - To people all zebras look pretty much the same. But a zebra is actually able to recognize members of its own family just by their stripes - an important ability for these nomadic herd animals. Like horses, zebras' eyes are set back in the skull for a wide field of vision. In fact, their only blind spot is directly behind them, which is why lions and other predators often attack them from the rear.

HINTS AND TIPS

- It's dangerous out there! Always carry a medical kit; you never know when you might need it.
- In Easy difficulty, make use of the trophy beacons (the red dots) and bullet camera - they're great hunting aids!
- If you're having trouble with Action Zone, check your firearm. The reload time really makes a difference. You can also take advantage of the portal timer to use medical kits, reload, and prepare yourself for the next encounter.
- Many animals have different weights depending on the time of year, so if you're having trouble finding animals with high scores, try changing seasons.
- Deer are highly sensitive to movement, sound and scent - make sure you use the right equipment, or they're likely to spook before you get close.
- Running out of stamina? Make sure you're wearing appropriate clothing, and that you're not trying to bring more equipment than your hunter can carry.
- In Career Hunt, if you don't see any open challenges or charters, try changing the season.
- To finish Career Hunt, you need to unlock all twelve charters and successfully complete every challenge. If you think you have finished Career Hunt but you did not see the win sequence, look through all seasons of the charters to see if one is still locked.
- As with any game, save your progress often!

- Different firearms have different properties, so experiment until you find the one best suited to you.
- If you are having trouble taking down a cape buffalo, remember they have very thick skulls so going for a heart or lung shot is a better bet than a head shot.

CUSTOMER SUPPORT

ONLINE SUPPORT

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

OTHER CONTACT METHODS

Fax
(952) 918-9560, 24 hours day

Mail
Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone
(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

CREDITS

ACTIVISION VALUE CREDITS

Producer
Nicole Lindstrom

General Manager
Dave Oxford

PRODUCTION

Vice President of Studios
Patrick Kelly

Production Assistance
Jason Lembcke

Executive Producer
Jim Eisenstein

QUALITY ASSURANCE

Manager of Quality Assurance
Chris Arends

Senior QA Lead
Donna Johnston

QA Team
Travis Clarke
Rasheem Harris
Dan Kelcher
John Layland
Matt Reese
Chad Schilling
Aaron Thompson
Bob Viau
Kris Young

SALES

Vice President of Sales

Tim Flaherty

Regional Sales Directors

Jim Holland

Jennifer Mirabelli Johnson

Dan Matschina

Trade Marketing Manager

Robbin Livernois

MARKETING AND CREATIVE SERVICES

Vice President of Marketing and Creative Services

Mark Meadows

Senior Graphic Artist

Trevor Harveaux

Graphic Artist

Sean James

LEGAL

Joe Hedges

Brynja Bjarnason

LICENSING

Senior Brand and Licensing Manager

Andy Koehler

Director of OEM & Alternative Channels

Brian Johnson

OPERATIONS

Senior Vice President

Chad Koehler

Director, Operations and Planning

Mike Groshens

IS

Information Systems Administrator

Josh Miedema

CABELA'S

Bryan Stave

VOICE TALENT

Production by Hamsterball Studios

Kwadwe Anokwa

Randy Ryan

Artie Widgery

SPECIAL THANKS:

Amanda Brook

Barbara Castillo

Mark DeLoura

Laura Ford

Jeff Hughes

Brendan Stave

Victoria Stave

Belinda Van Sickle

Kent Walton

ADDITIONAL THANKS:

Ann Beggs

Don Borchers

Mike Dalton

Sean Dunnigan

Keri Gross

Brian Kirkvold

Kurt Niederloh

Chris Owen

Laura Saugen



Cabela's
**DANGEROUS
HUNTS**

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:
Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067



Cabela's
**DANGEROUS
HUNTS**

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405. (310) 255-2000. Attn: Business and Legal Affairs. legal@activision.com.