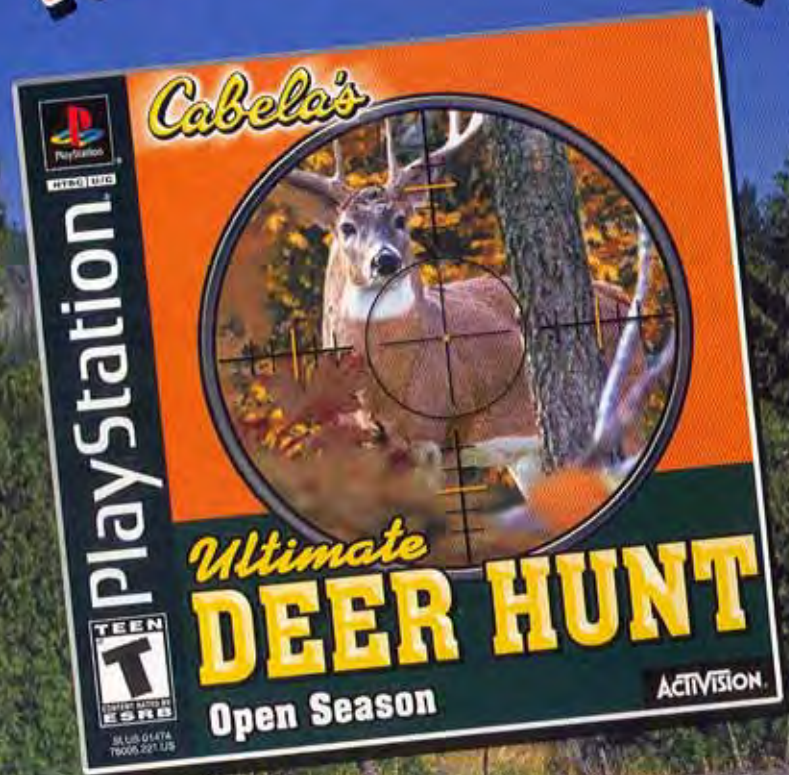


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Cabela's
BIG GAME HUNTER



THE NEXT EVOLUTION OF HUNTING

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

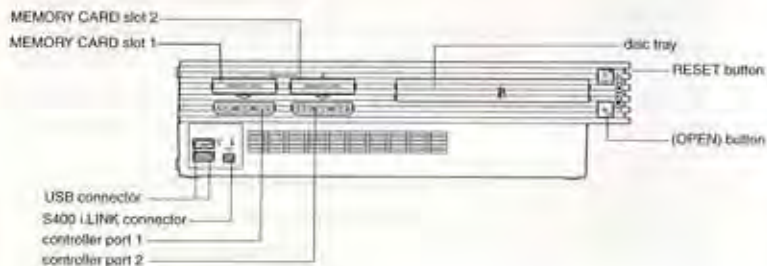
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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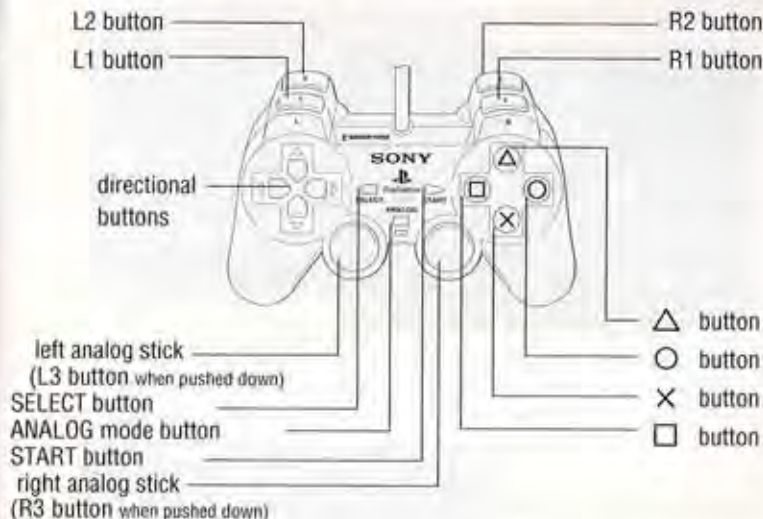
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STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Cabela's® Big Game Hunter™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

These are the basic commands for the default Big Game Hunter controller configuration.

