

Cabela's AFRICAN
SAFARI™



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:

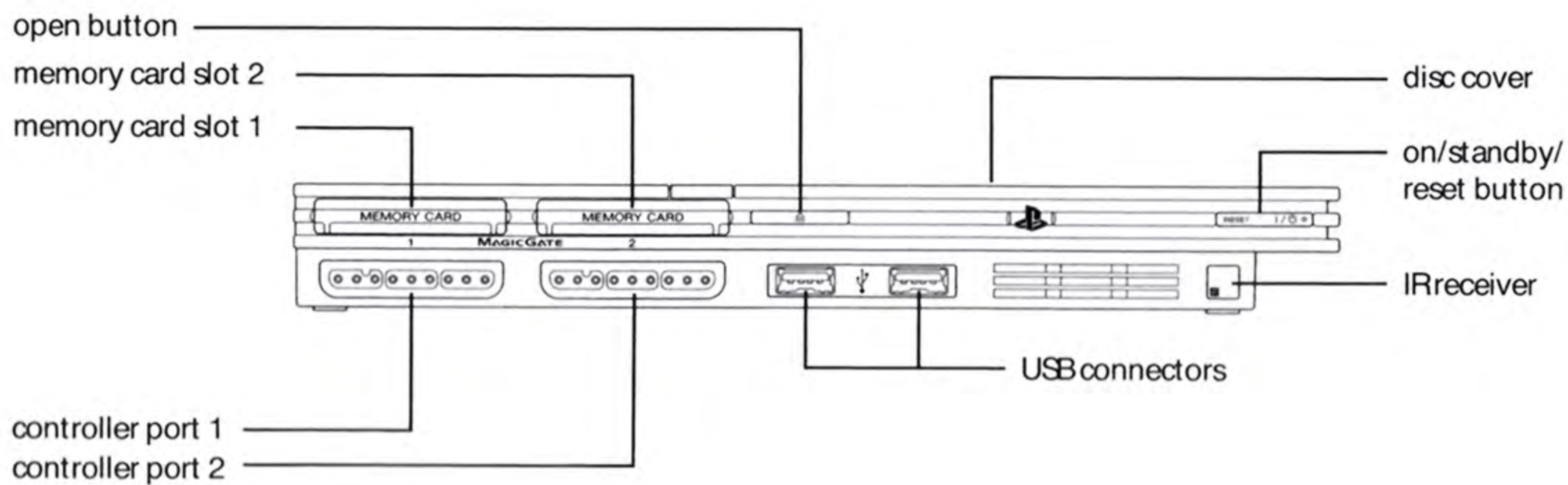
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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
Default Controls	3
General Controls	3
Difficulty Levels	4
Menu Navigation	4
Main Menu	4
Safari Hunt	5
Instant Hunt	6
Open Safari	6
Big Five	6
Wingshooting	6
Options	7
Credits	7
Playing the Game	8
HUD	8
Statistics	9
PDA	10
Items In Cabela's African Safari	11
Rifles	11
Shotguns	12
Handguns	12
Locations in Cabela's African Safari	13
Wildlife in Cabela's African Safari	16
Credits	22
Customer Support	24
Software License Agreement	25

