

Cabela's[®]
**BIG GAME
HUNTER**[™]

TEEN
T
CONTENT RATED BY
ESRB

ACTIVISION[®]

⚠️ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

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.



Cabela's
**BIG GAME
HUNTER**

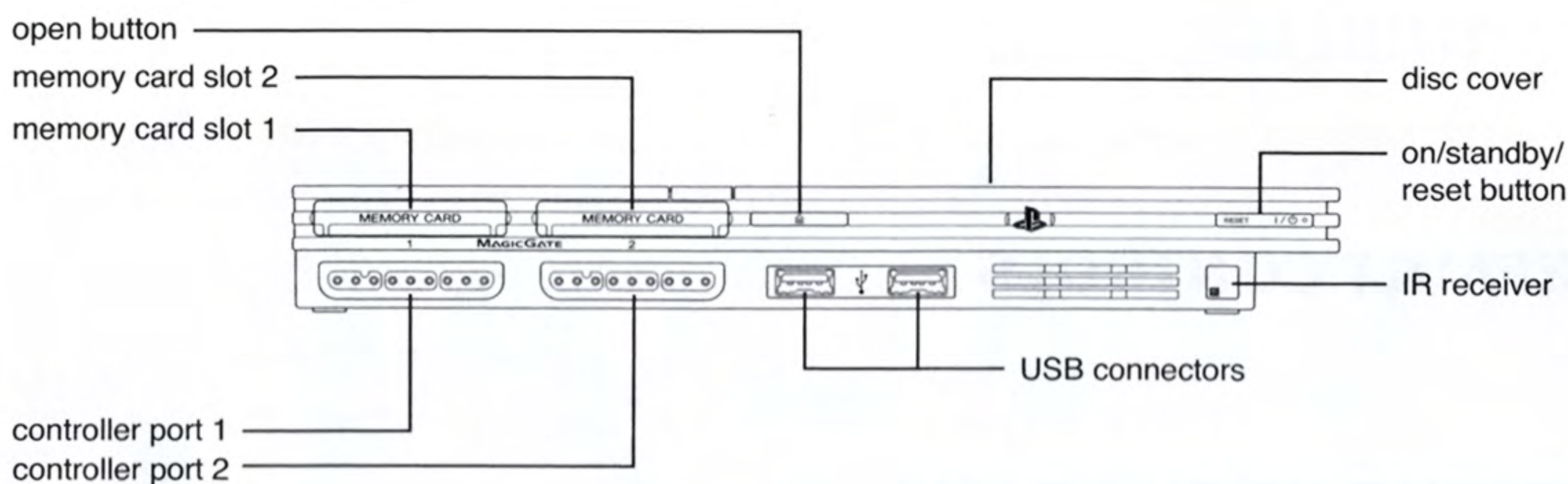


GETTING STARTED	2
STARTING UP	3
DEFAULT CONTROLS	3
SETTING UP THE GAME	4
GAMEPLAY	5
FIREARMS	7
ANIMALS	7
THE TROPHY SCORING SYSTEM	7
CUSTOMER SUPPORT	8
SOFTWARE LICENSE AGREEMENT	9



Cabela's BIG GAME HUNTER

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). Insert the Cabela's[®] Big Game Hunter[™] disc in the system with the label side facing up. 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.