GENERAL GAMEPLAY

Movement and weapon handling

VEHICLE

For the operation of driveable vehicles



MENU NAVIGATION

MAIN MENU

From the main menu, you can start a complete hunt in Career Hunt mode, go for a quick hunt, select game options or watch the credits.



QUICK HUNT

Hunt any game animal in any location that you have previously unlocked in Career Hunt mode, with no impact on your resources. You can practice weapon and item usage, learn more about the region and apply all this in a complete hunt.

CAREER HUNT

Play a complete hunt, unlocking locations one by one, respecting all hunt regulations and carefully managing your resources.

OPTIONS

Set visual, audio, gameplay and controller options.

CREDITS

View the Big Game Hunter credits.

CAREER HUNT

The Career Hunt option gives you a full hunting experience, including progression from a novice with little equipment to an amateur hunter, then to a hunter with a cabin full of equipment and trophies. The goal is to fill all of the tags for each hunting region without running out of money, supplies or health, and without breaking the law. Disregard for the hunting regulations will result in penalties. Once you have completed a location, you will be able to choose to hunt in any of the 8 locations available (Montana, Arizona, Quebec, British Columbia, Texas, Alaska, Alberta and Northwest Territories). Though, after entering the desired location, all incomplete locations will remain locked until you complete the level you have chosen. You can try any of the unlocked locations in Quick Hunt mode.

PROFILE SCREEN

Once you choose the Career Hunt mode, you are asked to choose from restoring a previously saved game or creating a new hunter character and starting a completely new career.



DIFFICULTY LEVEL

After creating your hunter character, you must select the difficulty level you wish to play.



Choose **EASY** if you're a new, inexperienced hunter. On this difficulty level, animals are more responsive to calls, have less acute senses and you can benefit from aids like the Trophy Beacon (which marks the position of every game animal on the map by a red dot) or the Bullet Camera (see through the bullet as it traverses the space between you and your target) and the game is more forgiving of your aiming. Game animals are frequent, but trophy scores are poor.



Cabela's BIG GAME HUNTER

Choose **MEDIUM** if you are an amateur hunter. Animal frequency on the map is decreased and luring an animal is more difficult and requires more patience. Aids such as the Bullet Cam are disabled and bad aiming is more severely penalized.

Choosing **HARD** really puts your hunting knowledge and skills to the test. Lures, calls and decoys are much less effective, and taking down an animal requires a combination of stealth, skill with your firearms and a depth of knowledge about the wild. This is the difficulty level that expert hunters play.

CHARACTER SELECTION

Character selection in Big Game Hunter is more than just cosmetic; each character has special skills and weaknesses.

There are a series of attributes that you should observe for each hunter, such as their aiming accuracy, resilience, strength, tracking experience and stealth. Choose the character that best suits you.

Here's where you'll also choose the log cabin where your trophies will be put on display.

Bonus Characters

As you advance in the Career Mode, you'll unlock new and exciting characters to play with. They are experts in particular areas of the hunting experience, so be sure to check them out.



Character	Strengths	Weaknesses
Teenage male	Can carry a lot of weight and walk or run great distances without losing Health.	Not as stealthy. Aim is not as good.
Mid-40's male	Can handle the heaviest firearms. Can carry heavy equipment without losing much Health.	Not very stealthy. Aim not as good as others.
Mid-60's male	Has better clean kill skills; stealthy.	Can't carry much weight (equipment/firearms) without losing Health.
Teenage female	Has great aim. Can walk or run great distances without losing Health.	Not as stealthy. Can't carry a great deal of weight without losing Health.
Mid-30's female	Sharper aim, can walk or run great distances without losing much Health.	Can't carry as much weight (equipment/firearms) without losing Health.
Bonus Character: McNeil	He's a former army sniper, so his accuracy and stealth are exceptionally high.	McNeil's tracking ability isn't the strongest around.
Bonus Character: Erwing	He comes from a well-known hunting family. His tracking ability and strength are the strongest traits.	Aiming has never improved over the years, but he's making significant progress lately.
Bonus Character: DeTomaso	He's young and ready for action. His resilience and strength are the best traits.	Stealth is something that he still has to improve.
Bonus Character: Mike	Strength and resilience at their finest. He can make possible the toughest quests.	He can stand to improve a lot on his accuracy.
Bonus Character: Campbell	Good aiming and strength can be a deadly combination.	Less resilient than many other characters.
Bonus Character: Cosner	He's well known for his tracking abilities but strength is also a bonus.	Stealth is something Cosner has to still improve.
Bonus Character: Robbins	Aiming and tracking are what makes Robbins a good hunter.	Little strength can make some tasks difficult for him to achieve.
Bonus Character: Cavanaugh	When you have good aiming and strength, there's little that can stop you.	Cavanaugh knows that his Stealth skills are not as strong as some other hunters.