Cabela's AFRICAN SAFARI

GETTING STARTED



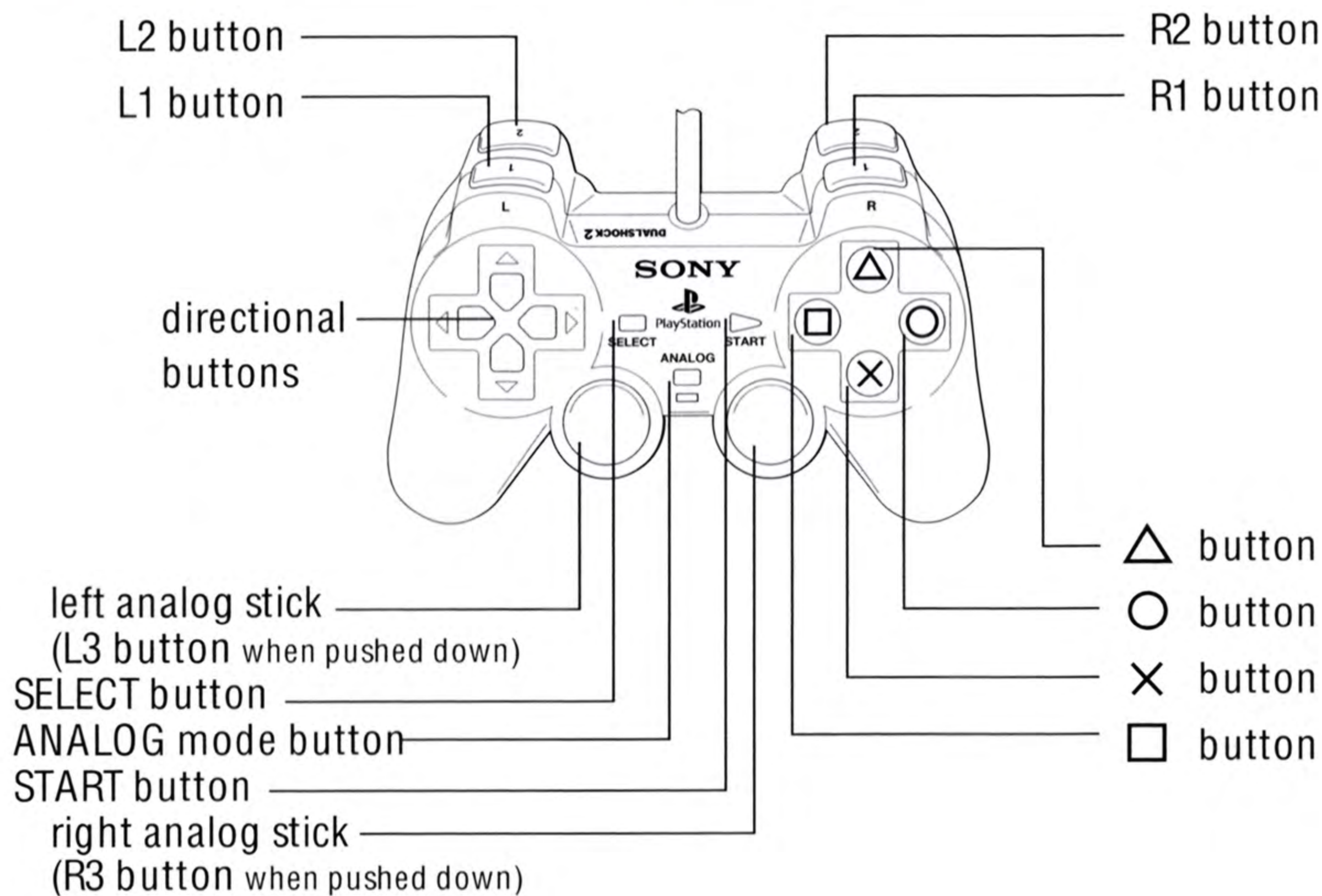
Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Cabela's[®] African Safari disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation[®]2)

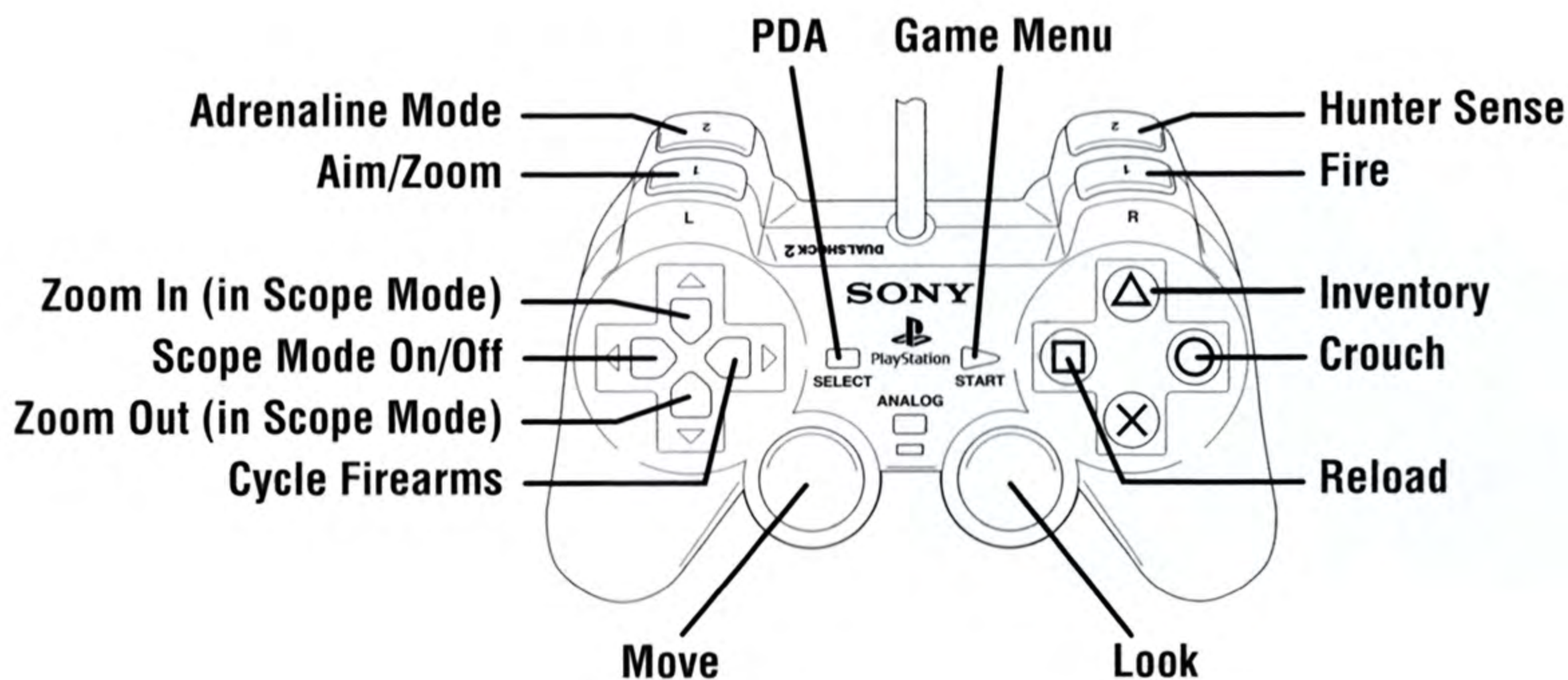
To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS



