

OPEN SEASON™



UBISOFT

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:

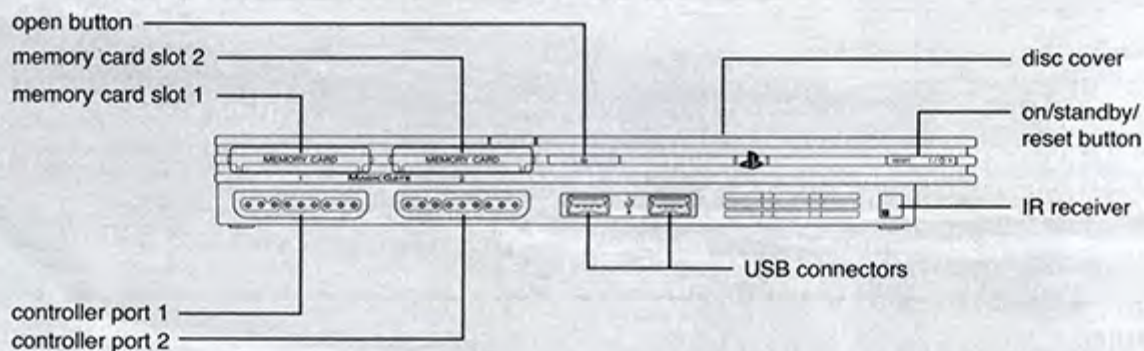
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



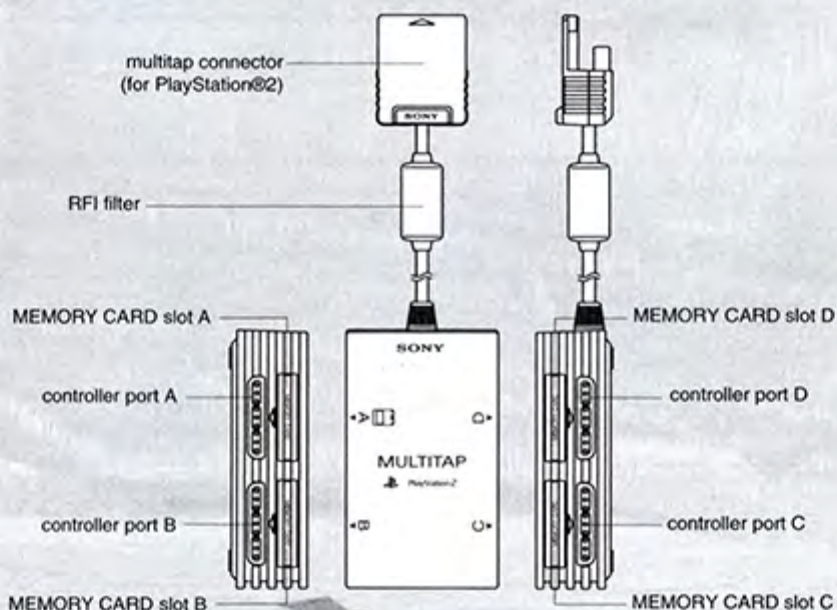
Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the **Open Season™** 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.

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.