LOCATION SELECTION

Here you can choose the location in which you wish to hunt. Choose carefully, as once you've entered a location, the incomplete locations will be locked and will remain so until the completion of the currently chosen level. Each of the 8 locations contains 4 different hunting areas.

You are offered the possibility to hunt in every season on a selected map, and you can also select the area in which you wish to start.



THE TARGET RANGE

This is an outdoor shooting and archery range, with targets placed at various distances. It is an important part of the game: after purchasing a firearm, you need to sight it in to ensure accurate kills during the hunt. Here you can also try out various firearms and bows you have purchased and select those that best match your skills.



THE LOG CABIN

In the log cabin you can see the trophies you have taken at a given stage in the game. You can view the 3D representation of a specific trophy, zoom in on it or access information, such as scoring, time of kill, shooting distance or weapon used.



SAVE GAME

Saves the progress of the game.

CAREER OPTIONS

CONTROLS

Select the preferred controller configuration from this menu.



AUDIO OPTIONS

Select this to set the music and sound volume.

VIDEO OPTIONS

You can center the viewable area by accessing this option. You can also access the Motion Blur control setting here.

HUNTING GUIDE

For each location, information regarding that location, including game animals, hunting regulations and professional hunting advice is available.

Choose the hunting guide for that information. Always read the guide before entering a new location: knowledge about the game you're hunting and the location features could be the factors that make your hunt successful.



STORE

From the location selection screen, you can also access the store of the location's main lodge. Here you can buy equipment and firearms or sell items you no longer need and get their refund price. You should carefully balance your choice of equipment, as in Career Mode your financial resources are limited, and bringing appropriate equipment can't only bring you the trophy you're after, but save your life as well. Once you have purchased a piece of equipment, you can use it at any point in the game. Don't forget to buy tags, or you won't be able to take any legal trophies.

If you are in a hurry, you can also use the Auto Equip function prior to entering the Store.



INVENTORY

Here you can select the equipment you want to bring with you in the hunt from the items you own at a certain moment. You can add items from your inventory to your backpack or drop items you won't need on that specific hunt. You are limited to 6 items and you can't carry more than one weapon.



PLAYING THE GAME

QUICK HUNT

The Quick Hunt mode allows you to improve your hunting skills, with no effect on your resources. You can go for a quick hunt in any of the levels you completed in Career Hunt mode.

You cannot buy any items in Quick Hunt. As a result, there is no store screen and you may choose any equipment.

HUNTING

After having equipped yourself with the suitable items, the real hunt begins. In Big Game Hunter there are two main camera modes: the 1st person view and the 3rd person view.

You should use the 1st person perspective mainly for handling weapons and items, and the 3rd person view for moving through the environment and for vehicle use. Guide your character through the environment using the designated controls on your DUALSHOCK® analog controller.

THE GAME SCREEN

On the game screen, there are a few elements that you should always check if you desire a successful and trouble free hunt.



The **Energy/Health Indicator**, a human-shaped meter, is one of the most important elements to look for, as when energy reaches the critical level you will be transported to the lodge for immediate medical attention, and that will cost you some money. You can restore energy using the daily rations, by drinking water from your supplies or sleeping in your tent. Always choose the appropriate camping accessories and clothing for better chances of survival in the environment. Damage can be healed using the medical kit.

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

The **Wind Indicator** helps you to keep track of the direction the wind is blowing and therefore allows you to always keep downwind from your game.

You can easily check your stealth by looking at the **Stealth Meter**.

The **Compass** is a very valuable tool in the wilderness. You'll never get lost if you also bring a map.

The game screen will also show what **weapon** you are using and the **ammunition** you have left to fire without reloading. There's no ammo limit. You can reload your weapon as many times as you like; however, a good hunter never fires his gun unless he's sure of his kill.