Cabela's AFRICAN SAFARI

DIFFICULTY LEVELS

There are three difficulty levels in the game: **Novice**, **Experienced**, and **Expert**.

In the **Novice** difficulty level, you will be given 14 days to complete your safari list in each country and will be able to detect in your compass the animals surrounding you on safari.

In the **Experienced** difficulty level, you will be given only 10 days to complete your safari list for each country and although you will be able to see all the safari animals in your compass, they know you are there too.

Finally, in the **Expert** difficulty level you will only be given 7 short days to complete your safari list in each country. Additionally, you will not be able to detect the game animals in your compass. This will be extremely difficult!

MENU NAVIGATION

MAIN MENU

After selecting to save or load a new game, from the Main Menu screen you can choose **Safari Hunt**, you can choose to go directly to **Instant Hunt**, or you have the option to hunt the **Open Safari**. The last menu selections are the **Big Five** and the **Wing Shooting Missions**. Of course, you can always choose **Options** to change your settings or **Credits**.





Cabela's AFRICAN
SAFARI

SAFARI HUNT

This is the main mode of the game. When you select the Safari Hunt you will be brought to the lodge of the country in which you are hunting. If you are playing the game for the first time you will be brought to the lodge of South Africa. Before you reach the lodge you will see your safari list for the day. This list details the animals you will be hunting in that country and the number of that animal that you will have to take down to complete the mission. From this screen you will be brought to the lodge itself. Here, there are three different characters that you may consult to help you through the game.

Tracker: The tracker's menu will have a picture and description of every animal on the African Safari. The picture will help you identify the animal based on appearance, and the short description may provide you with not only a description of the animals identifying markings but also their significant traits and habits.

Porter: The porter's menu will have a picture all of the different firearms you may be using on safari. This menu will not only show you what your firearms look like but will also be able to show you the firearm's accuracy, distance, and damage compared to other firearms as well as tell you which firearms are best suited for the different animals on safari.

Guide: The guide's menu is where you will select the hunts that you would like to go on and get information about the countries in which you are hunting. First, you will see the Hunt schedule—a list of areas that you can choose to hunt from along with the animal that you will be hunting. These hunts will be displayed on a timeline showing you how long you have for each mission so you need to be mindful that if you use up all of the time allotted for certain missions, you will not have enough time to hunt all the missions for that day.

Another option on the guide menu includes gathering information about the country in which you are about to hunt as stated by pressing the country info button. Here you will get a short general description of the country and some of the landscapes and landmarks you can expect to encounter in the hunt.

One last option is you may choose to skip to the next day of the hunt from the guide menu. You may skip to the next day and choose a hunt from that day and then choose to come back to a previous day and continue to complete hunts on your list. You can continue to skip to the next day until you reach day 14 for difficulty level Easy, day 10 for Medium, or day 7 for Hard. At this time can no longer earn Safari points for hunts beyond the last day of the hunt.

INSTANT HUNT

This is the pick-up-and-play mode of the game. You can select instant hunt from the menu and you will immediately be placed in any one of the hunting areas and will be given an animal objective randomly. Instant hunt mode is different from Safari Hunt in that you do not have access to the hunter's PDA in which you can look at maps of the area and get tips from the tracker and the porter on where to find your target. Instant hunt will start you on any mission with any animal and you can track and hunt the animal on your own.

OPEN SAFARI

Open Safari is a way for you to go back and hunt certain areas or animals from your list that you particularly enjoyed. You will not be able to participate in the Open Safari until you have successfully completed that region in the regular Safari Hunt.

BIG FIVE

In this unlockable mode you will be able to go in and choose from one of the big five—the lion, leopard, buffalo, rhino, or elephant and immediately hunt that animal. A hunt in this mode does not add to the animals on your regular Safari Hunt.

