



Cabela's[®]

OUTDOOR

ADVENTURES[™]

TEEN[®]
T
CONTENT RATED BY
ESRB

ACTIVISION[®]

⚠ WARNING: PHOTOSENSITIVITY/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:

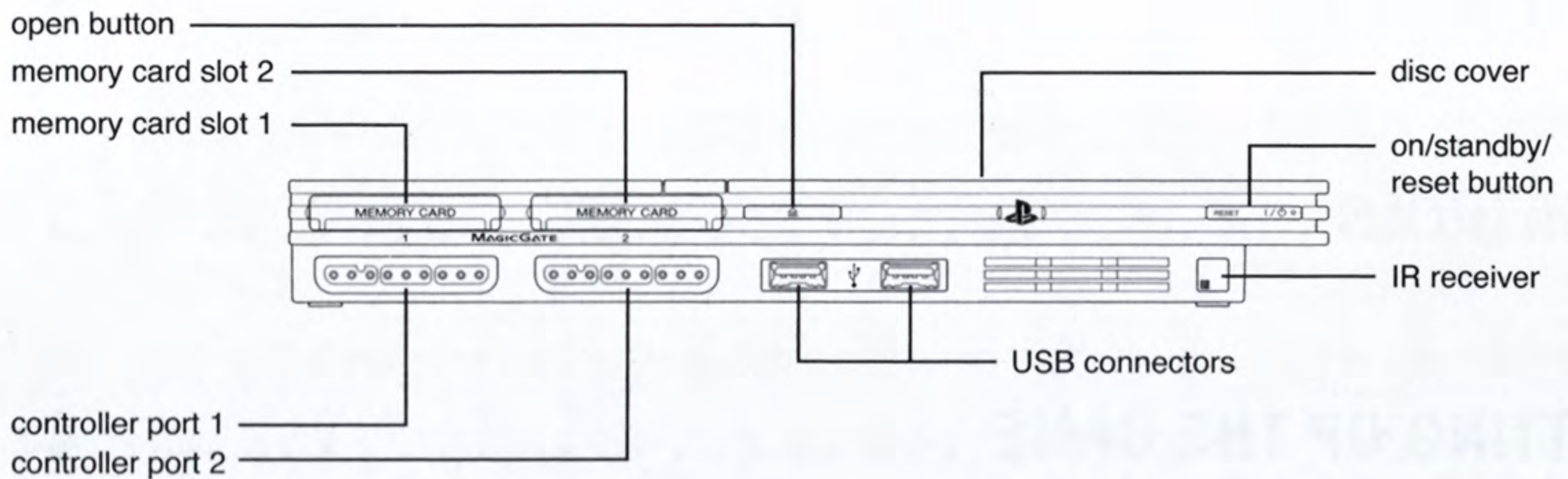
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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**OUTDOOR
ADVENTURES**

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Cabela's OUTDOOR ADVENTURES

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[®] Outdoor Adventures 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

