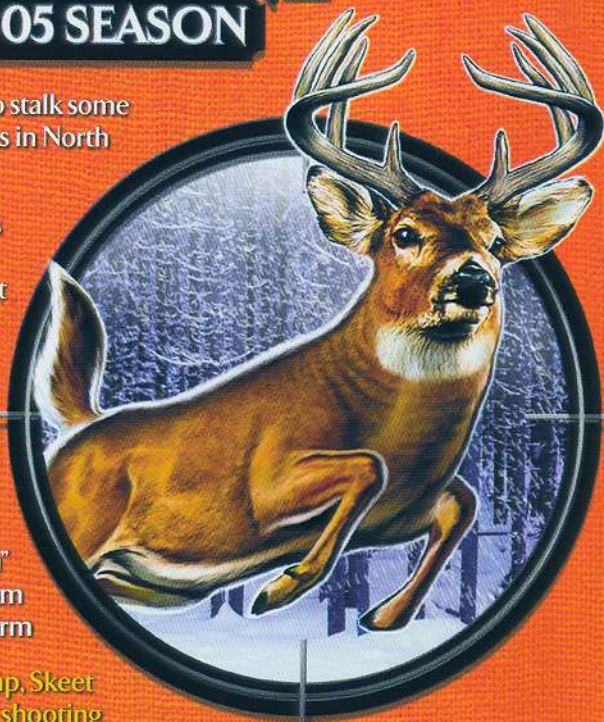


Cabela's
DEERHUNT
2005 SEASON

- 27 massive areas to stalk some of the largest bucks in North America
- 18 all new missions designed to challenge the most seasoned hunters
- Hunt Whitetail, Mule deer, Blacktail and more for your trophy room
- Follow "bullet cam" in slow-motion from your selected firearm
- First Time Ever: Trap, Skeet and Sporting Clay shooting



"the best hunting game, hands down" - TeamXbox.com

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Cabela's

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**BIG GAME
HUNTER**

2005 ADVENTURES

HUNT 36 BIG GAME ANIMALS

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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms. Children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Cabela's BIG GAME HUNTER

2005 ADVENTURES

Xbox Live™	2
Controls	3
Hunting Controls	3
Vehicle Controls	3
Menu Navigation	4
Profile Menu	4
Hunter Selection	4
Hunters	5
Skill Level	6
Main Menu	6
Career	7
Quick Hunt	7
Tournament	7
High Scores	7
Options	7
Hunters Lodge	8
Store	8
Your Room	8
Trophy Room	8
Warden	8
Save Game	9
Target Range	9
Playing The Game	10
Hunting	10
The Game Screen	10
PDA	11
Map	11
Objectives	11
Logbook	11
Status	11
Using Firearms & Bows	12
The Scoring System	12
Hunting Styles	12
Wilderness Tracking	12
Stand Hunting	13
The Automatic Tracking System	13
Inventory menu	13
Pause Menu	13
Items In Big Game Hunter 2005 Adventures	14
Firearms, Bows & Scopes	14
Calls and Lures	18
Equipment	20
Regions Of Big Game Hunter	22
Wildlife in Big Game Hunter	25
Credits	34
Product License Agreement	36
Warranty Replacements	37
Customer Support	41

XBOX LIVE™

Take Big Game Hunter 2005 Adventures Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

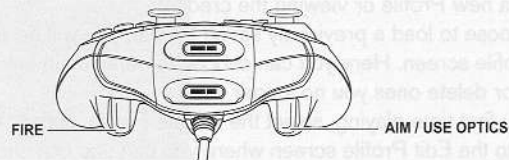
Xbox Live Scoreboards

Once you have taken a trophy worth bragging about, you can post your score using Xbox Live! The Xbox Live Scoreboards are where to show off your Big Game Hunter high scores. After signing in, you can choose to post your own scores or just check out what trophies other Big Game Hunters have posted.

DEFAULT CONTROLS

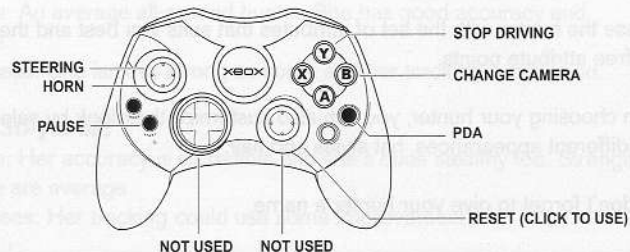
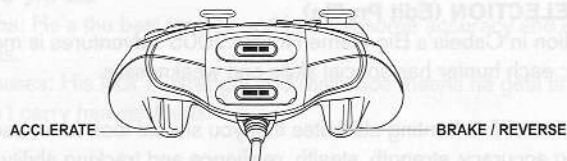
Hunting:

Movement and firearm/bow handling.



Vehicle:

For the operation of drivable vehicles.



MENU NAVIGATION

PROFILE MENU

The Profile Menu allows you to select from loading a previously saved Profile, creating a new Profile or viewing the credits.

If you choose to load a previously saved Profile, you will be brought to the Load Profile screen. Here you can choose to continue in any of your saved Profiles or delete ones you no longer want.

If it is your first time playing, select the Create Profile option. You will be brought to the Edit Profile screen where you can choose your hunter and decide how they will look and perform.