WINGSHOOTING

You can choose to go directly into the wing shooting mode where you will be able to hunt African birds simulation-style, flushing birds out of their natural habitat as you walk through and attempt to take them down. Only shotguns are available in this mode as rifles should not be used to hunt birds. You can also choose from three different wing shooting modes: practice, tournament, and hot seat.



Cabela's AFRICAN SAFARI

Practice: You can hunt through the countries as the title suggests, practice shooting the birds. You will see points accumulate but these points are only for your reference and will not count toward your wing shooting tournament points.

Tournament: In the tournament mode you will be timed as you hunt through each of the five countries taking as many of the specified bird from that country as possible. You will receive points for every bird taken within the timeframe and can then try and beat the tournament record for that area with your accumulated points.

Hot Seat: The hot seat mode is African Safari's only multi-player mode. In the hot seat you will be prompted to choose the number of players and the number of rounds that you would like to play. Then, the players take turns on one controller collecting points by shooting the birds in each region.

OPTIONS

The options page is where you control some of the settings of the game. You can make changes to the volume of the music and the sound effects in audio. You can choose your in-game control set (three different options) in controls, and you can turn the HUD, the hit camera and autosave on or off in the gameplay section.

CREDITS

View the African Safari credits.

Cabela's AFRICAN SAFARI

PLAYING THE GAME

From the main Safari Hunt Mode, after you choose your settings and choose your hunt from the Hunt Schedule, you will be placed in the region you have selected with the animal you have chosen to hunt. The first thing you will want to identify yourself with is the "Heads-Up Display" or HUD.

HUD

Starting in the center of your screen, if you are armed with a firearm, you will see the firearm's reticle appearing with the crosshairs in the middle surrounded by two rings of varying colors. These rings will change from green to red in the presence of a dangerous animal or when you center your scope over your target animal.



Next, in the top right corner is your compass. You can see the four major directions surrounding the compass and you use this compass to navigate your way around the map in this region. When an animal is within range of you, a colored dot with a detection ring will appear in the compass. The dot will be red for dangerous animals that are not your target animal for that region. You will be penalized points if you shoot these dangerous animals so try to avoid them. The dot will be green if you are approaching one of your target animals. Use this compass to point you in the right direction. Other things you might see in the compass are boundaries, indicators of steep terrain, and water landmarks.

In the bottom right corner you will see a meter indicating what gun you are using. This meter also lets you know how many rounds of ammunition you have remaining on the far left, a meter in the middle showing how many shots are left before you must reload, and a green meter at the bottom that shows your accumulation of Hunter sense.



Cabela's AFRICAN SAFARI

In the bottom left corner you will see a gauge that will measure your health statistics. As you hunt through the safari you will see the red bar at the bottom fill up. This red bar shows you how much adrenaline you have accumulated and used.

Finally, in the top left corner you will see the timer. You must hunt your entire objective before the timer runs out or you will fail the mission and must hunt the mission again or go back to the lodge to select another hunt.

Hunter Sense: Hunter sense is a form of slow motion that simulates the instincts of a hunter. While in hunter sense mode time will slow so that you have time to get the perfect shot off.

Adrenaline Mode: Adrenaline mode is only to be used when dangerous animals are attacking you in self-defense. While in adrenaline mode, time will slow and a targeted yellow circle will appear on the attacking animal indicating a kill shot. If you center your reticle over the yellow circle and fire, you will immediately kill the animal attacking you—saving yourself from failing that mission.

STATISTICS

After each hunt, a screen will appear that will show you how well you did in that hunt.



STATISTICS	
TIME:	0 HOURS 23 MINS
SHOTS FIRED:	3
PERFECT SHOTS:	0
BEST DISTANCE:	47.80 YDS
FIRE ACCURACY:	33.3 %
PENALTIES:	0
SAFARI POINTS:	591

Statistics include:

- Time
- Shots fired
- Perfect shots
- Best distance
- Fire accuracy
- Penalties
- Safari Points

Cabela's AFRICAN SAFARI

PDA



At any time during the hunt in regular Safari Hunt mode you can access the hunter's PDA. The PDA is meant to assist you through the hunt and you can access a map of the region including boundaries and water landmarks in the main portion of the PDA. The PDA will also let you know what your animal objective is and allows you to speak with either the tracker, porter, or the guide for advice, suggestions, and tips for the hunt. You may also see your entire safari list for that particular country in the PDA and it will keep track of and check off animals on your safari list for you.

ITEMS IN CABELA'S AFRICAN SAFARI

RIFLES

.243 - This gun is known for its excellent accuracy and slight recoil. It is best used for small antelope-sized game and highly recommended for beginners.

.270 - Light and known for accuracy at long ranges, this gun would be best used for animals such as medium sized antelope.