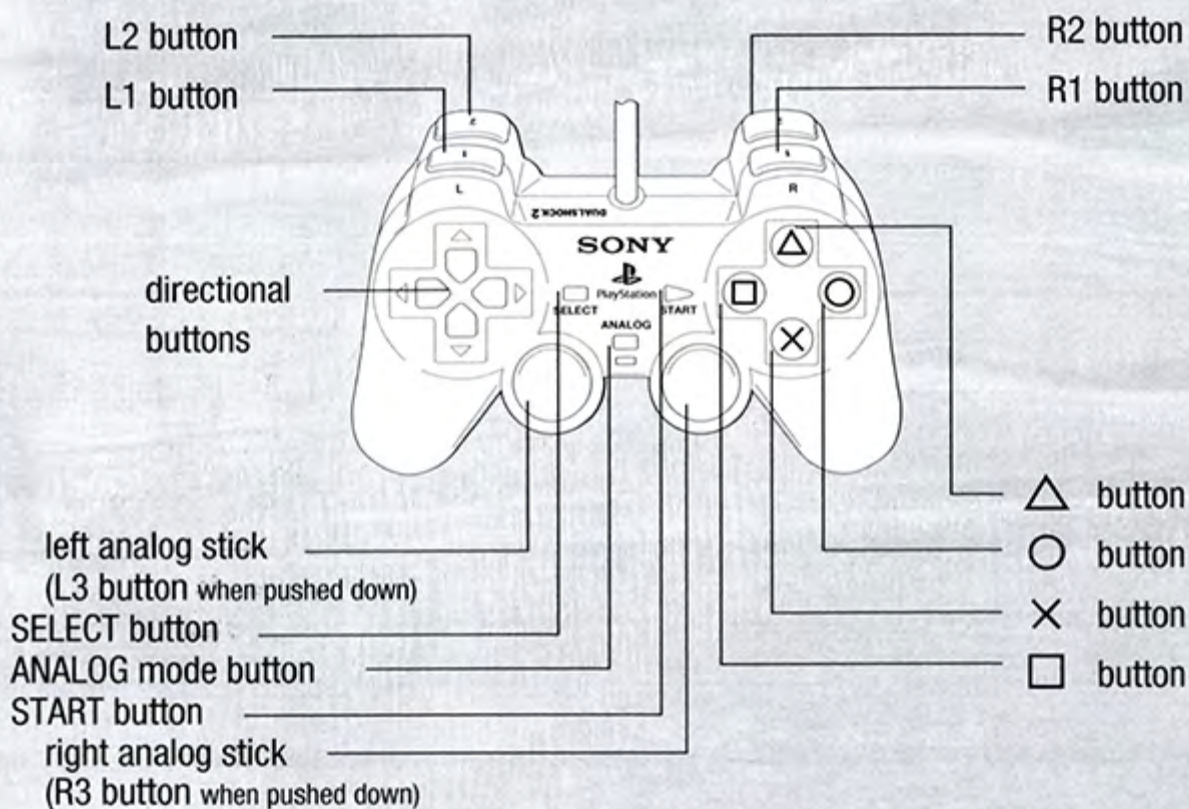
Multitap (for PlayStation[®]2)

This game supports up to four players in the **Wild Challenges** only. To play up to four players, you must plug the multitap (for PlayStation[®]2) into controller port 1 only of the PlayStation[®]2.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Basic Menu Controls

- Press the left analog stick or the directional buttons to browse or cycle through the different options.
- Press the **×** button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the **△** button to return to the previous screen.



Boog Controls

| | |
|---------------------------|--------------------|
| Boog Movement | left analog stick |
| Camera Movement | right analog stick |
| Roar | ⊗ button |
| Grab/Throw | ⊙ button |
| Talk | ⊞ button |
| Call Elliot | △ button |
| Hide | R1 button |
| Smell | L1 button |
| Run | R2 button |
| Move Camera Behind Player | R3 button |
| Cancel a Throw | L3 button |
| Show's Boog's Energy Bar | SELECT button |
| Pause Game | START button |
| First-Person Camera | L2 button |

Elliot Controls

| | |
|---------------------------|--------------------|
| Elliot Movement | left analog stick |
| Camera Movement | right analog stick |
| Jump | ⊗ button |
| Grab | ⊙ button |
| Talk | ⊞ button |
| Taunt | △ button |
| Run | R2 button |
| Move Camera Behind Player | R3 button |
| Show Elliot's Energy Bar | SELECT button |
| Pause Game | START button |
| First-Person Camera | L2 button |

INTRODUCTION

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned mule deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into some trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and to make matters worse, he and Elliot suddenly realize that hunting season is now open!