HUNTER SELECTION (Edit Profile)

Hunter selection in Cabela's Big Game Hunter 2005 Adventures is more than just cosmetic: each hunter has special skills and weaknesses.

There is a series of five hunting attributes that you should look for in each hunter: aiming accuracy, strength, stealth, resilience and tracking ability.

Choose the hunter with the set of attributes that suits you best and then assign your free attribute points.

When choosing your hunter, you can also customize their look by selecting from different appearances, hat styles and hair.

And don't forget to give your hunter a name.



HUNTERS Strengths and weaknesses

Male 18-yrs-old

Strengths: His youth gives him great resilience, strength and accuracy.

Weaknesses: He still needs some work in tracking and stealth.

Male 30-yrs-old

Strengths: Resilience is the best of the bunch and he's strong too.

Weaknesses: His accuracy, stealth and tracking abilities are somewhat average.

Male 60-yrs-old

Strengths: He's the best tracker and has awesome accuracy and stealth attributes.

Weaknesses: His lack of strength and resilience means he gets tired quickly and can't carry heavier loads.

Female 18-yrs-old

Strengths: An average all-around hunter. She has good accuracy and resilience.

Weaknesses: She isn't as strong as some and her tracking is not good.

Female 30-yrs-old

Strengths: Her accuracy is incredible and she's quite stealthy too. Strength and resilience are average.

Weaknesses: Her tracking could use some improvement.

Cabela's BIG GAME HUNTER

2005 ADVENTURES

SKILL LEVEL

After creating your hunter, you must choose the skill level you wish to play: easy, medium or hard.

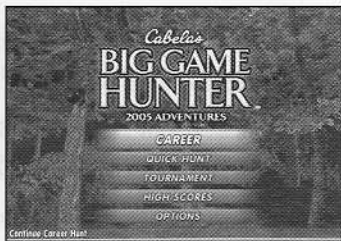
Choose **EASY** if you're a new, inexperienced hunter. On this skill level, big game animals are more responsive to calls and lures and have less acute senses. Animals are frequent, but trophy scores can be poor. You can benefit from aids like the Trophy Beacon (marks the position of every game animal on the map with a glowing dot) and the Bullet Camera (see through the bullet as it transverses the space between you and the target). The game is also more forgiving of your aim.

Choose **MEDIUM** if you are an amateur hunter. Big game frequency on the map is decreased while calling and luring animals is more difficult and requires more patience. Trophy Beacons are disabled and bad aim is more severely penalized.

Choosing **HARD** really puts your big game hunting ability to the test. Bagging a trophy requires a combination of extreme stealth, skill with your firearms and a depth of understanding about the wilderness. Lures, calls and decoys are much less effective. Trophy Beacons and the Bullet Cam are disabled. This is the skill level that expert hunters play.

MAIN MENU

After creating a new Profile or loading a previously saved one you will be brought into the Main Menu. From here you can start your adventure in **CAREER**, go for a **QUICK HUNT**, enter a **TOURNAMENT**, check out your **HIGH SCORES**, or go into **OPTIONS**.



Cabela's BIG GAME HUNTER

2005 ADVENTURES

CAREER

Start or continue your Big Game Hunter adventure here.

Career is where to go to play the full Big Game Hunter experience. You'll start your adventure across the continent as a novice hunter out to prove your skills. As you progress through each region, your room at the Hunter's Lodge will fill up with awesome gear, firearms and bows. As you collect trophies of the different big game species, go to the Trophy Room in the Hunter's Lodge to view all of your triumphs.

In Career, your goal is to hunt across the continent and bag every species of big game in each region. Work your way through **FOREST, MARSH, DESERT, GRASSLAND, MOUNTAINS and TUNDRA**. Along the way you'll meet game wardens, fellow hunters and people who might need your help. Fill your tags and achieve your Objectives without running out of money, supplies or health. Primary Objectives must be completed—Secondary Objectives are optional. Try not to break any hunting regulations: disregard for the law will result in penalties.

QUICK HUNT

Hunt in the first area of each region or in any other area that you have unlocked in Career. You can practice your firearm/bow and item usage, learn more about the area and its animals and apply all of this in Career. Choose the automatic gear combination that best suits your style of hunting.

TOURNAMENT

Try out your shooting skills and reflexes in the Trap, Clay or Skeet tournaments.

HIGH SCORES

View the list of high scores for tournaments and big game trophies from any Profile that you have saved.

OPTIONS

Set the audio, video and control options.

Audio: Environment, music, voiceovers and menu volume can be adjusted here.

Video: Screen offset and size can be set here.

Controls: Change controller sets, turn the invert look on or off and turn the vibration on or off.

HUNTER'S LODGE

You are always welcome at a Hunter's Lodge. Every region will have a few Hunter's Lodges where you can rest, refill your supplies and save your game. Although you cannot hunt in a lodge area, this is where you'll find game wardens and all the trophies you've collected from your hunts. Break too many hunting regulations and the warden will transport you back to the last lodge you visited.



STORE

Having the right gear is essential for any hunt. In each Hunter's Lodge is a Store where you can choose from thousands of gear combinations. There's everything from firearms to treestands and binoculars to bows. You begin your career with a limited amount of money so choose wisely. All gear purchased in the Store will be brought up to Your Room.

YOUR ROOM

Come here to rest or just pass the time. This is also where the gear you buy in the Store will be delivered. Before going out to hunt, choose items from your inventory that you would like to equip.