.300 - Similar to the .270 but a bit heavier, the .300 is also known for long ranges but differs in that it has quite a recoil. This gun is best suited for animals a bit more hearty than an antelope.

.338 - The .338 is said to be best for large sized antelope and similar-sized game. This gun has quite a kick—three times that of the .270—and is very heavy for carrying all day but is perfect for larger game.

.375 - Known as the African standard hunting rifle, this powerful rifle paired with its scope is perfect for soft skinned but speedy game that scare easily. The .375 is the legal minimum caliber required to hunt dangerous game in Africa.

.416 - This large and heavy gun is strictly used for big game that will hunt back and will knock down deadly game with a less than perfect shot.

.505 - This high caliber, big game rifle is used for heavy game and should not be used for anything smaller than a rhino or the integrity of your kill will be at stake.

.600 - You must be very careful because this is the biggest, most powerful gun available on the safari and should be reserved strictly for the largest land mammals, ranging from 4-8 tons such as the elephant.

SHOTGUNS

12 GA - The 12 gauge is by far the most common shotgun for hunting birds—most often used for waterfowl. With recoil greater than that of the .410 and a shot that is twice as powerful, this shotgun would be ideal for shooting larger birds from further ranges.

410 O/U - The .410 is seen as the beginners' shotgun because it has little recoil, is lightweight, and is easy to handle. Therefore, the .410 must be used at close range and will not be effective against anything further than 30 yards away from the shooter.

HANDGUNS

.500 Magnum - The .500 is the biggest handgun in the world. This gun has extremely powerful recoil and should only be used if you are attacked by some of the biggest African game on your safari. The .500 has been known to take down an elephant with a perfect shot and should not be used on smaller game as your integrity will surely be affected.

.454 Magnum - Slightly more powerful than the .44 magnum, the .454 has a bit more power and recoil and is suggested for defense against the big cats of the safari. However, you must still be incredibly accurate in close-range, dangerous situations as the .454 may not take down an animal in one shot before the animal takes you down.

.44 Magnum - Perfect for short range shooting of animals the size of medium to small antelope, the .44 magnum is one of the most popular big game handguns in North America. Be cautioned however, that the .44 has poor accuracy over distance and low fire-power. It should only be used for self-defense at close range.



Cabela's AFRICAN SAFARI

LOCATIONS IN CABELA'S AFRICAN SAFARI

LEVEL 1



South Africa - South Africa is the southernmost country in Africa, and is incredibly diverse in all aspects. The country of South Africa borders two oceans and runs the gamut of landscapes from the dry, hot deserts of the Kalahari in the west to the lush, tropical forests of the eastern Indian Ocean coast. In between you will hunt a variety of scenery including the Karoo plateau of Central South Africa, lush forest areas, the Roggeveld Mountain terrain, the area surrounding the Vaal River, and some of South Africa's plentiful grasslands.

Trophy Hunt: rhinoceros

Herd Hunt: black wildebeest

Wing shooting: turtle dove

LEVEL 2



Namibia - Mostly dry and receiving little rain, Namibia is most known for its relation to the Kalahari Desert which makes up nearly all of Namibia's entire Eastern border with Botswana. As is the case with most African countries, however, there are several other regions of this nation that are not made up of desert and you can expect to also hunt areas around the Orange River--rich in big game, the dry but grassy areas of Damaraland, and you may also catch a glimpse of the ancient Petrified Forest of Namibia.

Trophy Hunt: leopard

Herd Hunt: hartebeest

Wing shooting: Egyptian goose

Other game: zebra, klipspringer, ostrich, hartebeest

LEVEL 3



Botswana - Botswana is completely dominated by the Kalahari Desert which covers 70 percent of the country's landscape. However, you can also expect to see a lot of diversity in the land surrounding this desert area including the vast expanse of the Okavango Delta where you will come across a lot of swampland and wet marshes. The Okavango area is also home to the Makgadikgadi Salt Pan which is distinctly identified by the whiteness of the ground in the area caused by the deposits of salt—one of the many tourist attractions in Botswana.

Trophy Hunt: elephant

Herd Hunt: buffalo

Wing shooting: spur winged goose

Other game: bushbuck, buffalo, lechwe

LEVEL 4



Zimbabwe - Zimbabwe's most known landmark worldwide is Victoria Falls, one of the tallest waterfalls in the world. You can also expect to hunt near other water-related landmarks along both the important Zambezi River as well as the Limpopo River. One can also expect to hunt the common grassland areas with sparse tree and shrub vegetation known all over Southern Africa.