GAME MODES

The goal for the hunt is to fill all the tags for the location you have selected. Only legal trophies will be taken into account. Any illegally gained trophies will also result in penalties. You should always check the hunting guide for hunting regulations or else you'll learn about them the hard way.

There are two modes of hunting: Wilderness Tracking and Stand Hunting.

WILDERNESS TRACKING

Wilderness Tracking allows the hunter to look for game as they roam each of the hunting regions. This mode of hunting requires the use of Navigation Tools and carefully watching for any signs of animals, 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 experience.

You will also be using your hunting accessories, such as calls and scents.

It is best to bring a map or a GPS, 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 game. To accomplish this, check the wind indicator as often as you can and carefully watch your stealth meter.

STAND HUNTING

Stand Hunting allows you to remain in one location and wait out the desired target. Once you have found a desirable place to set up a stand, you can select the gear from your inventory. This mode of hunting relies heavily on using the 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.

PAUSE MENU

Pressing the START button will bring up the pause menu. This also allows you to change game options, set sound volume and restart the map without leaving the location.

AUDIO OPTIONS

Select this to set the music and sound volume.

VIDEO OPTIONS

You can center the viewable area by accessing this option. The Motion Blur control is also found here.

GAME OPTIONS

- Auto claim trophy** When you kill an animal, the trophy is automatically awarded the moment it has died.
- Vibration** Turns the vibration function of the controller on and off.
- Trophy beacon** Where available, lets you turn on and off the Trophy beacon display.
- Bullet camera** When turned on, for each shot that you take, you'll follow the projectile until the impact.
- Weapon tuning** This option is available only in Target Range. When turned on, it allows the player to calibrate their rifle.
- Show HUD** When set to off, on-screen indicators aren't displayed.

ITEM SELECTION MENU

Access it by pressing the SELECT button.



This menu contains a schematic representation of your backpack. Just select the piece of equipment you want to use. You can also access the item's additional properties by pressing the ● button.

WEAPONS

You can choose from a wide selection of hunting weapons, ranging from bolt-action rifles, shotguns or lever action rifles to handguns and archery equipment. You should always sight your guns after purchase to ensure an accurate, clean shot. Select the weapon from your backpack using the **ITEM SELECTION** menu. Each weapon has an aiming mode, which offers greater accuracy. You should always use the aim mode, except for the situations when there's no time to prepare your shot, such as when an animal is charging the hunter.

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.

ITEMS IN BIG GAME HUNTER

The items are grouped into several categories, by their purpose.

CAMPING

This category deals mostly with wilderness survival and orientation.

- Hydration Bladder** Carries water supplies than can quickly restore some energy when needed.
- Daily Rations** Food supplies that will increase your energy.
- Medical Kit** Use this to heal damage taken on body parts. It will first heal your legs and then the rest.
- Light Weight Tent** A tent for warm climate locations.
- 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.
- Map** Indicates your position on the map and other important spots, such as lodges in the area.
- Binoculars** Provides a means to see game from a distance.
- Spotting Scope** Very similar to binoculars, it provides higher zoom levels.
- Rangefinder** In addition to high zoom levels, the rangefinder provides you with automatic distance readings for better calculating your shot.

GPS

You will never get lost with this GPS, which provides latitude and longitude readings, and allows you to place markers for tracing your route.

HUNTING ACCESSORIES

WEAPONS

12 Ga. Semi-Auto. Shotgun



Quick reloading and accurate rifled slugs make the 12 gauge semi a great hunting choice. Accurate range can be more than 100 yards, but the heavy slug creates a lot of drop at longer ranges.

12 Ga. Pump Shotgun



This shotgun holds five rounds of buckshot. This shotgun is a great choice for close range hunting, but is limited to about 50 yards.

.30-30 Lever-Action Rifle



This century-old hunting classic continues to be popular today. A heavy bullet and short barrel combine to make the .30-30 a perfect choice for hunting in thick woods or brush.

.308 Bolt-Action Rifle



The .308 doesn't feature quite the same flat shooting trajectory as some of the smaller calibers, but its accuracy and stopping power are still top notch. The .308 packs a punch at any distance.

.300 Magnum Bolt-Action



The .300 Mag is one of the most accurate hunting rifles in the world. With properly sighted optics, this rifle can consistently down the biggest trophies at extremely long ranges.