TROPHY ROOM

In the Trophy Room is where you'll find all of the big game trophies saved in your current Profile. Along with each high-scoring trophy on display is info about the location you took it from, the firearm or bow you used and its score. Every High Score will have a Score Code. Enter this code at www.cabelasgames.com and compare your score to other Big Game Hunters.

WARDEN

Stop by the warden's office to get all the game tags you'll need until you get to the next Hunter's Lodge. Check the Region Description, the Hunting Regulations and the Hunting Advice for info you'll need out into the field.

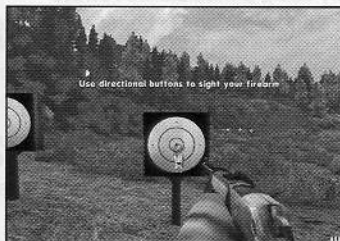
SAVE GAME

Save your Profile every time you visit the Hunter's Lodge. This is the only place you can save your current Profile.



TARGET RANGE

Next to every Hunter's Lodge is the Target Range. Go here after getting a new rifle, shotgun or handgun to sight it in. There is a special sighting booth just for this task. Also try out different target distances to get a feel for what you're shooting with. Practice and improve your archery skills here if you get a new bow.



PLAYING THE GAME

HUNTING

After having equipped yourself with the right gear at the Hunter's Lodge, the real hunt begins. In Big Game Hunter there are two main camera modes: 1st-person view and 3rd-person view. You should use 1st-person view mainly for handling firearms and bows and the 3rd-person view for vehicle use.

THE GAME SCREEN

On the game screen, there are a few elements that you should always check if you desire a successful hunt and want to stay healthy.



The **Energy/Health Indicator**, a human-shaped meter, is one of the most important things to watch. When your health reaches a critical level you will be rescued for medical attention and you will be forced to restart the hunt. You can restore energy by eating some food or by drinking water from your hydration bladder. Damage can be healed by using a medical kit. Always choose the appropriate camping accessories and clothing for better chances of survival in the environment.

Very closely related to the energy meter, the blue **Stamina Bar** shows your ability to run and also has an impact on your aim. Just rest for a while and your stamina will recover. Keeping the stamina level too low for long periods will result in a loss of health.

You can easily check your stealth level by looking at the red **Stealth Bar**. If your stealth is low, animals are more likely to know you are nearby.

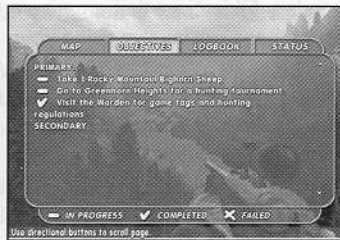
The flag at the top of the screen is the **Wind Indicator**. This helps you to keep track of wind direction and therefore helps you to keep downwind from your game.

The **Compass** is a very valuable tool in the wilderness. You'll never get lost if you use it with the map in your PDA.

If your arm is readied, the game screen will also show what **firearm or bow** you are using and the ammunition you have left to fire without reloading. There's no ammo limit. You can reload your firearm as many times as you like; however, a good hunter never fires their gun unless they're sure of a kill.

PDA

The PDA is one of the most valuable things to have out in the wilderness. Inside this device are tools to help you along your adventure.



Map - On the map you can find your own location, important points in your area and where the passes are into neighboring areas.

Objectives - Your Primary and Secondary Objectives are displayed as in progress, completed or failed. When you receive an Objective it will be added to the list on your PDA.

Logbook - Your logbook serves as a record of your journey. Every time a major event happens on a hunt, it will be entered into your logbook.

Status - Here you'll find facts and figures relating to things like the amount of cash you have, your attribute levels and your shot stats.

USING FIREARMS AND BOWS

You can pick from a wide selection of hunting arms, ranging from pump shotguns and lever-action rifles to handguns and archery equipment. You should always sight your firearms after purchase to ensure an accurate, clean shot. Select the firearm from your backpack using the **Inventory Menu**. Each has an aiming mode, which offers greater accuracy. You should always enter aiming mode, except for the situations when there's no time to prepare your shot, such as when an animal is charging.

THE SCORING SYSTEM

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

HUNTING STYLES

The goal is to complete any Primary or Secondary Objectives that are given to you as you hunt across the continent. Most of these will involve using your hunting skills to find and bag a game animal.

Only legal trophies will be taken into account. Any illegally taken trophies will result in penalties. You should always check the Hunter's Lodge for hunting regulations or else you'll learn about them the hard way.

There are two main styles of hunting big game: **Wilderness Tracking** and **Stand Hunting**.

WILDERNESS TRACKING

Wilderness tracking allows you to glass (the use of optics to find targets) or spot and stalk (look for targets while on the move). This style of hunting requires extensive use of navigation tools and carefully watching for any signs of your target, such as animal tracks. It is here where the Automatic Tracking System proves to be invaluable. Discovering animal passage signs can sometimes be difficult and very much depends on your tracking attribute. You will also be using your hunting accessories, such as calls and scents. It is best to check your PDA often, for it is very easy to get lost in the wilderness. When hunting animals with a very keen sense of smell, it is very important to always stay downwind from the pursued target. To accomplish this, check the Wind Indicator often and carefully watch your Stealth Bar.