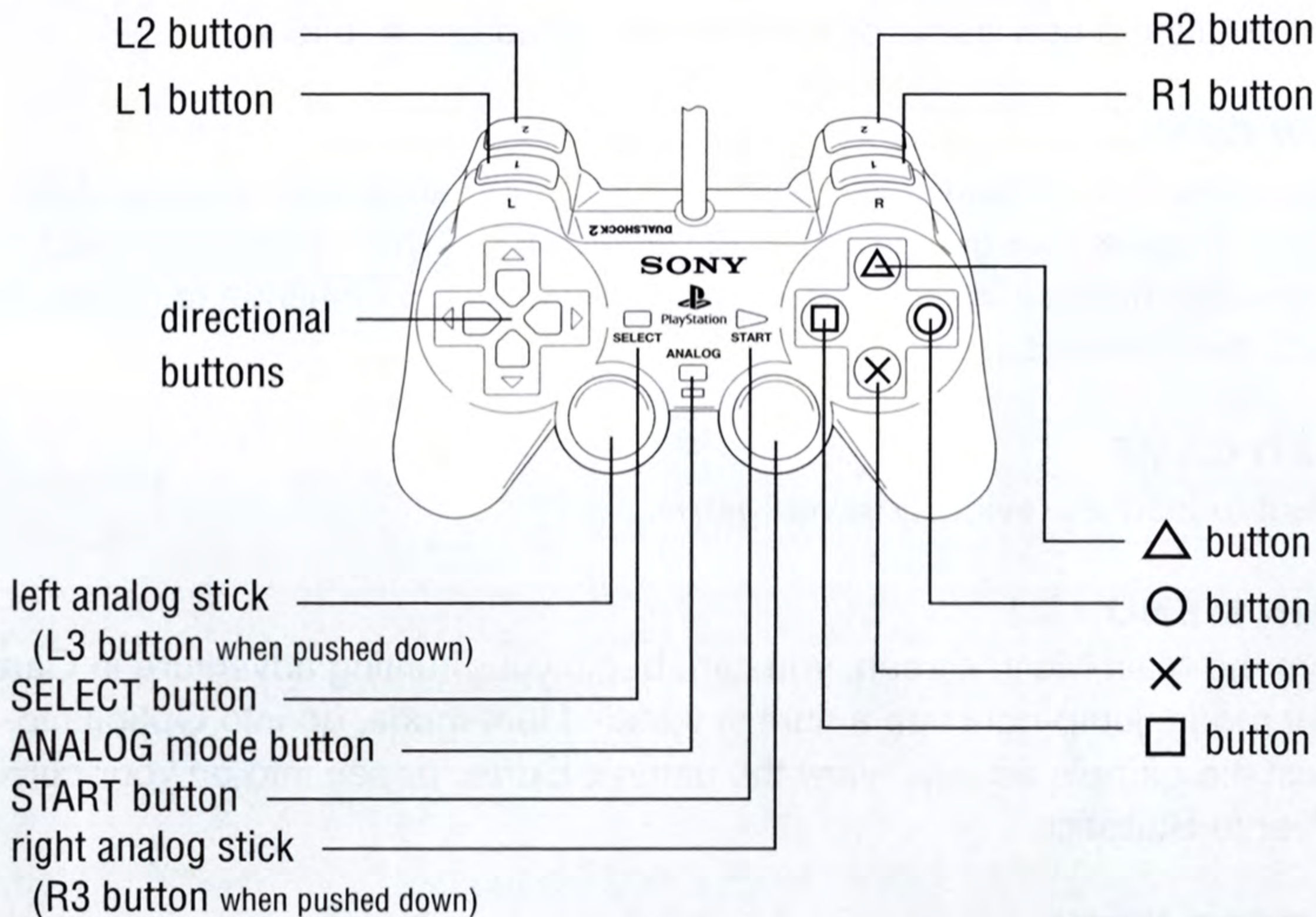


Cabela's BIG GAME HUNTER



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

left analog stick	Move
L3 button	Inventory
right analog stick	Look
R3 button	Use Item
SELECT button	PDA
START button	Pause
X	Action/Use
△	Look at...
○	Crouch
□	Reload
R1 button	Fire
R2 button	Hunter Sense
L1 button	Aim/Zoom
L2 button	Adrenaline
←	Scope On/Off
↑/↓	Zoom In/Zoom Out
→	Cycle Firearms



SETTING UP THE GAME

START PAGE

When you first play Cabela's® Big Game Hunter™, you are asked to choose from creating a new game or a previously saved game to load.

NEW GAME

First, select the difficulty level at which you would like to play. You can then choose to save your game on a memory card (8MB)(for PlayStation®2). You will then be brought into the Main Menu. You can also Continue to go into the Main Menu without saving.

LOAD GAME

Select to load a previously saved game.

MAIN MENU

From the Main Menu screen, you can: begin your hunting adventure in Career Hunt mode, jump right into a hunt in Instant Hunt mode, go into Options to adjust the game's settings, view the game's Extras, or see info on your current career in Statistics.

CAREER MODE

Get ready, because you are heading to Montana! Start your worldwide adventure in its Beartooth Mountains. Keep your eyes and ears open for the locals. These guides, rangers and hunters will give you clues and objectives that will help you on your journey.