.30-06 Bolt-Action Rifle



The .30-06 bolt action rifle is a hunting classic with the ability to cleanly take down game at long range. With a good scope, this is a great rifle for beginners and experienced hunters alike.

.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 experience this rifle can be a hunter's best friend.

.30-06 Semi-Auto. Sportster



The .30-06 is one of the most used calibers, and this semi-automatic model allows quick reloads and follow-up shots. It is capable of firing with reasonable accuracy over long distances with good optics.

7mm Semi-Auto. Rifle



The 7mm Magnum is capable of really dialing long distance with a very flat trajectory and tight, long-range patterning. In the hands of a skilled shooter, this rifle is the best choice for long-range accuracy and stopping power.

.44 Magnum Pistol



The .44 Magnum is a hard hitting pistol at close range, but the heavy, wind resistant bullet severely limits its range.

Compound Bow



A high tech compound bow that weighs 4 pounds but features a 75 pound draw weight. This is the ultimate in bow hunting technology.



Employed by archery traditionalists, this recurve features a 60 pound weight at a 28 inch draw. No let off means you can't hold the bow drawn for very long. There are no sight pins on this bow, so practice is essential in developing a good shot.

and many more...

LURES AND DECOYS

The items under this category are used for attracting game or for increasing your stealth ratings.



Attract horned and antlered game with these synthetic antlers.



Used to lure moose.



Attracts rutting bucks.



Used for luring elk.



This is a basic deer call.



Attracts rutting bucks.



Use this scent to lure in bucks.



Choose the right decoy for the species you're hunting and the animal might get fooled.



A very good camouflage structure which when set on the ground makes you almost invisible to game animals.

and many more...

THE AUTOMATIC TRACKING SYSTEM

This gives you valuable information on the movements of game animals, indicating the direction and age of the trail together with the species that the animal belongs to. Tracking results are according to your character's tracking experience.



HUNTING LOCATIONS IN BIG GAME HUNTER

Alaska



Alaska is a very mountainous state, with 17 of the 20 highest peaks in the country. You will also find many lakes and rivers. This is a beautiful state, and although it can get quite cold, the weather is generally not as brutal as most people think.

Alberta



Alberta is home to very diverse terrain. You will find meadows, marshes and prairies. Even though it is known as one of Canada's three Prairie Provinces, only about 25 percent of the region is treeless.

Arizona



This area of Arizona has rocky mountains surrounding desert basins. It is also a notoriously dry state.

British Columbia



British Columbia is Canada's westernmost province, bordering on the Pacific Ocean. It is also one of the more mountainous areas of Canada. About three-quarters of the land is covered with forest.

Montana



Montana is the fourth largest state in the country. It is a beautiful area, with a mixture of forests, plains, granite peaks and lakes.

Northwest Territories



Most of the Northwest Territories is below the treeline, where there are soft forests. The land that is above the treeline is mostly tundra.

Quebec



Quebec is the second largest province in Canada. The richly forested land is filled with rounded hills, carved out long ago by glaciers.

Texas



Texas is a state of great terrain diversity. In this area of Texas, you will find hills covered with pine trees, interspersed with areas of flat plains.



WILDLIFE IN BIG GAME HUNTER

POLAR BEAR



The polar bear is actually the largest land carnivore. Adult males measure 95-100 inches in

total length and weigh 1,100-1,300 pounds. Seals are their main prey, and they hunt them all over the Arctic. Polar bears hunt for seals on the ice pack. They will lie in front of a breathing hole for hours waiting to grab a seal coming up for air. Many times bears just lie on the ice like a snowbank.

SITKA BLACKTAIL



The sitka blacktail is native to the wet coastal rain forests of southeastern Alaska and northwestern

British Columbia. Transplants have expanded its range. Sitka blacktails are smaller and stockier than Columbian blacktails and generally have smaller horns. Blacktails are gregarious, forming herds of mixed sexes.

MOOSE



The moose is the largest member of the deer family. Moose are heavy, long-legged, short-necked ruminants.

standing 5 to 6.5 feet tall at the shoulder and weighing to approximately 1,800 pounds. The brown coat is coarse and shaggy, becoming grizzled with age. The enormous antlers in the males (bulls) are characteristically palmate with projecting tines. Mainly found near rivers and bog areas. They feed on vegetation in the water. They are large animals that require a lot of food to survive.