STAND HUNTING

Stand hunting allows you to remain in one location and wait out the desired target. Once you have found a good spot to set up a stand, you can select the gear from your inventory. This mode of hunting relies heavily on using hunting accessories, such as calls, lures and decoys. It is also important for you to notice any signs of animals in order to select the best locations to set up your stand.

THE AUTOMATIC TRACKING SYSTEM

This gives you valuable information on the movements of game animals. Your radius of tracking vision may be large or small depending on your character's tracking attribute.

INVENTORY MENU

This screen shows you what items are in your backpack and what tags you have left to fill. Go here to select the piece of equipment you want to use. Displayed across the top is the time, date, temperature and what area you are in.

PAUSE MENU

Here you are able to change options, restart the map or restart from the last lodge you visited.

OPTIONS

Change gameplay options, audio options and video options here. Also change your controller options and configuration.

GAMEPLAY OPTIONS

Auto claim trophy: When you kill a legal game animal, the trophy is automatically awarded the moment it has died.

Bullet camera: When turned on, for each shot fired, you'll follow the projectile until impact.

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

Trophy beacon: Where available, lets you turn the trophy beacons on and off.

Animal info: Where available, lets you turn the animal info display on and off.

ITEMS IN BIG GAME HUNTER 2005 ADVENTURES

**FIREARMS, BOWS & SCOPES
RIFLES**



.243 Compact Bolt-Action Rifle

An ideal rifle for antelope and deer, the .243 is often used by those who are sensitive to recoil, but it should not be overlooked by hunters who desire to carry a lightweight, compact rifle for small- and medium-sized game. Easy to handle and easy to carry, this .243 is ideal for beginners.



.270 Bolt-Action Rifle

The rifleman's rifle; big game rifles don't get any more classic than a Bolt-Action .270. The .270 really shines as a flat shooting, accurate rifle for medium-sized game. From deer to cougars, it is hard to go wrong with the venerable .270.



.280 Bolt-Action Rifle

The .280 fires a slightly heavier 150 grain bullet than the .270, but is still capable of long range accuracy. There is a little more drop at long distances, but with a little experience this rifle can be a hunter's best friend.



.30-30 Lever-Action Rifle

Capable of being used on a wide variety of big game, this gun really shines in the deep woods for game animals like deer, wolves or for anywhere shots are short, but sometimes come fast. A hunting classic.



7mm Magnum Semi-Automatic Rifle

The flat bullet trajectory and the quick follow-up shot potential of this semi-automatic rifle are the main advantages of this gun. The 7mm Magnum uses a cartridge that is capable of pushing a 150-grain bullet at almost 3,200 fps (feet per second), making accurate shots out to 400 yards a snap.



.30-06 Bolt-Action Rifle

The .30-06 Bolt-Action rifle is a hunting classic that is capable of cleanly harvesting all big game animals. While some consider it too light for the largest species, with the right bullet placement and range consideration, it can be a great all-around rifle.



.30-06 Semi-Automatic Rifle

All the benefits of the time-tested .30-06 cartridge with the fast-handling characteristics of a lightweight semi-auto rifle. The quick follow-up potential makes this rifle a perfect choice when fast shots in heavy timber may be encountered.



.300 Magnum Bolt-Action Rifle

The .300 Magnum combines a high velocity and flat trajectory to make it ideally suited for any species found on the continent. It also has decent stopping power. If you are looking for one gun to hunt everything with, this is it.



.308 Bolt-Action Rifle

Uses an extremely accurate cartridge with ballistics nearly identical to the .30-06. With the advantage of a short bolt throw due to the cartridge's short overall length, this bolt action is ideal for times when supreme accuracy is needed combined with a relatively rapid follow-up shot.



.308 Semi-Automatic Rifle

Known for its extreme accuracy, the .308 cartridge is capable of taking most big game animals on the continent but really shines for elk-sized game at moderate ranges. Combine this with the fast-handling characteristics of this semi-auto design and it becomes a top choice for hunters on the move.



.416 Bolt-Action Rifle

The .416 is a great rifle for the largest of big game animals. It combines a lot of energy and a reasonably flat bullet trajectory for moderate distance shooting. Producing almost 5,000 foot pounds of energy at the muzzle, this caliber is capable of tackling any animal in the world, but works extremely well for the large bears, bison and moose.



.45-120 1874 Replica Rifle

This long-range shooter is massive. It weighs in at 13 pounds for rock-steady shooting out to 500 yards. Comes equipped with adjustable rear sight, double set triggers, case color hardened receiver and a nickel silver forend cap. Good for large-sized game from a distance.

SHOTGUNS



10 Gauge Pump Shotgun

When you need the largest shotgun commonly available, look no further than a pump 10 gauge. If intent on using for medium-sized game, practice with the 3.5 inch magnum charge of buckshot that this gun uses and keep your shots under 50 yards. Then be prepared to be eating venison this winter.



12 Gauge Semi-Automatic Shotgun

This semi-auto shotgun has very quick follow-up shot potential. Using a 3 inch shell, this shotgun will pattern buckshot uniformly out to 50 yards. A big game hunter's dream.



12 Gauge Over and Under Shotgun

Light, agile, well balanced and fast to the shoulder, this over and under shotgun is ideal for sporting clays and smaller game. Two shots are at your disposal with super quick reloads.



