

Cabela's[®]
TROPHYY
BUCKS[™]



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
**TROPHY
BUCKS**

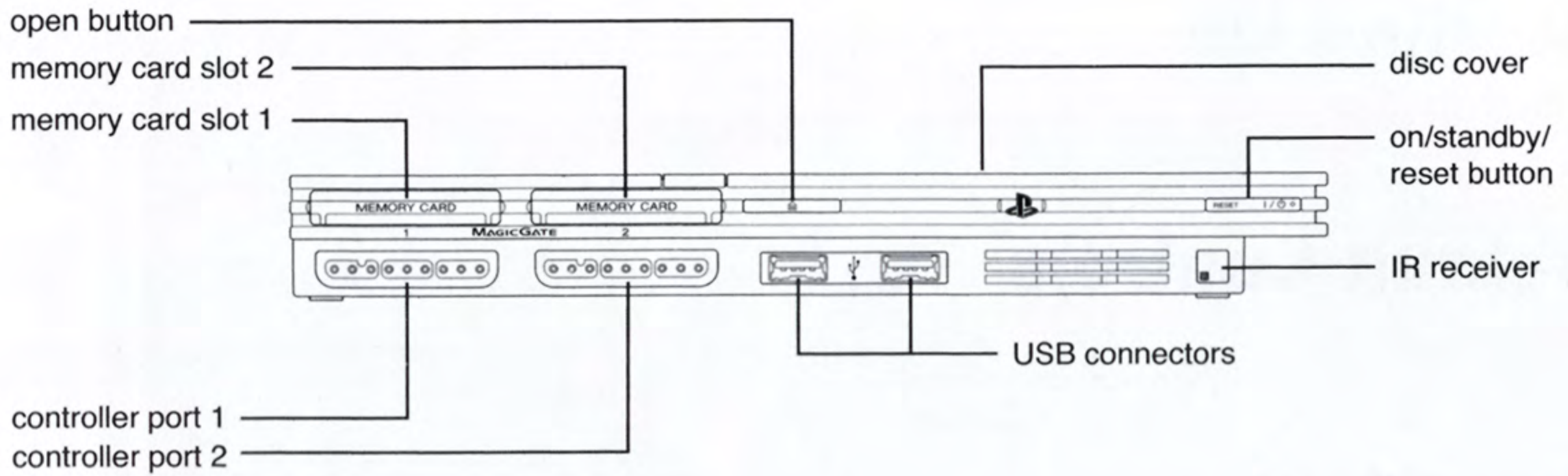


Getting Started	2
Starting Up	3
Default Controls	3
Overview	4
Main Mode	4
Power-Ups	5
Regions	6
Firearms	7
Customer Support	8
Software License Agreement	9

Cabela's TROPHY BUCKS



GETTING STARTED

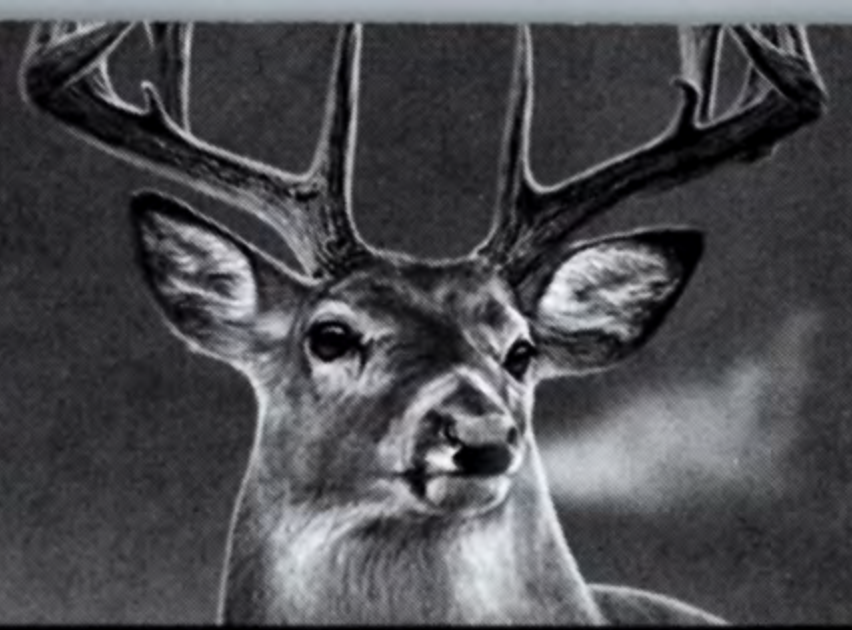


Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Cabela's[®] Trophy Bucks disc in the system with the label side facing up. Attach game controllers and 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)