WOLF



The wolf is a powerful animal with a broad head, robust limbs, large feet, and deep but narrow chest. A

northern male may be about 6.5 feet long, including the bushy, 20-inch tail, and weigh 44 to 175 pounds. Southern races of wolves tend to be smaller than northern ones. The fur of the wolf is dense, long and soft. The fur on the upper body, though usually gray, may be brown, reddish, black or whitish, while the belly and legs are usually yellow-white.



BIGHORN



The bighorn's body is compact and muscular; the muzzle, narrow and pointed. The ears are short and

pointed and the tail is very short. Bighorn sheep are gregarious, sometimes forming herds of over 100 individuals, but small groups of 8-10 are more common. Rutting season is in the autumn and early winter, and births take place in the spring. Mating for the desert bighorn, however, can last from July to December.

CARIBOU



Caribou differ from all other deer in that both sexes have antlers. However, the female antlers are smaller and

less ornate. The antlers themselves are long, with moderate branching on both the main beams and forwardly pointing brow tines. Color varies from whitish to nearly black, but in general is grayish or brownish with lighter underbelly. They are usually found in herds.

DALL SHEEP



Dall sheep are sure-footed animals who have a rough pad on the bottom of their two-toed, spread-out

hooves; they move well on rough, uneven ground. Their height is about 3 feet tall at the shoulder. They have a tarry coat that varies from white to grayish. They eat grass, leaves, herbs, twigs and shoots. In the winter, they eat lichens. Most of the year, these sheep gather in segregated herds, some consisting of all rams, and others containing ewes plus their lambs.

PRONGHORN



Also known as prongbuck or pronghorned antelope, the pronghorn stands about 2.5 to 3.25 feet at the

shoulder. It is reddish brown with a short, dark-brown mane, white belly, two white bands on the throat, and a large circular white patch on the rear. Both sexes bear erect horns that branch into two prongs, the longer curving backward and the shorter projecting forward. They are the only living animal with doubly-branched horns. Lives alone or in small bands in summer and forms large herds in winter.



Cabela's BIG GAME HUNTER



Cabela's BIG GAME HUNTER

COUGAR



The cougar's fur is short and reddish-brown to grey-brown with white on the underside and the tail is black-

tipped. It has a small head, big ears, powerful jaws, long, pointed canine teeth, and sharp, retractable claws on each foot. They can kill large animals by pouncing on the back and breaking their neck. The cougar is strongly territorial, claiming an exceptionally wide range, and is solitary even by cat standards, avoiding its own kind except to mate.

JAVELINA



The javelina's coat is bristly and is grey to grizzled black in color. On the shoulders is a yellowish band that runs under

the neck, and gives this peccary its name. The ears are small and round, and the eyes are beady. Short legs support the barrel-like body. They are most active at dawn and dusk and rest during the hottest part of the day. Javelina mark territories with a skunk-like odor that is detectable from hundreds of feet away. It eats a variety of plants, including the prickly pear cactus, roots and mushrooms.

WHITETAIL



Whitetail, common woodland deer, is an important game animal. White-tailed deer refers to the white

underside of the tail, which is held aloft like a signaling flag when the animal is alarmed or running. The adult white-tailed deer has a bright reddish brown summer coat and a duller grayish brown winter coat. The belly of the deer is white. The male has forwardly curved antlers that bear a number of unbranched tines. Whitetail deer feed on a variety of vegetation, depending on what is available in their habitat.

COUES DEER



The coues deer is a subspecies of the whitetail deer. It is much smaller than most of its eastern cousins.

Coat color is grayish-brown salt-and-pepper with white underparts. The tail is all white on the underside, gray to reddish-black on top, and is often carried high as an alarm signal. These smaller whitetails appear to have much larger tails than whitetails in the East. The coues deer is an herbivore and feeds on many trees and shrubs. Generally lives alone or in small groups.

STONE SHEEP



Stone sheep are found in the southern Yukon and northern British Columbia. They are silver grey to black with

white patches on the rump, forehead, muzzle, and hind legs. Adults are about 3.5 feet in height and weigh between 125-200 pounds. Spread of horns averages from about 25-30 inches on average. Stone sheep are grazers and browsers. They eat grasses and other plants, forbs and sedges.