Semi-Auto Slug Gun

Combines a fully rifled barrel with a solid cantilever sight scope mounting system. This is a shotgun perfectly designed for hunting deer-sized game. With literally tons of muzzle energy and superb accuracy out to 100 yards this is an awesome hunting shotgun.

HANDGUNS



.44 Magnum Revolver

This six shot .44 Mag is a top-of-the-line hunting revolver. Capable of cleanly taking almost any big game animal, it is best used on deer- and elk-sized game.



Single-Shot .30-30 Long Hunting Pistol

This extremely accurate handgun is a perfect choice for long-range handgun hunting. An ergonomic grip, 14 inch barrel and single-shot, break-open design combine to make this handgun an excellent hunting handgun for most medium-sized game animals.



.50 AE Semi-Auto Handgun

The .50 AE Semi-Auto is the most powerful semi-auto handgun in the world. The 10 inch barrel increases velocity and extends the sight radius for more accurate open-sight shooting, but this gun can also be used with a scope for the most accurate shooting. Over 1,500 foot pounds of energy can be unleashed from this pistol.



.500 Magnum Pistol

The .500 Magnum cartridge is capable of producing a whopping 2,600 foot pounds of muzzle energy (roughly three times that generated by the .44 magnum), and can cleanly take any large-sized game animal in the world.

BOWS



Recurve Bow

The choice of traditional bowhunters, a recurve bow adds a unique challenge to the hunt, not found with more modern compounds. Since there is no let-off, the archer must hold 60 pounds at full draw and practice extensively to become proficient.



Cabela's PL1 Compound Bow

The epitome of high-tech precision shooting. Fully machined riser, composite limbs, and the super fast 300 fps rating make this bow a top choice for all big game species. The PL-1 tips the scales under 4 pounds making carrying it a breeze. If you are looking for the best bow for big game hunting, your search is over.



Crossbow

As accurate as a compound bow, but with the advantage of being pre-drawn while hunting. With no holding poundage, this crossbow is an ideal choice for all species of big game animals. It has a draw weight of 175 pounds and is capable of launching a bolt at 313 fps.

CABELA'S ALASKAN GUIDE RIFLESCOPES



Alaskan Guide 3.5-10AO Scope

This scope is ideal for a variety of big game hunting situations. With a power range from 3.5 to 10, it is perfect for close shots, or it can be cranked up to make that long-range shot with precision. The large 50mm objective lens transmits a large amount of light, making low-light shots possible.



Alaskan Guide 4.5-14AO Scope

This scope has all the same great features of the 3.5-10 but with more magnification. While not as good for close-range shooting, it shines on the open plains and across canyons when the distances become long.



Alaskan Guide 6.5-20AO Scope

This scope is the ultimate for long-range shooting. When you need to see a small target that is far away, nothing beats high magnification. However, if your hunting offers a close shot, this scope may have too much power, making close-range shots or moving shots difficult.

CALLS AND LURES

SCENT ITEMS

Use a game animal's sense of smell to work for you.



Scent Doe Estrus

Attracts rutting deer bucks with a combination of scents.



Urine Scent

Will bring in mature male game animals who think another has invaded their territory.



Scent Cover

Spray this on to mask your own scent.

CALLS

Use sound to convince a game animal to come to you.



Rattling Antlers

Attract antlered game with these synthetic antlers by simulating the sounds of bucks fighting.



Grunt Call

This is a basic deer call that creates realistic nasal grunts of bucks and does.



Bleat Call

The bleat call effectively attracts bucks.



Predator Call

To bring in predators, this call reproduces the whines and distress sounds of a small animal.



Moose Call

When stalking moose, nothing beats this call that simulates the sound of a lonely moose cow.

LURES

Set up one of these to lure game to a predetermined spot.



Deer Feeder

Place a deer feeder to set up marked shooting distances and lure in deer and other game.



Salt Lick

A salt lick block will lure in many types of animals in search of nutrients. It can be effectively used for elk, deer and bison.



Decoys

For an easier shot, use male and female decoys to draw in game to a predetermined spot. Choose from White-Tailed Deer, Rocky Mountain Elk, Desert Mule Deer, Pronghorn Antelope, Columbian Black-tailed Deer, Shiras Moose or Rocky Mountain Mule Deer.

EQUIPMENT

TENTS

Use these for shelter, to replenish your energy and to make the nighttime hours pass quickly. They can only be set up in Camp Areas.



Light Weight Tent

A tent for warm climates.



Medium Weight Tent

This tent gives you average protection from the elements.



Heavy Weight Tent

A tent that provides a large energy boost, even in the coldest weather.

STANDS AND BLINDS

Use these to get out of your game's line of sight.



Tree Stand

Install in any suitable tree to get at your game from overhead.



Tripod Stand

Hunt high above the ground without the need for a tree.



Ground Blind

Game won't be able to see you when you are concealed inside.

CLOTHING



Choosing appropriate clothing for your hunt is very important. Not only do some hunts require blaze orange, but clothing can also affect your health. Wearing heavy clothing in hot regions (Desert) or light clothing in cold regions (Tundra) will cause your health to decrease significantly.

OPTICS

When you need to see from a distance.



Alaskan Guide (10x42) Binoculars

Essential for scanning an area for game animals and anything else you might need to see from a distance.



Alaskan Guide (20-60) Spotting Scope

Very similar to binoculars but with higher magnification. For one eye only.