All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that crazy Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!



PLAY THE GAME

Start Menu

Press the **START** button to begin.



Create Profile


When the game starts, the **New Adventure** screen is displayed. Create your profile.



To create your profile name, use the left analog stick to move around and select each letter by pressing the **X** button. When you're done, press the **START** button to confirm.



Main Menu

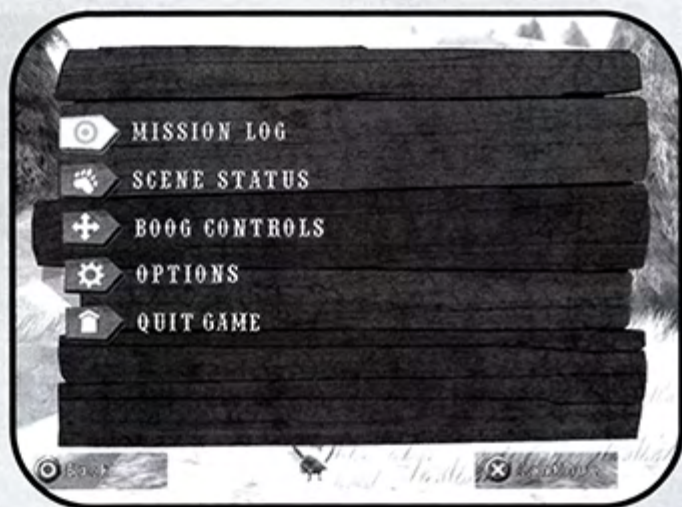
Use the left analog stick or the directional buttons to navigate this menu. Press the  button and select Start Adventure to start playing.



- **Start Adventure:** Start a new adventure or continue your current adventure.
- **Replay Scenes:** Replay a scene you've unlocked.
- **Wild Challenges:** Play all seven wild Open Season™ mini-games. Five are unlockable through Boog's adventures.
- **Beth's Scrapbook:** Collect Ranger Badges and add them to Beth's Scrapbook.
- **Wild Academy:** Boog can learn new Wild Skills. The more Wild Style Points he earns throughout his adventure, the more he learns!
- **Options:** Adjust various settings. The settings you choose are saved to the current game.
- **Credits:** View the list of people who helped create this game.
- **Quit Game.**



Pause Menu



- **Mission Log:** Check your current mission description and progress.
- **Scene Status:** Check the number of Ranger Badges and Wild Style Points earned so far in the scene.
- **Boog/Elliot Controls:** Quick reminder of the controls for the current playable character.
- **Options:** Adjust various settings. The settings you choose are saved to the current profile.
- **Quit Game.**



THE CHARACTERS



Boog

Boog is the reluctant hero of *Open Season*[™]. This 900-pound bear wants nothing more than to continue living in the tranquil town of Timberline with his friend Ranger Beth, who rescued him as a cub. Boog is really comfortable living around humans and is the main attraction of the local nature show. He has absolutely no wildlife skills and would be at a complete loss if he ever had to "rough it" in the woods.



Elliot

Elliot is a pesky, fast-talking mule deer who arrives in Timberline missing an antler and strapped to the hood of a truck — thanks to the fanatical hunter Shaw. As the runt of the forest, Elliot comes across as a pest, but all he really wants is to be accepted. After he persuades Boog to untie him, their lives are changed forever.





Beth

Beth is a kind, good-natured park ranger who loves animals. She's the one who found Boog as a small cub and raised him.



Gordy

Gordy is the town sheriff and Beth's friend. He likes Boog, but feels that animals belong in the wild, not in Beth's garage.



Shaw

Shaw is a mean and pitiless hunter who thinks hunting should be allowed anytime and anywhere. He is the scariest hunter in the forest and perhaps more than a little crazy.



McSquizzy



A Scottish Highlands rebel, he's the leader of the Furry Tail Clan and the Guardian of the Pine. While all the squirrels are fiercely protective of their trees, nobody messes with McSquizzy.