INSTANT HUNT

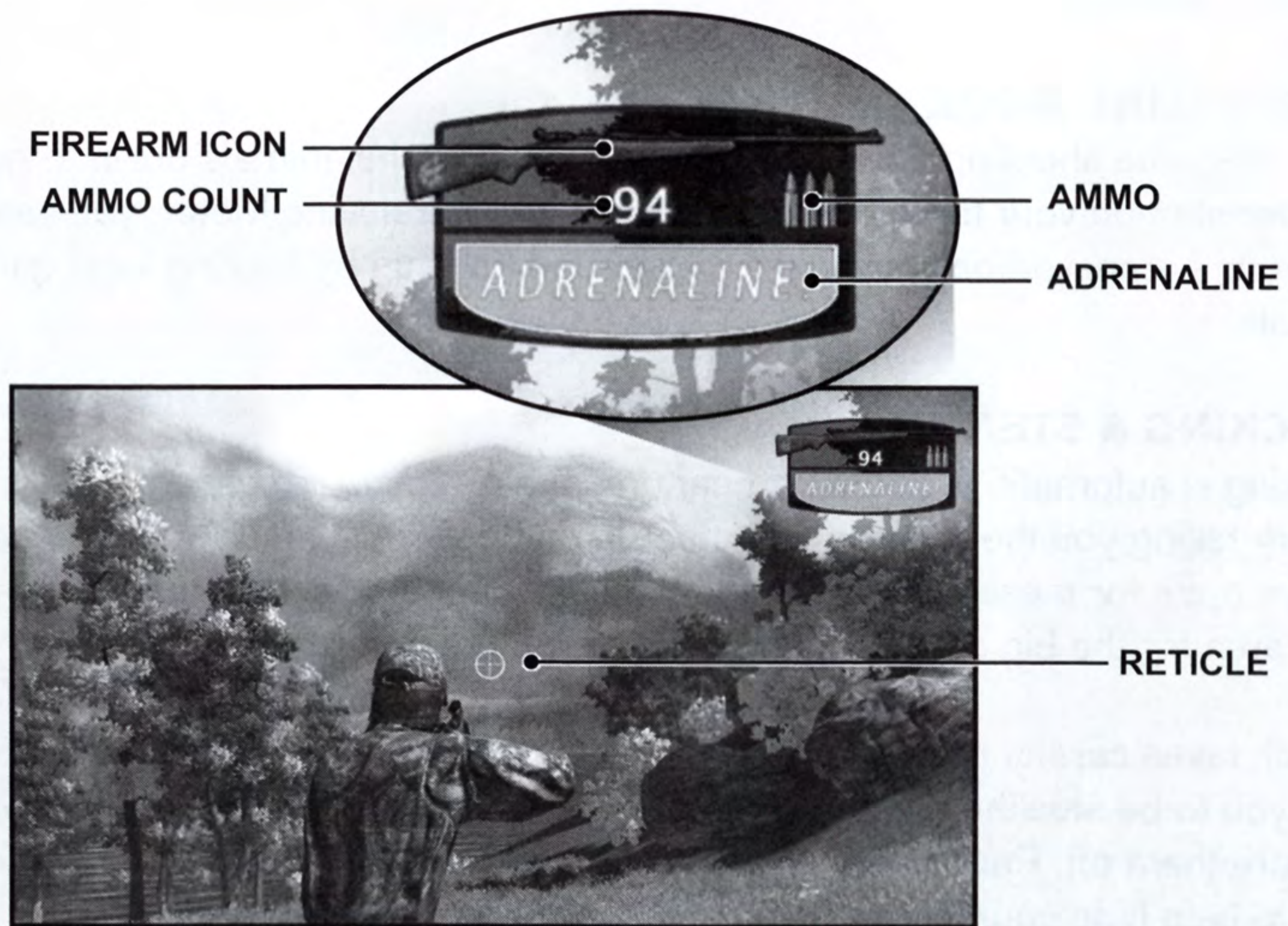
Want a quick way to get right into the hunting action? As regions/seasons are unlocked in Career Mode, you can then access them in Instant Hunt. The game autoequips you and picks a number of animals for you to take down. Montana, Fall is unlocked by default.