Laser Range Finder

In addition to high magnification, the laser range finder tells you the distance to your target. This is a huge help in calculating your long-range shots.

FOOD, WATER AND HEALTH

Items to give you energy and health.



Medical Kit

Use this to repair damaged body parts and to restore health.



Hydration Bladder

A supply of water to replenish energy quickly.



Daily Rations

Food rations that will increase your energy.



Self-Heating Meal

A hot meal that helps increase your energy.

REGIONS OF BIG GAME HUNTER

FOREST



You really can't see the Forest through the trees. There's just too many! Going into dense stands of trees and underbrush means that hunting techniques used in more open regions won't work here. Treestands, baits and calls are good to bring along on your hunts in the Forest. With patience you can bring in big game like Columbian Black-

Tailed Deer and Woodland Caribou. But be careful - also hiding in the forest are many potentially dangerous game animals like Black Bears and Timber Wolves. Good camouflage and scent cover are often necessary in this region.

MARSH



Dark pools of murky water dot the Marsh region. And because this landscape is saturated with water, many different plants and animals can be found here. Moose, Elk and even Bobcats can be hunted, though finding them is another matter. Calls and lures may be necessary to bring your game out of the thick cover.

Likewise, travel through this region can be difficult because of the dense vegetation and all that water. Even with your PDA you'll still need to work your way around dank swamps, bogs and mires to reach your bag limit.

CLOTHING

Choosing appropriate clothing for your hunt is very important. Not only do some hunts require blaze orange, but clothing can also affect your health. Wearing heavy clothing in hot regions (Desert) or light clothing in cold regions (Tundra) will cause you

DESERT



Water means life in the Desert. That's because the rainfall here averages less than 10 inches per year. Oh, and gets really hot too-sometimes 100 degrees in the shade! Taking along a hydration bladder and the right clothes on your hunts is essential. The game animals in the Desert have adapted to living among the hot sands and rocks by

conserving water whenever possible. Sparse vegetation means little cover, so glassing and stalking your game is necessary here. The Whitetails, Desert Mulies and Desert Bighorns are often on the move looking for food and water so look for water holes that they'll frequent.

GRASSLAND



Savannah, steppe, prairie or plain - no matter what you call it, there is some awesome big game hunting to be had all across the Grassland. Herds of Elk and Bison still roam this region, browsing for food. Predators like the Coyote, Grey Wolf and even the Grizzly Bear can be hunted here too. What these animals all have in common is their

ability to quickly spot you. That's because the lack of dense foliage and the generally flat landscape doesn't leave you anywhere to hide. Good optics are essential in the Grassland because you'll usually have to stalk game animals from a distance.

MOUNTAINS



The air is thinner up here, but that's no excuse to get light-headed! Sheer cliffs and steep drops can lead the unwary hunter right into a medical emergency. Mountains have large changes in climate due to many things: their location, their exposure to winds and the sun, and their altitude. Here, big game animals like the Mountain Goat and the

Rocky Mountain Bighorn Sheep have adapted to rapid changes in climate and elevation. They have sharp but rubbery hooves to cling to rocks and shaggy coats to protect them from the cold mountain air.

TUNDRA



This region is cold. As in really, REALLY cold. But that doesn't mean there isn't some great big game hunting to be had up here. Roaming these frigid expanses are Polar Bears, Arctic Wolves and many more hunting opportunities. Under the Tundra's surface, a layer of permanently frozen soil exists called permafrost. This keeps the

plant life to a minimum. And with less trees and plants to block icy winds, you'll need to be careful when picking out your gear. Warm clothes and shelter are essentials. Survival is always the top priority when hunting in the Tundra.

The hunting seasons, laws, regulations and any other design elements presented in this game are not guaranteed to be accurate and should not be considered a reference source. To learn about hunting in a given area, contact that area's DNR (Department of National Resources) office.

WILDLIFE IN BIG GAME HUNTER

Arctic Wolf



Arctic Wolves (a subspecies of the Grey Wolf) are specially designed for their environment. With smaller, rounder ears than other wolf subspecies, shorter muzzles and slightly shorter legs, the exposure of their extremities to the cold is decreased. Among the snows of the Tundra, their light-colored coat helps hide them from their prey.

Barren-Ground Caribou



This subspecies of caribou (also known as reindeer) have the largest antlers in relation to their body size of any member in the deer family. Barren Ground Caribou are generally larger than the two other subspecies. They will often group into herds when on open ground.

Bison



These are the giants of the Grassland. Their shoulders are massive and humped and they carry their head low. The short horns are present in both males and females and arch back, out and then up, curving slightly in at their blunt tips. Don't let their size fool you—they can run very fast. And they can become agitated quickly if you come too close.

American Black Bear



The American Black Bear is the smallest of the four bears, weighing between 150 and 600 pounds with a body length of 55 to 75 inches. Although they can range in color from black to cinnamon, they are most often black with a brown muzzle. They are usually solitary creatures and are less aggressive towards people than the other types of bear.

Bobcat



Smaller than a Lynx, its name comes from its short, bobbed tail. It can easily be distinguished from a Lynx by their difference in size and its spotted coat and white-tipped tail. Often shy, the Bobcat is active at night although they frequently leave their beds and begin hunting long before dusk. They average around 20 pounds though older males can be larger.