Rosie and Maria



Don't tangle with these two ladies. If you dare to be around them, watch out, because they've got hot tempers and a sassy comeback every time. Cross their path and you'll get a stinky surprise!

Giselle



A beautiful mule deer who renders Elliot speechless, Giselle is the shining star of the forest's herd. Quick-witted and strong-willed, she puts up with Ian but secretly has a soft spot for runty Elliot and will try to help him — if nobody is watching!

Ian



Ian is a big, strong, and good-looking leader of the deer herd. He's proud of the lame jokes he makes. As the herd's alpha male, he picks on Elliot every chance he gets.





Serge

Serge is the leader of the traumatized duck squadron. These ducks just can't take being shot at anymore and refuse to fly. It's rumored they talk with a secret code.



Reilly

The construction foreman of the forest, Reilly the beaver is an extreme perfectionist who takes great pride in the building of his dam. He is a thorough worker who gets the job done come heck or high water — and has plenty to say when Boog messes up his work.



Miss Feathers

The Wild Skills teacher has been educating the creatures of the forest for generations. Boog is the oldest student she has ever had, but Elliot was the most trouble.



Buddy

It's difficult to get close to someone with so many quills, which is sad because this loner is in constant search of a hug. He doesn't understand that he's downright painful to be around.



HUNTERS

OPEN SEASON HUNTERS



TRAPPER

Easy -
Throw into traps.



LOGGER

Easy - Flees to shack
and shoots from it.



SKINNY

Medium -
Neither slow nor fast.



BOAT

Medium -
Scared only by
animal in boat.



HEAVY

Easy - Shoots
and runs slow.



DUCK

Medium -
Found in marshes.



STINKY

Medium -
Cannot be skunked.



SHAW!

Boss -
Nastiest hunter and
a total head case.



WEEKEND WARRIOR

Tough - Shoots fast.
Resists animals latched
onto his head.



BEAR

Tough -
Roars - don't
work on him!
Shoots fast!

It's Open Season, so Boog and Elliot are bound to encounter hunters. The hunters would like nothing more than to catch the biggest prize of them all — a bear!

Use Boog's Wild Skills to scare away the hunters.

- The first attack will stun the hunter.
- The second attack will scare away the hunter for good.



A question mark over a hunter's head means he is searching for Boog. Hide from the hunter before he spots you.



An exclamation point appears over a hunter's head when he sees Boog. Use your Wild Skills to take on the hunter, or run away and hide from him.



DEEP IN THE FOREST



Butterflies

Follow the butterflies. They identify objects you can interact with and places you should visit.

Traps and Campfires

Animal traps and campfires can be used against hunters. But be careful, because they can hurt Boog as well!



Berry Bushes

Smell your way around the forest and you will find berry bushes. Eating berries will restore some of your health.

Ranger Badges



Find and collect Ranger Badges throughout the game. Each Ranger Badge collected will be added to Beth's Scrapbook. After you finish a scene, you can go to the Main Menu and open the Scrapbook to look at your new Ranger Badge and discover something new about the forest! Complete a collection of Ranger Badges and unlock cool rewards!





Wild Style Points


These are points collected by doing wild activities in the forest such as scaring hunters, finding hidden Ranger Badges, and helping animals.

BOOG'S WILD SKILLS

Aimed Throw

- When Boog is holding Elliot or a skunk, press and hold the  button until you see the aiming arrows.
- Move the left analog stick to aim.
- Release the  button to throw.
- To cancel any Aimed Throw click the L3 button.

Quick Throw

- When Boog is holding any animal, press the  button to quickly throw the animal.

Smell

- Boog can smell hidden objects.
- Press and hold the L1 button to use the smell skill and find new objects.
- Hidden objects are identified with a colored mist.