Trophy Hunt: cape buffalo

Herd Hunt: springbuck

Wing shooting: red billed teal

Other game: eland, sable, baboon, waterbuck



Cabela's AFRICAN
SAFARI

LEVEL 5



Mozambique - Unique for its beautiful Indian Ocean Coast, this small African country is mostly known for its coastal areas. As a hunter you may also expect to find some of the predictable landscapes known well in Southern Africa such as the grasslands, plateaus, and savannahs. However,

some of the more lush land surrounding the Zambezi River and its valley are sure to be terrific hunting areas.

Trophy Hunt: lion

Herd Hunt: zebra

Wing shooting: yellow billed duck

Other game: cheetah, hyena, red duiker, reedbuck

WILDLIFE IN CABELA'S AFRICAN SAFARI

ANTELOPE

Impala - The impala is a medium-sized antelope known for its graceful, slender body and its ability to jump and bound in a zig-zag pattern when in danger. Horns, found in males only are S-shaped and ridged. Although the impala can mainly be found in herds on the savannah they must drink water throughout the day to survive.

Lechwe - The rarest of the antelope family, lechwe can be found near marsh or swamp areas where they are well adapted to swimming and running at fast speeds through the water to escape predators. The hind legs are set higher than the front legs and are distinguished by their long, thin horns and white underside.

Springbok - As the national symbol for South Africa, the name literally means "springing buck" because this is their identifying trait when they feel threatened. Springbok can be distinguished from the rest of the antelope by their white faces and their stethoscope shaped horns.

Eland - The eland is the largest of the antelope and notable for the tightly twisted horns and massive neck and shoulders of the male eland. Interestingly, the eland is found in early African rock art and strongly associated with African mythology.

Nyala - There is an extreme difference between the male and the female. The nyala male is very shaggy looking with a very dark coat while the coat of the female is much lighter and has stripes and spots.

Kudu - The kudu is known as the more beautiful of the antelope with its loosely spiraled horns and vertical stripes on the body. These markings make kudu hard to spot when they are standing still.

Wildebeest - The wildebeest is most often found traveling in herds and is extremely important to the environment as the herd's trampling of the grass stimulates growth. The wildebeest is known for its shorter, curved horns and hairy tail.

Bushbuck - Very similar to the nyala, the bushbuck very closely resembles a deer. They get their name because they are typically found on forest edges and hiding in shrubs and bushes near water sources.



Cabela's AFRICAN
SAFARI

Gemsbuck - This animal is distinguished clearly by the long, straight horns and the prominent black and white coloring on the face. Gemsbuck have adapted to the very dry climate regions of Africa and can go for long periods of time without water.

Reedbuck - Closely resembling a deer, the reedbuck has the size and coloring of a deer but has shorter, V-shaped horns on the top of their heads. The reedbuck gets its name from its habitat and can be found hiding among the grasses and reeds of wetland areas.

Water buck - The waterbuck, despite its name, is not likely to be found near water. A good swimmer, it will retreat to water when in danger but you will most likely find a waterbuck on the savannah or grassland areas. The waterbuck is also shaggier and has shorter legs than other members of the antelope family.

Duiker - Difficult to hunt because they are the smallest member of the antelope family, the duiker is still an important member of the African ecosystem because many other animals prey on duiker. Duiker, known for being aggressive and territorial, can be identified by their short pointed horns.

Hartebeest - As another member of the antelope family, the hartebeest is defined by their long, narrow face and tall stature. Found mostly in the grassland areas of Africa the hartebeest is also known as one of the fastest running and toughest of the antelope species.

Sable - With their very long horns and a shaggy mane around their necks, the sable is a very distinctive member of the antelope family. The sable prefer lightly wooded areas to the grassy areas of Africa and are known as a dangerous fighter, even for lions, because of their sharp horns.

Steenbuck - Unlike other members of the antelope family, the steenbuck is a solitary creature. When being chased by a predator, the small, reddish colored steenbuck will hide very still in the bushes hoping for danger to pass.

Klipspringer - This tiny little antelope's name literally means "rock jumper" and is distinguished by its very small size and little horns on the head. The klipspringer will only come up to mid-thigh but is a fast runner who is scared easily and is therefore difficult to hunt.



Cabela's AFRICAN
SAFARI

BIG GAME

Rhino - The rhino is one of the more rare African animals best known for the one horn on its nose and its very large size. Notoriously an extremely aggressive animal, the rhino will charge pretty much anything that comes near it.

Elephant - Perhaps the most highly recognized animal in Africa, the elephant is most famous for its trunk, front tusks, and huge ears. Elephants typically travel in herds of a dozen related animals and weigh between 5 and 7 tons.

Baboon - A baboon can be recognized by its long, dog-like nose, thick fur, and short tail. Baboons are social creatures that live in groups and are known for their loud vocals on the African savannah.

Cape Buffalo - Aggressive, powerful, and fast the cape buffalo is one of the most dangerous animals on safari. With no known predators except humans, even injured cape buffalo are hard to take down as they are known for stalking and then attacking.