Brown Bear (Common)



They are the smallest of the three types of brown bears. Size rapidly declines to the north and east, with some individuals weighing only 325 pounds on average. Fur is usually dark brown, but varies from cream to almost black. Despite not being as big as some of its cousins, Brown Bears are extremely strong and have good endurance: they can kill a cow with one blow, outrun a horse, out swim a person, and drag a dead elk uphill.

Columbian Black-Tailed Deer



Columbian Black-Tailed Deer are very much like Mule Deer, although they are smaller and have a longer, black-colored tail. They are also a bit more nervous than Mule Deer, although they are braver than White-Tailed Deer. The color of its coat changes with the season, from a generally reddish-brown in summer to grey in winter. Their weight usually varies, although the larger bucks may be over 140 pounds. They are also characterized as the smallest and darkest of the types of deer.

Cougar



The Cougar's appearance includes short and reddish-to greyish-brown fur with white parts on its underside and a black-tipped tail. Its head is relatively small compared to its body and has a powerful jaw, big ears and pointed teeth. It uses its retractable claws to hunt large animals. An excellent hunter, the Cougar pounces on its prey's back and tries to break its neck. It is a strongly territorial animal. It patrols a very large territory and rarely comes into contact with its own kind.

Coyote



A member of the Canid family, the Coyote is a very common animal all across the continent. Smaller than a wolf, it stands around 24 inches at the shoulder and weighs between 20 to 50 pounds. Its fur is long and coarse and is colored a grizzled grey on top and whitish below. They prey on any animal that presents itself as an easy meal like squirrels, birds or even sheep. They are very fast runners and make sharp, high-pitched barks to call to each other.

Dall's Sheep



Dall's Sheep inhabit the Tundra and Mountains. They prefer relatively arid country and inhabit open alpine ridges, meadows and steep slopes. They use this terrain for feeding and resting. When danger approaches they flee to the rocks and crags to elude pursuers. Their two-toed, splayed hooves are specially designed for movement across steep and rough ground.

Desert Bighorn Sheep



The Desert Bighorn Sheep has a muscular body, with a thick neck. Its color is brown to pale tan while the belly, rump patch, back of legs, muzzle, and eye patch are white. The ram has massive brown horns that curve around its head in a "C". Rams use these horns in violent head-to-head combat with other males. The length of the head and body is about 5.5 feet, shoulder height is about 3.3 feet, and weight is around 150 to 300 pounds.

Desert Mule Deer



Adult Desert Mule Deer are slightly larger than White-Tailed Deer, with bucks weighing in excess of 180 pounds and standing three or more feet high; does are smaller and lighter. Bucks grow a new set of antlers each year, which they shed after the breeding season. Mature bucks have antlers that branch equally, with each antler having two main beams, and two or more tines per beam. Their hide is rusty brown in the summer, and gray in winter, with white undersides year-round. Their tail is black on the tip.

Eastern Timber Wolf



Eastern Timber Wolves are the largest wild member of the Canid family (the wolf, fox and coyote are also members). Males are usually larger than females. They have silvery grey-brown backs, light tan bellies and bushy tails. During winter, their fur becomes darker on the neck, shoulders and rump. They range from 5 to 5.5 feet long and weigh between 50 and 100 pounds.

Grey Wolf



The Grey Wolf is the primary wolf species on the continent which the other three subspecies are derived from. Fur color of Grey Wolves varies geographically, ranging from pure white in northern populations to almost fully black in some color phases. Grey Wolves have a dense underlayer of fur that provides them with excellent insulation against the cold. They hunt in packs and are very social creatures among their own kind. They will often prey upon whatever big game is in their area, ranging from caribou to deer.

Grizzly Bear



Their fur is usually dark brown, but can vary from cream to almost black. Individuals in the Mountains have long hairs along the shoulders and back which are frosted with white, giving a grizzled appearance, hence the common name Grizzly Bear in that region. Just slightly smaller than the Kodiak, Grizzlies range in weight up to 1300 pounds and in height up to 9 feet (when standing up).

Javelina



The Javelina (also known as the Collared Peccary) looks somewhat like a large, wild pig but is in fact slightly different. It has a short coat of bristly, grey hairs. It has a white or yellow band that runs under its neck. Males (boars) and females (sows) are similar in size and average about 50 pounds. Short legs support its stocky, barreled body. They mark their territory with a powerful skunk-like scent that is detectable from many feet away.

Kodiak Brown Bear



Kodiak Bears are the largest bears in the world (although some may argue that it's the Polar Bear). A large male can stand over 10 feet tall when on its hind legs, and 5 feet when on all four legs. They can weigh up to 1,500 pounds. Kodiak Bears do not defend territories, but they do have traditional areas that they use each year.

Lynx



The Lynx looks like a very big domestic cat with a muscular body, sturdy legs, and a very short tail. They have large heads, and long tufted ears which stand straight up. Their coats are usually yellowish-brown and white on its undersides. The average weight of the Lynx is 30 to 65 pounds.

Mountain Caribou



The Mountain Caribou is a medium-sized member of the deer family. Only in caribou do both males and females carry antlers. Mountain Caribou are almost identical to Woodland Caribou except they choose to inhabit snowy mountainous areas and can be slightly smaller. Their hooves are large and wide to get through deep snow. Males average around 400 pounds, females about 300 pounds.