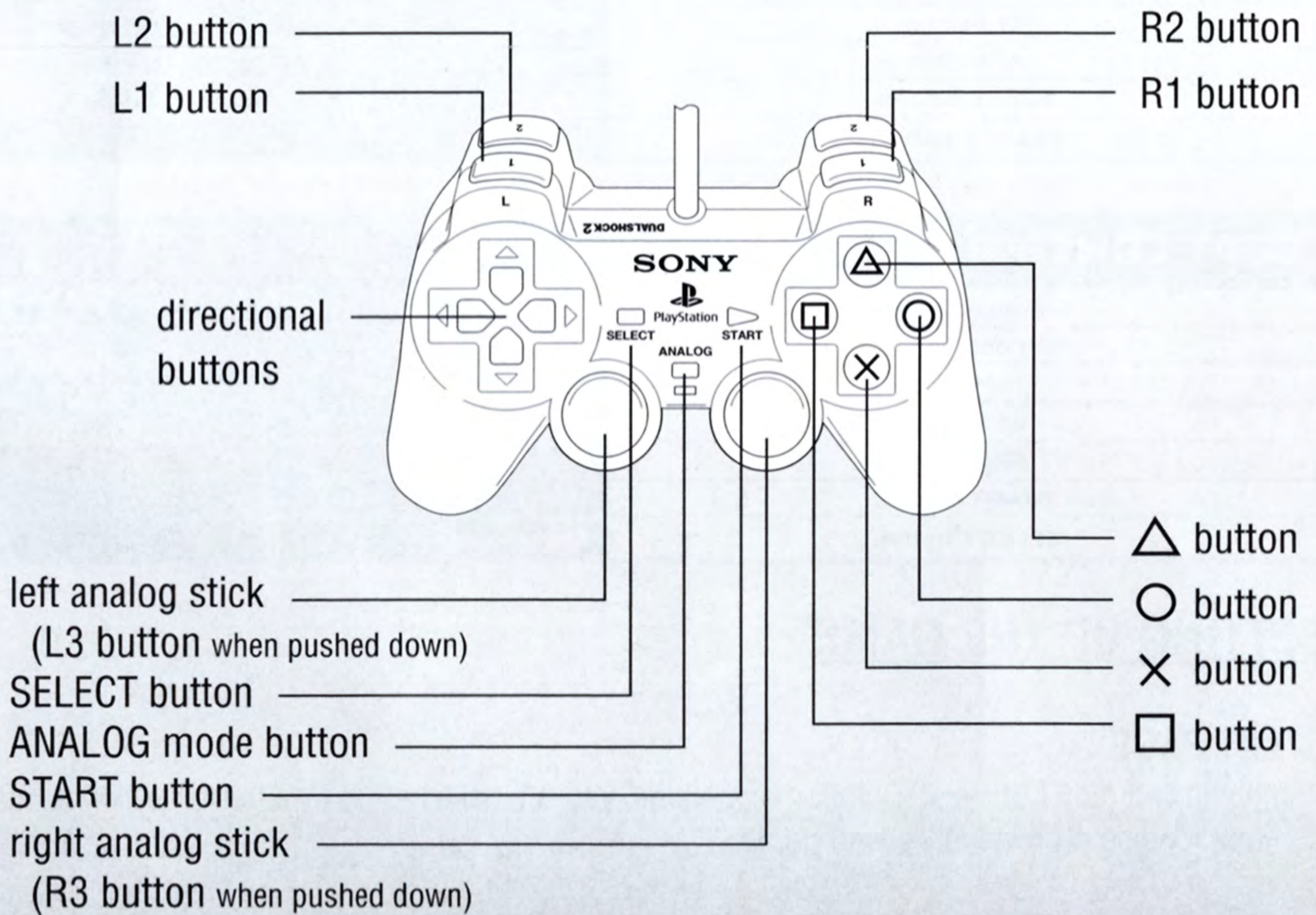
Memory Card (8MB)(for PlayStation[®]2)

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 OUTDOOR ADVENTURES

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



HUNTING CONTROLS

left analog stick	Move/Switch Targets (in VITALS)
right analog stick	Look
□	Reload
△	Crouch/Stand
×	Examine/Look at Track
L1 button	Breath (In VITALS)/Call Instructions (w/Call Equipped)
L2 button	Aim (VITALS)
L3 button	Run
R1 button	Backpack
R2 button	Fire/Use Item
up/down directional buttons	Zoom In/Out (w/Scope Equipped)
left directional button	Scope On/Off
START button	Pause
SELECT button	Objectives

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FISHING CONTROLS

left analog stick	Move Rod
right analog stick	Rotate Fisherman
□	Cut Line
⊗	Boat Mode
R1 button	Pick Lure
R2 button	Prepare Cast/Reel In
START button	Pause
SELECT button	Objectives

BOAT CONTROLS

left analog stick	Steer Boat/Forward/Reverse
right analog stick	Look
⊗	Fishing Mode
R1 button	Pick Lure
R2 button	Buoy
START button	Pause
SELECT button	Objectives

SETTING UP THE GAME

START PAGE

When you first play Cabela's® Outdoor Adventures, you are asked to choose from creating a new game or loading a previously saved game.

NEW GAME

Select a difficulty level (Normal or Hard) and a save location. After that, you can save.

Difficulty: If you choose Hard, get ready! Animals are tougher to bring down and have sharper senses. Also, the Breath Meter and Animal Awareness icon is not available.

LOAD GAME

Select to load a previously saved profile.

MAIN MENU

From the Main Menu screen, you can: Begin your **HUNTING** adventure in Story mode or start a custom hunt in Trophy Chase mode; enter **TROPHY ROOM** to see info on your gear, unlocked Outdoor Life® issues, collected Trophies and Statistics; and adjust the game's settings and save your current profile in **OPTIONS**.

Cabela's OUTDOOR ADVENTURES

STORY MODE

Begin your trek through four of North America's top outdoor regions. Pay attention to your Guide as he opens up hunts for deer and other big game. Keep your eyes peeled as you explore each region—you may stumble across opportunities to hunt other animals like turkey, upland birds and small game. During your adventure, the Guide will also lead you into waterfowl hunts and awesome fishing challenges.

TROPHY CHASE MODE

This game mode allows you to quickly enter a hunt by creating a custom big game animal. Every time you complete one of the four regions in Story mode, its big game animals will become available to hunt in Trophy Chase mode. Any gear that you have unlocked in Story mode will be available to use.