GAMEPLAY

THE HUNTING SCREEN

For a successful hunt, keep your eye on these vital displays.



Reticle: Use the crosshairs to aim.

Health: The screen will flash red when you are in danger! Rest a while to regain Health.

Ammo: Projectile icons show how many you have loaded in your firearm.

Ammo Count: This number displays how much ammo you have before you completely run out.

Firearm Icon: Shows what firearm you have in your hands.

Adrenaline Meter: This tells you how much Adrenaline you have built up. When it's full you can use Adrenaline Mode!



HUNTER SENSE

You have the special ability to alter your view and actually see where the animals are hiding. When you engage this ability, use its special reticle to scan the landscape for animals. When you have spotted one, you can lock on to it and track its movement. When locked, use "look at..." to snap your view in the animal's direction.

ADRENALINE MODE

This awesome shooting ability lets you actually slow the animals down to get a better shot on your target. Keep an eye on the Adrenaline Meter; you can use your Adrenaline only when it's maxed out! Fill it up by hunting legal game animals.

TRACKING & STEALTH

Tracking is automatic. If you walk near an animal's track, a message will appear telling you the species and other info about the animal that left it. Keep an eye open for these messages; they will give you a clue if you are in the right area for the big or small game animal you are hunting.

Stealth takes careful movement. Use Crouch while stalking your animal. It will help you to be stealthier. Don't try to run up to game animals if you don't want to scare them off. Pace yourself and move in slowly. Also use the Scent Cover item to help hide yourself from animal's noses. Remember, they can often smell you before they see you.

PDA

Your PDA has lots of info to help you in your hunt. A GPS map, your mission objectives, trophy pics, region info and player stats are all included. Check it often!

INVENTORY

From here you can equip any firearm, scope or other item that you have unlocked.

OPTIONS

In either the Main Menu or Pause Menu, you can change the game's options, including: Control sets, audio settings and various gameplay options.



These gameplay options can be turned on/off: Autosave, HUD, Hit Camera and Aiming Help.

FIREARMS

As you hunt across the globe, you'll get the chance to use some awesome rifles, shotguns and handguns. Each has its own special characteristics and you will have to get a feel for what works best for the different animals you'll be hunting. For small game you might want to choose a rifle with very high Accuracy but lower Damage. For birds, a shotgun. And for big game, you'll definitely want something that has a higher Damage.

ANIMALS

BIG GAME

These are the most sought-after and highly-prized big game animals in the world. You'll have the chance to encounter the likes of Yukon Moose, Rocky Mountain Elk, Red Stag and even more exotic and dangerous species.

SMALL GAME

These little critters are running all over the place and make for tough targets. Red Foxes, Hares and the like can be hunted in each region. They run fast and disappear from view quite quickly, so keep a steady trigger finger ready.

BIRDS

In the brush and in the skies, you might come across various waterfowl and upland game species to hunt. Using your game calls can often get them to fly over or flush up.

THE TROPHY SCORING SYSTEM

Scoring your game animal trophies is an important part of hunting. The game provides automatic measuring and accurately tells you the score for your trophy. Every time you hunt an animal, a message will appear that displays various info about it. Trophy Integrity is affected by using a firearm that causes the least amount of damage to the trophy. If you use a firearm with too high a Damage level on the wrong animal, your Trophy Integrity score will be lower.



Cabela's **BIG GAME HUNTER**



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.

Registration

Register your product online at <http://register.activision.com> so we can enter you in our monthly drawing for a fabulous Activision prize.

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.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game setting including but not limited to local area network or any other network play or on the internet.
- 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 discs 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 have 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 7800 Equitable Drive, Eden Prairie, MN 55344, USA, (952)-918-9400, Attn. Business and Legal Affairs

YOUR TROPHY BUCK IS WAITING!



Cabela's TROPHY BUCKS™



Get your trigger ready for palm-sweating, heart-pounding action



Bag monster trophy bucks across 24 states and provinces in North America



Hunt ducks from a blind, upland birds with a dog, call in turkeys and more

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

ACTIVISION®

activision.com



PlayStation®2

TEEN

TM
T

Blood
Violence

ESRB CONTENT RATING

www.esrb.org

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

75425.226.US

©2007 Activision Publishing, Inc. 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.