Mountain Goat



Sometimes confused with a young Dall's Sheep, the Mountain Goat can be distinguished by its longer, shaggy white hair and black horns. Males and females are very similar in appearance. The only difference is the females have more slender horns and are slightly smaller in size. These are very patient animals and don't alarm easily. And like their name implies, they are often found on mountainsides grazing and resting.

Musk Ox



Though not the most graceful of animals, its furry under-belly is made up of the softest natural fiber in the world. Their long coats protect them from severe cold. Both males and females have large heads with downward-sloping, curved horns. Males average around 600 pounds and females weigh in around 400 pounds. They are members of the bovine (cattle) family just like the Bison.

Northern Timber Wolf



Another subspecies of the common Grey Wolf, the Northern Timber Wolf shares its general appearance with its eastern cousin (although not quite as large on average).

Northwestern Moose



The Northwestern Moose has a bulky body with a short, stubby tail and a long, oblong head. Although not quite as large as the Yukon Moose, mature Northwestern moose range in weight from 600 to 1400 pounds. Adult body coloration is generally brownish-black. The face lightens to a brown color in summer and becomes darker, almost black, in color as breeding season approaches. The legs are lighter in color than the body.

Polar Bear



The Polar Bear is sometimes called the largest bear in the world (over the Kodiak). Adult males can measure up to 100 inches in total length and can weigh up to 1,500 pounds. Their fur isn't actually white, but clear and colorless. This allows sunlight to absorb into and warm their black skin. Seals are their main food and they roam across the ice pack of the Tundra looking for them. Their huge paws give them traction on the ice and propulsion when swimming.

Pronghorn Antelope



This unique animal stands about 2.5 to 3.25 feet at its shoulder. It is reddish-brown with a short, dark mane and white belly. It also has two white bands on its throat and a large circular white patch on its rump. Both males and females have tall horns that branch into two prongs. They are the only existing animal with doubly-branched horns. They also have excellent vision, are incredibly fast and have exceptional stamina.

Rocky Mountain Bighorn Sheep



Size is comparable to the Desert Bighorn. Coat is slightly darker in color than that of its desert cousin. They share the same thick skull and unique curved horns. Because of their superb vision and the difficulty of the terrain the live in, these sheep can be very difficult to hunt.

Rocky Mountain Elk



Slightly smaller in body size behind the Roosevelt Elk, Rocky Mountain Elk have the largest antlers of any subspecies. A bull's antlers can grow as long as 6 feet and weigh as much as 30 pounds. Adults can have a body weight between 500 to 1000 pounds. The body of an adult Rocky Mountain Elk is dark reddish-brown with a chestnut-brown neck and mane.

Rocky Mountain Mule Deer



Generally the largest type of deer, bucks can reach over 300 pounds, but average 170 to 200 pounds. Their appearance is much like that of its desert kin, but with a slightly darker brown coat. The characteristic white snout and throat patches and black covered tail are shared as well.

Roosevelt Elk



This is the largest-bodied elk—larger and darker than a Rocky Mountain elk. An adult bull averages 900 pounds but can reach over 1000 pounds. Antlers of the bulls are heavy and tend to rise straighter and with much less spread than antlers of the Rocky Mountain Elk. Both male and females have a dark-colored neck mane.

Shiras Moose



The Shiras Moose, also known as the Wyoming Moose, is the smallest of the subspecies of moose. Mature Shiras Moose weigh 600 to 1200 pounds. Adult body coloration is generally brownish black. Moose of both sexes have a "dewlap" which is the flap of skin and long hair that hangs from the throat. The legs are lighter in color than the body. They are more comfortable at higher altitudes than their cousins.

Stone Sheep



As a subspecies of the Dall's Sheep they are almost identical. Stone Sheep are generally darker in color than Dall's Sheep though similar in build and size. Rams are distinguished by massive curling horns. Ewes have shorter, more slender, slightly curved horns. Rams resemble ewes until they are about 3 years old. After that, continued horn growth makes them easily recognizable.

Tule Elk



The Tule Elk is considered the smallest type of elk. Still, adult bulls can average 450 to 500 pounds. The coats are a light, sandy brown with a darker brown long-haired mane circling the necks of both the males and females. All animals display a prominent white rump. The females do not have antlers and the males drop their rack annually which then re-grows a little larger with more tines as the they age.

White-Tailed Deer



White-Tailed Deer (or Whitetails) are the most common type of deer on the continent and one of the most sought after big game animals. They get their name from the white underside of its tail. When they sense danger or are running, they will hold it aloft like a signaling flag. The belly of this deer is also white while the coat is reddish- to greyish-brown. Bucks grow forward curving antlers that branch off into many tines. Does do not grow antlers.

Wolverine



Wolverines are mainly found on the ground and move with a loping gallop. They are able to climb trees with great speed and are also excellent swimmers. Feisty and defensive creatures, they construct rough beds of grass or leaves in caves or rock crevices, in burrows made by other animals, or under a fallen tree.

Woodland Caribou



The various subspecies of caribou display a wide range of size. Generally speaking, the subspecies inhabiting the more southerly latitudes are larger than their northern cousins. Woodland Caribou are usually larger than the other two subspecies.

Yukon Moose



Moose are the largest member of the deer family and the Yukon Moose is the largest subspecies of moose. Like other subspecies, they have bulky bodies with short, stubby tails and a long, oblong head. Body coloration of the moose ranges from golden brown to almost black depending upon the season and age of the animal.