Trophy Creator: Lets you use the Trophy Points you've earned to create and hunt a custom big game animal. Design its body size, body type, coat and rack configuration to make the trophy animal of your dreams.

Trophy Points: These allow you to add bigger and better stats to your custom big game animal in the Trophy Creator. Trophy Points can be earned by completing objectives in Story mode.

HUNTING GAMEPLAY

LOOK & MOVE

Looking and aiming is a simple matter of pointing where you want to shoot with the Right Analog Stick. Use the Left Analog Stick to move your hunter.

BACKPACK – FIREARMS & GEAR

Access your Backpack to equip your firearms and gear. Outdoor Adventures allows you to unlock and use lots of different items like rifles, shotguns, bows, game animal calls, a GPS radio unit and many more.

GPS RADIO

Access your GPS Radio unit to see a map of the area and any way point that you must reach. Way points are sent to your GPS by the Guide. Any downed big game animal is also shown as a way point.

VITALS & BREATH

VITALS (Visually Integrated Targeting And Lock-on System) is an essential tool to shooting big game animals and birds. For big game, it will help lock your aim over the animal in your sights and display its vitals. Its vital areas are where you need to hit to get the best chance for a one-shot kill.

When in VITALS, Breath allows you to further steady your aim and zoom in closer for a limited amount of time.

USING ANIMAL CALLS

Use of game animal calls in hunting is crucial for many species, including big game, waterfowl and turkey. Calls can help “close the gap” between you and your target animal. Whenever a call is equipped, you can bring up its instructions to see how to perform the correct call sound (and attract an animal). You must always press Use Item before performing the inputs for a call.

STEALTH

To increase your stealth, you'll need to crouch. Move slowly towards an animal to decrease the chance of being spotted. Also, be careful what kind of things you step on. Some ground surfaces are noisier than others!

RANGEFINDER

This item allows you to magnify your view of an animal, see its distance and field judge it. Field judging an animal will give you its estimated Trophy Score and may help you identify your target animal for each objective. In Trophy Chase hunts, a special gold icon appears in the Rangefinder's view if you aim it over the custom animal you created for the hunt.

THE HUNTING SCREEN

For a successful hunt, keep your eye on these essential on-screen displays.

Reticle: Use these crosshairs to aim.

Animal Awareness: This icon changes color when nearby animals become aware of your presence. If it turns red, they will likely run away.

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

Crouch Icon: If your hunter is crouched, this icon will appear.

Timer: It only appears for timed objectives in waterfowl hunting and Trophy Chase hunts.

VITALS: An animal's vital areas only appear when you are in range and have your firearm's sights over the animal. These glowing areas are where you need to hit to get a better chance of a kill-shot.

Breath Meter: When using Breath in VITALS, this timer appears to display how long you have to use it.

Backpack & Inventory: Enter your Backpack to quickly select a different firearm or gear item. When in the Backpack, you can also swap items out of your Inventory.

FISHING GAMEPLAY

Each Fishing Challenge in Story mode has a different objective. Check the Objectives screen to see the rules for each challenge. All challenges are timed. Once you have caught the required amount, you need to make it back to the dock before the time runs out.

THE BOAT, FISHFINDER & BUOYS

Use your boat to navigate open water while watching your boat's Fishfinder. The Fishfinder shows where the fish are hiding (also called "hot spots"). Place buoys over hot spots to mark their location. If you don't find a hot spot and place a buoy, you won't be able to catch any fish at that spot!

CASTING

After finding a hot spot and placing a buoy, you'll need to enter Fishing mode to start casting. The closer you cast near a buoy, the better chance you'll get a bite. Once a fish bites, you'll need to set your hook and reel in the fish. Remember that certain lures only attract certain fish. Check your Backpack to see which lure to equip.

REELING

When you have a fish on your line, you'll need to reel it in. Watch the on-screen Reel display when reeling. It will change color depending on how much tension is on your line. If it turns red, your line is close to breaking so you will need to stop reeling in until it changes back to its normal color.

See the Controls section on how to use the boat, cast and reel in a fish

THE FISHING SCREEN

To catch as many fish as possible, watch these important on-screen displays.

Fishfinder: When driving the boat, this shows you where fish are hiding underwater.

Reel: It changes color when a fish is on your line to show the line's tension. It also displays how much line is out after casting.

Timer: All fishing challenges are timed.

Livewell: Displays how many fish you have caught and their total weight. To empty your Livewell and catch more fish, return the fish you've caught to the dock.

Fish at the Dock: Displays how many fish you have brought back to the dock and their total weight.



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Blood
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