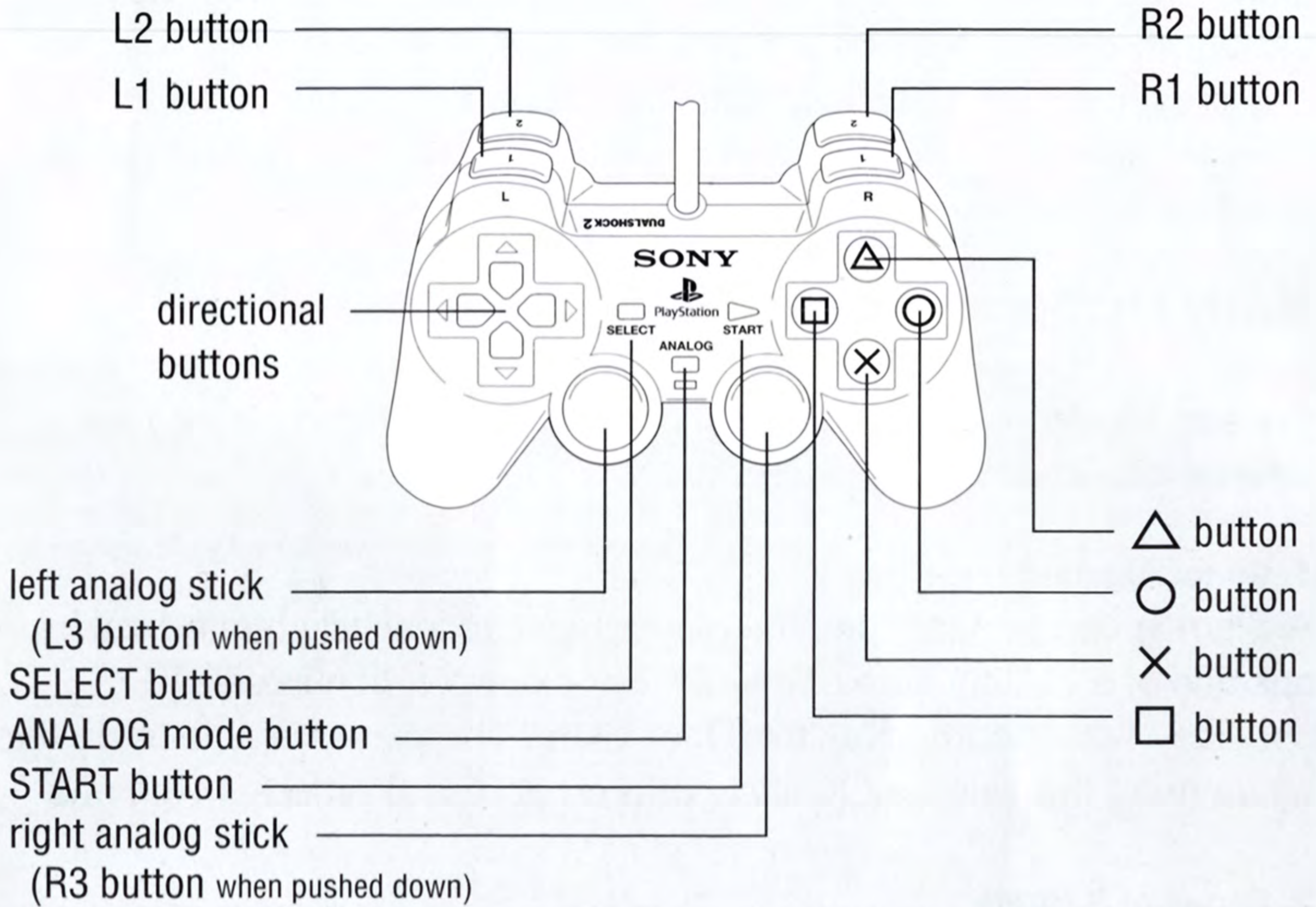
To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your PlayStation[®]2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