MOUNTAIN GOAT



Although goat-like, mountain goats are more closely related to antelopes than to true goats. They are stocky, with a

slight hump at the withers and stand about 39 inches at the shoulder. Both sexes bear short, slightly backward-curving horns. The hair is coarse, white, and shaggy over a thick, woolly underbelly, and a beard frames the slender muzzle. The blackish hooves and horns stand out in contrast. Mountain goats eat a variety of plants, such as moss, lichen, and other scrub foliage. They live in small bands.

GRIZZLY



The grizzly is the second largest terrestrial North American carnivore and, like the larger polar bear, has a

prominent hump over the shoulders formed by the muscles of its massive forelegs. Their color ranges from nearly white or ivory yellow to black. Adults weigh 550-770 pounds and the female about half that. Although it is considered to be a meat-eater, plants make up most of its diet. In the winter, it puts on up to 400 pounds of fat, becoming very lethargic. The grizzly is a solitary animal.

ELK



The North American elk, or wapiti, are related to the whitetail, but are much larger. An adult bull elk stands

about 130 inches tall at the shoulder and weighs about 650-770 pounds. The color of the elk's coat ranges from reddish brown in summer to dark brown in winter. Elk have long, blackish hair on the neck that is considered its mane. Male elk are notable for their impressively large antlers, which can reach up to 6 feet long. They also consume shrub and tree twigs and leaves. Elk are sociable animals.

MULE DEER



The mule deer is stockier than the related white-tailed deer. It stands 3-3.5 feet at the shoulder and is yellowish

to reddish brown in summer, grayish brown in winter. The tail is white with a black tip. The male has antlers that fork twice above a short line near the base; a mature male normally bears five tines on each antler. Mule deer are browsers and eat fresh green leaves, twigs, lower branches of trees and various grasses. The mule deer lives alone or in small groups.

BROWN BEAR



Brown bears are closely related to the grizzly bear. Adults are 48-84 inches long, and 300-550 pounds in weight. They

have dense fur close to the skin and long, coarse guard hairs. They have a big head, a long muzzle, and a large hump on their shoulder. Coat color is variable, ranging from grayish white through bluish and brownish shades to almost black. Brown bears feed on mammals, fish, vegetable materials and honey. They are generally solitary animals.

MUSK OX



The male musk ox weighs about 600 pounds. The female musk ox weighs about 400 pounds. Musk oxen resemble

bison but they are smaller and have very long coats. Both male and female musk oxen have very large heads capped with curving horns. The brown hair is the longest hair of any American animal. It can grow 3-6 ft. long. The breeding season reaches its peak in mid-August.

BLACK BEAR



Black bears are the smallest of the North American bears. Adult bears stand about 29 inches at the shoulders

and measure about 60 inches from nose to tail. Black bears are omnivorous and feed on a wide range of foods, depending on what is available. Black bears can also be efficient predators of deer fawns and moose calves. In some areas of coastal British Columbia and Alaska, they also feed on spawning salmon. The black bear hibernates between five and seven months each year.

WILD BOAR



Wild boars have a coat of long bristly hairs thickening into a mane on the neck and shoulders. They are usually

black and sometimes brown or grey in color. The upper tusks curl out and up along sides of the mouth. The lower tusks are smaller; they turn out slightly rising outside the mouth. Wild boars are shorter than domestic pigs and can grow to a maximum length of 6 feet. One of the most distinguishing physical characteristics of the wild boar is the sturdy looking front and a back that slopes down to a much lighter rear end.

COYOTE



The coyote, also called prairie wolf, brush wolf, or little wolf, is a member of the dog family. Smaller and more

lightly built than the wolf, the coyote stands about 24 inches at the shoulder, weighs about 20-50 pounds, and is about 3 to 4 feet long, including its tail. The fur is long and coarse and is generally grizzled buff above and whitish below, with reddish legs and a bushy, black-tipped tail. There is, however, considerable local variation in size and color. It lives in a burrow and hunts alone or in relays.

SHIRAS MOOSE



The shiras moose, sometimes called Wyoming moose, is the smallest subspecies of the moose family.

Adult males can weigh 1,200 to 1,400 pounds and are generally brownish black. Their antler spread can top 60 inches, and their height is about 7 feet at the shoulder. Cow moose tend to be about three-fourths of the size of bulls.

CANADIAN MOOSE



Canadian moose are bigger than the shiras species, yet smaller than the Alaskan variety. With a height of

more than 7 feet at the shoulders and a weight that can sometimes top 1,400 pounds, this animal is an impressive size.



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