Zebra - Another one of the more recognizable African animals zebras are known for their black and white stripes and black mane. Zebras will graze on grass for most of their day and are well-known for being extremely noisy animals.

Lion - Easily the more recognizable of the African safari animals, this “king of the jungle” has a roar that can be heard up to five miles away! The males are distinguished by their manes that not only make them look bigger but also protect their throats from predators.

Leopard - The leopard is well known as a member of the big cat family, famous for its spots. Leopards are very opportunistic animals eating wider variety of animals than any other cat and will climb trees, perhaps dragging their kill, to stay safe from predators.

Cheetah - The fastest land mammal on earth, the cheetah can run up to 70 miles per hour! The cheetah is similar in looks to the leopard but is smaller in size, has smaller spots, and has black “tear stripes” that go from the inner corner of the eye to the mouth.

BIRDS

Ostrich - Ostriches are the largest living birds in the world and are very distinctly known for their black and white coloring. Ostriches are a flightless bird and instead run rather quickly on land to escape predators.

Red Billed Teal - The red billed teal is a medium sized duck that prefers the swamps and rivers of southern Africa. Notable for its red bill and black cap on the top of the head this bird is often confused with the yellow billed duck.

Turtle Dove - The smallest of all the hunted birds on safari, the turtle dove nests and lives in open areas rather than in wetlands and can be found in southern Africa only in winter when it migrates all the way from northern Africa and Southern Europe.

Spur-winged goose - Found in the wetlands of Africa, the spur-winged goose is a very distinct-looking bird with mostly black feathers and a standout red bill. This is one of the larger hunted birds on safari you can find feeding on grass for the majority of the day.

Yellow Billed duck - Often confused with the red billed teal the yellow billed duck will not be hard to spot if you look for its easy-to-spot bright yellow bill. Found in large flocks, this bird tends to like more open areas.

Egyptian goose - The Egyptian goose stands out with a gray or white colored face and a "bandit-looking" patch of brown feathers around the eyes. The Egyptian goose is mostly found in Southern Africa in the wetland and marsh areas.

Greater Flamingo - Unmistakable for their pink coloring and their hooked bill, the flamingo is one of the most widely recognized birds in the world. The flamingo spends most of its day standing in shallow water finding food; the flamingo gets its pink coloring from the crustaceans that it eats.

Royal Albatross - The albatross is an incredibly large seabird known for its impressive wingspan. The albatross spends all of its time at sea eating fish and drinking salt water. Their beaks act as a filter allowing the albatross to survive on all that salt water.

Barred Cuckoo - The barred cuckoo gets its name from the strongly colored plumage on the chest of this bird. The allover color of the bird is gray color with alternating horizontal "stripes" of white and dark gray on the chest.

White Pelican - The white pelican is a large seabird with mostly white coloring on the body, black or gray wingtips, and a very distinct yellow bill. Their bill is very large with a pouch underneath in the neck area where the pelican scoops up large amounts of water and then filters it out, catching small fish, frogs, or other water-dwelling animals to eat.

Cardinal Woodpecker - The cardinal woodpecker, as most know, is most famous for pecking the wood of trees. They will do this to seek out bugs inside the tree to eat and have abnormally long tongues that they can reach the bugs with.

OTHER ANIMALS

Chimpanzee - Easily one of the most recognizable animals on the safari, the chimp is well known for intelligence and an uncanny human resemblance. Chimpanzees are very playful, live in small groups or families, and are very curious. A favorite of the African safari.

Gorilla - The largest of the primates, gorillas usually walk on all fours using their knuckles. Gorillas are more aggressive in nature and are known to be very strong when it comes to defending themselves. Another African favorite.

African wild dog - With their spotty brown and black coats, the African wild dog is roughly the size of a medium domesticated dog and is a rare find in Africa as it is on the endangered species list. The wild dog will hunt in packs mostly made up of males.

Giraffe - Another one of the most recognizable animals in Africa the giraffe is of course known for its brown spots and extremely long neck. The giraffe's long neck and even longer tongue help the giraffe gather leaves to eat, even when food is scarce.



Warthog - Recognizable as swine with a bristled mane and tusks, the warthog lives in a burrow in the ground where it will seek refuge from predators. A unique trait of the warthog is that they can survive for long periods of time without water.

Hyena - Thought to be bold and aggressive for their size, the hyena is known as a scavenger. Feeding off of carcasses and injured animals, the hyena is also known to be cannibalistic which is a unique trait on the African savannah.



