

# KINECT



**WARNING** Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to **www.xbox.com/support** or call Xbox Customer Support.

For additional safety information, see the inside back cover.

### **Important Health Warning About Playing Video Games**

### 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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play 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.



starting t																								
games																								. 3
ice Break	er	1	BE	a	,	H	UI	It	er	,	n	iN	Já	3										. 3
Hogwhack	69																							. 3
Bikin9																								
Kayakin9																								_
wave Rid																								
Fishing																								
Skeet		853//64	8301/	111.3		SOL	W. 3	(C.56		-	-	-	-	-	-	-	-		-	-	-	-	. 72	77 1 1 1 1 1
Sporting																								
Archery .																								
How to get																								
HOOK LIVE								•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	10
connecting																								10
family set	tin	99	3																					10
braaiua Kiu							400	19/500	4550	923	150		15	13.		-	7570	160	1074	0.00		-	-	13
				1				•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	

# STARTING THE GAME

Cabela's Adventure Camp features two modes of play - Cabela's Cup and Free Play. Watch out for Greg, he can be a menace. He may drop things in your path to slow you down.

# Cabela's Cup

Welcome to the Cabela's Cup competition! Choose your character and play a quick game of Bear, Hunter, Ninja to determine who gets to pick the week's activities. Every week ends with an exciting game of Hogwhacked. Have fun and be safe at Cabela's Adventure Camp!

# Free Play

This mode is designed to allow you to jump in and play your favorite game, alone or with your friends and family.

# My Cabin

Here you can check out the gear you have collected, view your trophies and your games stats.

# Griefing

During a multiplayer session, the players not actively playing may "grief" the player currently active in the game. As a "griefer," your goal is to hinder the active player from completing their objective. Note that in activities where two people are actively playing, griefing is not active. Use an Xbox 360 Controller for griefing.

# **Games**

# ice Breaker / Bear, Hunter, Pinja

Rock, Paper, Scissors with a summer camp twist! Hunter beats Bear, Bear beats Ninja, Ninja beats Hunter. Best 2 out of 3 wins. In Cabela's Cup, the winner will get to pick the events for the week.

# Bear pose Raise both hands above your head like a standing bear. Put your hands in front of your body like you are holding a firearm. Raise one leg and bring both hands to your shoulders like you're ready to strike.

# Hogwhacked

You will have 3 chances to whack the groundhogs in the order that they sing. Each round adds an additional note to their song.

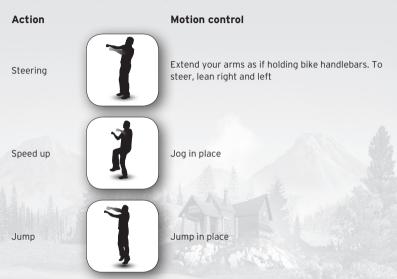
To start the game, hit any of the groundhous on the head

To start the game, filt any of the gro	ununogs on the nead.
Action	Motion control
Groundhog selection	Point at the screen with your hand to move the hammer
Hitting the Groundhog	Swing your hand down over the groundhog

# Bikin9

Race downhill while collecting coins along the way. Look out for falling trees. Winner is determined by highest score.

Griefing Controls: The griefing is controlled by pressing the correct combination of buttons. The combo must be performed fast enough to work. With multiple griefers, the first person to complete the combo will cause Greg to act on the action.



# Kayakin9

Paddle down rapids while collecting coins along the way. Look out for falling rocks. Winner is determined by highest score.

Griefing Controls: The griefing is controlled by pressing the correct combination of buttons. The combo must be performed fast enough to work. With multiple griefers, the first person to complete the combo will cause Greg to act on the action.

# Action Motion control Extend your arms as if holding a paddle. To steer, Steering lean right and left Imitate a paddle gesture alternating left to right to Speed up speed up. Overturn Lean from left to right two times in a row. Each Capsize lean will rock the kayak. Jump Jump in place

# wave Riding

Race through different zones of the camp lake. Collect required amount of coins to unlock the next zone. Look out for whirlpools! Winner is determined by highest score.

Griefing Controls: The griefing is controlled by pressing the correct combination of buttons. The combo must be performed fast enough to work. With multiple griefers, the first person to complete the combo will cause Greg to act on the action.

# Steering Pull one hand back to chest while the other is still extended. Lean right and left for gradual steering Extend your hands outward from your chest. The futher you strech, the faster you will go. Jump in place

Catch fish of the same color as the pattern on the screen. Try to complete all patterns before time runs out.

To start the game, reach outward to "grab" fishing pole.

### Action

# Casting the line overhead

### Motion control

Imitate an overhead "casting motion" with your hand. The movement starts with a hand raised up above head and ends in front of your body.

Pulling in the fish



Raise your arm to imitate pulling the hook out of the water.

Casting underhand



Imitate a low "casting motion" with your hand. Start with your hand pointed down at your side. "Cast" forward with your hand.

Choose bait (Stage 2 only)



Point left hand at bait on screen. Swipe from left to right or right to left to "scroll" through the 3 types of bait.

# Skeet

Watch for the right moment and shoot them down. Track with your left hand and fire with your right, lever action style (pump down). Take out more skeet than your opponent.

To start the game, reach outward to "grab" shotgun.

# Action Motion control Point at the screen using your left hand Aimina Use your right hand to gesture a "Lever action-Shoot style" pumping.

# Sporting Clays

Similar to skeet except there are 5 stations to shoot from and each one gives you a different shooting angle to the Clay machines. You only have 5 rounds of ammunition for 5 clays at each station, so don't miss.

To start the game, reach outward to "	'grab" shotgun.
Action	Motion control
Aiming	Point at the screen using your left hand
Shoot	Use your right hand to gesture a "Lever action- style" pumping.

# Archery

Using a bow and arrow each player takes out as many moving, wooden targets as possible before time runs out. See a high score target? Take it out before your friend. Shoot as many targets as you can before time runs out.

To start game, reach outward to "grab" bow

# Action Motion control With left arm straight and pointed towards the floor, pull right arm upward towards chin Imitate the gesture of holding a bow with arrow ready. Use the left hand to point and aim at screen. Extend right arm away from body, either to the side or upwards, gesturing the release of the arrow.

# HOW to Get Help with KineCT

Learn More on Xbox.com. To find more information about KINECT, including tutorials, go to www.xbox.com/support.

# HOR LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

# Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www. xbox.com/live/countries.

# family settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

Go to the websites below to find out more about Cabela's Big Game Hunter: Hunting Party and other great Cabela's video games.

www.ActivisionHunts.com

www.facebook.com/ActivisionHunts

www.youtube.com/ActivisionHunts

# notes

### SOFTWARE LICENSE AGREEMENT

IMPORTANT.-READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW.
"PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH
SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS
LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character annes, stories, dialog, catch trasses, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors.

This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use: see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- · Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in any or-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- · Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.



Make sure you have enough space so you can move freely while playing. Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. Make sure children using KINECT play safely and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

**Stop and rest** if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.

# **CUSTOMER SUPPORT**

Note: Please do not contact Customer Support for hints/codes/cheats.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: All support is handled in English only.

Phone: (800) 225-6588

Phone support is available from 7:00am to 7:00pm (Pacific Time) every day of the week



activision.com

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067

### 76646226US

© 2011 Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. The ratings icon is a registered trademark of the Entertainment Software Association. KINECT, Xbox, Xbox, 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. All other trademarks and trade names are the properties of their respective owners.