Cabela's TROPHY BUCKS™



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

left analog stick	Walk/Move
right analog stick	Aim/Look
SELECT button	Inventory
START button	Pause/Game Menu
X	Use Power-Up
△	Crouch
○	Replace Power-Up
□	Reload
R1 button	Send dog
R2 button	Shoot
L1 button	Hunter Sense
L2 button	Scope/Firearm Sights
↑/↓/←/→	Navigate Menus

Cabela's TROPHY BUCKS



OVERVIEW

Cabela's® Trophy Bucks is a fast paced, arcade-style hunting game aimed at bringing the player directly to the best parts of a hunting game...the animals and the shot! The player will march their way through 6 distinct regions of North America, comprised of 24 states and provinces. In these locations, the player will be hunting 11 different species of deer as well as waterfowl, turkeys, upland game, small game and varmints.

MAIN MODE

Career Mode – This is the main game mode, and the player has several goals.

1. Game Animal Slams

A Slam is completed when the player has successfully hunted each species of a certain type of animal. For example, hunting all 11 species of deer completes the Deer Slam. The player is able to do this by entering the various Contests offered across 6 different Regions.

2. Series of 3 Hunts

Overall, the user will play through a succession of 6 regions, 4 locations in each region, and each location with a different hunting series. A hunting series is made of 3 hunts, played in rapid succession. A bonus arcade hunt will be unlocked as a reward for good performance in each location. After completing the location, the player will go back to the Career Mode Menu, and will have unlocked the ability to move on to the next location.

3. Medals

Career Mode is played in a linear fashion. The player will move from one hunt to the next, while earning gold, silver or bronze medals. These medals will be achieved by using skills and gear efficiently, and by taking the biggest and best animals in a level in the fastest time.

Cabela's TROPHY BUCKS



POWER-UPS



Slow Time

Entire game world goes into slow motion.



Freeze Animals

All animals stop moving. The rest of the game world is unaffected and the player is able to move/shoot as normal.



Thermal Vision

A glowing, thermal effect is placed around the animal, increasing their visibility to the player.



X-Ray Vision

X-Ray Vision allows the player to see an animal's skeleton, and highlights the animal's Impact Zones.



Laser Bullet

Laser Bullet is not affected by ballistics, causing the bullets to shoot straight, like a laser.



Quick Draw

Quick Draw slows down time and as the player turns, the firearm quickly centers in on the next target in that direction, allowing you to find and shoot your targets quickly.

Cabela's TROPHY BUCKS™



REGIONS

Region One: Northwest US/Canada



- Alberta
- Yukon
- Alaska
- Washington

Region Two: Southwest US/Mexico



- Northern Mexico
- Texas
- New Mexico
- Arizona

Region Three: Eastern US



- New York
- Pennsylvania
- West Virginia
- Ohio

Region Four: West Central US



- Wyoming
- Colorado
- South Dakota
- Nebraska

Region Five: South & Southeast US



- North Carolina
- Georgia
- Arkansas
- Mississippi

Cabela's TROPHY BUCKS



Region Six: Midwest US



- Minnesota
- Wisconsin
- Michigan
- Illinois

FIREARMS

Rifles

- .243 Bolt-Action Rifle
- .30-30 Lever-Action Rifle
- .22-250 Bolt-Action Rifle
- .270 Bolt-Action Rifle
- .300 Pump-Action Rifle
- .30-06 Autoloader (semi-auto) Rifle

Shotguns

- 12 Gauge (semi-auto) Shotgun
- 12 Gauge Pump Shotgun
- 12 Gauge Pump Shotgun (slug gun)
- 12 Gauge Side-by-side Double Barrel Shotgun
- 20 Gauge Over-Under Shotgun

Handguns

- .500 Magnum Revolver
- .357 Magnum Semi-Auto Pistol
- .270 Single-Shot Break Action Pistol

Bows

- Compound Bow
- Crossbow

Cabela's TROPHY BUCKS



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.

NOTE: Some species of deer in this game such as the Reeves Muntjac and the Sambar Deer are not native to these particular regions of North America. These animals are brought here from abroad and are meant to be hunted on Game Ranches and Reserves only.

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 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 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

THE HUNTING ADVENTURE OF A LIFETIME!

PlayStation 2



NTSC-U/C



ACTIVISION

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

ACTIVISION

activision.com



PlayStation 2



Visit www.esrb.org
for updated rating
information.

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067 75421.226.US
©2007 Activision Publishing, Inc. Big Game Hunter is a trademark 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.