Cabela's AFRICAN
SAFARI

CREDITS

ACTIVISION VALUE PUBLISHING

General Manager
Dave Oxford

**Vice President of
Studios**
Patrick Kelly

Vice President of Sales
Tim Flaherty

**Vice President of
Marketing and Creative
Services**
Mark Meadows

Legal
Joe Hedges

Producers
Rachel Bongaarts and
Jessyca Duerr

**Director of Product
Development**
Chip Pedersen

**Manager, Creative
Direction and Design**
Carlos Martin

QUALITY ASSURANCE

Technology Manager
Chris Arends

**Manager of Quality
Assurance**
Jason Lembcke

**Supervisor of Quality
Assurance**
Rasheem Harris

QA Lead
Bob Paterson

QA Team

Matt Reese
Jeremy Huiseere
Dean Fingerholz
Paul Ference
Madison Meahyen
Brian Kuyath
Thanuvong Yang
Jeremy Andresen
Kyle Kleven
Justin Westplate
Adam Rogers
Stephen Crayton
Andy Owen
Nate Tyley
Brandon Gingerich
Tim Herzog
Par Widlund
Dan Gniady
Jordan Jaap
John Hart
Doua Xiong
Justin Christensen

TRG QA Manager
Chad Schilling

TRG Lead
Jon Pho

**Technical Requirements
Group**
Matt McCullough
Steve Myers

SALES

Sales Director
Jennifer Mirabelli

Regional Sales Director
Jim Holland
**Director Bus.
Development**
Brian Johnson

**Sales/Marketing
Coordinator**
Robbin Livernois

Sales Assistant
Brynja Bjarnason

MARKETING AND CREATIVE SERVICES

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

**Marketing
Communications
Associate**
Nicole Lindstrom

LICENSING

**Senior Brand and
Licensing Manager**
Andy Koehler

**Brand Manager and
Trade Director**
Jeff Muench

OPERATIONS

**Director of Operations
and Planning**
Mike Groshens

**Information Systems
Administrator**
Bob Viau

Voice Talent
TC Carson
Sekou
Mark Klastorin

ADDITIONAL THANKS

Ann Beggs
Jan Marek
Mike Dalton
Kurt Niederloh
Chris Owen
Janet Paulsen
Mike Roska
Aaron M. Thompson
Steve Williams
Donna Johnston
Andy Spohn
Randy Randall



Cabela's AFRICAN
SAFARI

Hamsterball
Laura Ford
Amanda Cinfio
Saul Villegas
Brian Silva
Mike Foster
Mark Vitello
Mark Rose
Jeremy Jones
Randy Beverly

SAND GRAIN STUDIOS

Project Manager
Emil Anghel

Game Designer
Bogdan Hoiescu

Lead Programmer
Cristian Cutocheras

Programming
Andrei Streche
Seida Emin
Radu Robu
Bogdan Dinulica
Eugen Gabriel Ion
Nelu Cristian Tone

Mission Scripting
Teodor Ion Poparescu

Additional Scripting
Teodor Ion Poparescu

Lead Level Design
Lucian Catalin Puscas

Level Design
Teodor Ion Poparescu
Cristian Cercel
Octavian Emil Petre
Nicolae Aldea
Oana Madalina Coros

Lead 3D Artist
Bogdan Matara

3D Artists
Andrei Moise
Oana Bucur
Daniela Candroveanu
Alex Bratosin
Ioana Maria Catarig
Ovidiu Chihai

Lead 2D Artist
Brindusa Dumitrescu

2D Artist
Daria Popescu

FX Artist
Bogdan Matara

Game Engine Team

**Lead Engine
Programmer:**
Daniel Delion

**Senior Engine
Programmers:**
Codrut Angelescu
Dragos Avramescu
Cosmin Sulea
Alexandru Simion
Ionut Tudor
Stelian Nicolae
Constantin Tudor
Cristian Paun

Engine Tools:
Cristina Maria Simion
Ciprian Ponea
Andrei Drexler

Production Manager
Patrick Moraras

Technical Support

Technical Manager
George Batog

Senior Level Designer
Mihai Irimescu

Senior 3D Animators & Modelers

Carmen Tanase
Mihai Preda

Art Director
Tudor Popa

Senior FX Artist
Dragos Stanculescu

Senior Programmer
Roxana Sin

Music & Sound Effects
Ionut Deliu
Mihai Dumbraveanu

System Administrator
Costin Barzon

Network Administrator
Stefan Radulescu

Thanks to our families and
friends for their support
throughout the project...



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.



Cabela's AFRICAN
SAFARI

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 defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. 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

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.

North America's Last Great Frontier!

Cabela's Alaskan ADVENTURES™



ACTIVISION

activision.com

Cabela's

www.cabelas.com



PlayStation 2

For a FREE Cabela's catalog call: 1-800-230-8400

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

75273.226.US

©2006 Activision Publishing, Inc. Alaskan Adventures is a trademarks of Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All rights reserved. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the properties of their respective owners.

TEEN

T

**BLOOD
VIOLENCE**

ESRB CONTENT RATING www.esrb.org