Hide and Sneak

- Approach a hunter from behind without being seen and you will automatically start to Hide and Sneak.
- Press and hold the R1 button to hide. The timer icon turns red when your hiding time is up and you've been spotted.
- When up close to the hunter, use one of the other Wild Skills to stun or scare away the hunter.

Timer Icon



Roar



- The Proximity icon appears when you are very close to a hunter. You can then press and hold the **X** button to bring up the Roar Meter and let go before the meter reaches the end.

- A Wild Roar is when you let go of the **X** button while in the red section of the Roar Meter scaring away the hunter for good.



Charge

- Press and hold the R2 button and run in a straight line to change to a four-legged run.

BOOG AND HIS ANIMAL BUDDIES

When Boog arrives in the wild, he is not welcomed by the animals of the forest. By performing specific tasks for hostile animals, Boog will earn their friendship. He can then use them to stun or scare away the hunters.

Elliot

- Throw Elliot at hostile animals to distract them.
- Once Boog learns the Ultimate Elliot Survival skill, throw Elliot at a stunned hunter to scare him away for good.

Rabbits

- Pick up and Quick Throw rabbits near hunters to distract them.
- When Boog is holding a rabbit in his hand, press and hold on the **C** button to use the Cross Hare. Aim at the hunter's head and release the **C** button. The rabbit will fly and latch onto the hunter's head and then stun him.



Skunks

- Use skunks as stink bombs by aiming and throwing them near hunters. Hint: If you aim the skunk in the right spot, the hunter will run into nearby traps and campfires.
- Aim and throw the skunk directly onto the hunter's head to get the First-Person Skunk. Press the **○** button repeatedly to spray and stun any nearby hunters with the skunk's stink.

HINT: This is really useful to stun and scare away groups of hunters.

Squirrels

- To get a squirrel out of a tree, throw Elliot at the tree or run and charge into the tree.
- Throw a squirrel near any tree. The squirrel will climb the closest tree and shower any hunter close to it with acorns.
- Try a Hide and Sneak behind a hunter and latch a squirrel onto his head by pressing the **○** button to begin the First-Person Squirrel. Press the **○** button to throw acorns at the surrounding hunters. Hit a hunter twice with acorns and he is scared away for good.

HINT: This is really useful to stun and scare away groups of hunters.

WILD CHALLENGES

Choose Wild Challenges from the Main Menu and challenge up to four of your friends in seven hilarious mini-games using multitap (for PlayStation®2). Five are unlockable during Boog's adventure.

Rabbits Everywhere!

Press the **○** button to grab a rabbit and throw it in the big burrow. Carrots attract many rabbits. The highest score wins!


Log Challenge!

Jump from log to log using the left analog stick. Press the **○** button repeatedly to spin your log to unbalance another player or counter the players' spins. The last one standing wins!



Flowers for My Deer!

Every deer wants a bouquet of flowers. Press the  button to grab flowers of the correct colors. Deliver your complete bouquet to the deer to score points.

Press the  button to drop whatever you are holding. The first player to reach 10 points wins!


Shake that Butt!

Watch Buddy carefully to know when to shake your butt and when to stop. Move the left analog stick quickly and repeatedly left and right to shake off the porcupine. Fill up your Shake Bar first to win!


Duck Chorus!

Watch Serge's quack sequences and then match them. May the best quacker win!

Rise, Rise to the Top!

Press the  button to raise your platform only when it's your turn. First team to the top wins!

Wild Memory

Run to a burrow and press the  button to reveal the hidden object. Find the other identical object to earn points. The highest score wins!



Register this game now and stay in the know!

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Thanks,
The Ubisoft Team

Open Season™ Proof-of-Purchase



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Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

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This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

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Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling (919) 460-9778 (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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If all else fails you can write to us at:

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IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

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Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

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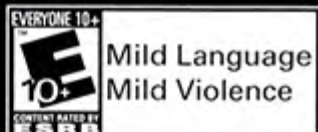
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