

XBOX 360

Cabela's

Cabela's
**BIG GAME
HUNTER**
2012

ACTIVISION



⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

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.

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STARTING A GAME

Cabela's Big Game Hunter 2012 features two modes of play - Story and Gallery

Gallery – There are three types of shooting galleries you can access: Arcade, Reflex, and Target.

- **Arcade:** Hunts where you shoot as many animals as you can to obtain a high score.
- **Reflex:** Players shoot animals in a presented order for added bonuses.
- **Target:** Players shoot a variety of targets including the classic clay pigeon.

Story – In single player Story mode, play as John Sharp, a professional hunter who has been befriended by a wealthy member of the Order of Orion, a prestigious hunting organization. John Sharp is taken to a variety of locations across the globe. Only by progressing through story mode does the player get the opportunity to prove himself in a final challenge that will secure his place in the Order.

Calibration – To get the most out of your TOP SHOT ELITE controller, use the calibration function in the Control section of the Options menu. This will adjust the positioning and the speed of the on-screen targeting reticle. See page 5 for more information.

DETECTION MODE – Detection Mode is your friend. Throughout the story gameplay, you'll be able to use Detection Mode regularly to help detect important story elements. These include animal tracks, hunting blinds, and areas that could give your position away.



STORY MODE VIEW



SMALL GAME - This keeps a running tally of the small game that you have bagged over the course of each level.

RETICLE - The on-screen reticle shows where you're currently aiming. Also, reticle changes shape depending on the firearm you're using.

SCORE - Your current score.

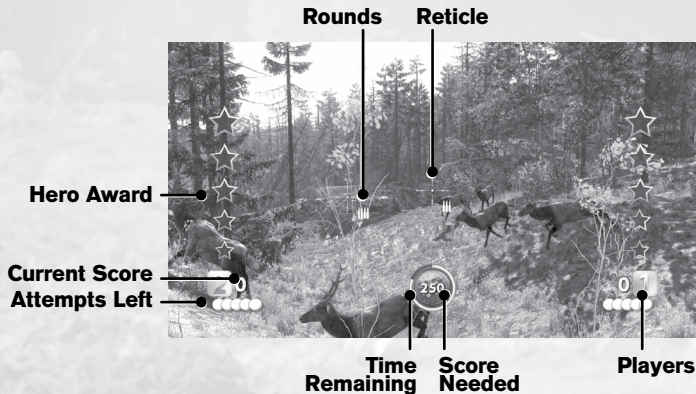
ROUNDS - This represents the total number of cartridges in your magazine. Don't worry, we've given you unlimited ammunition.

TIPS FOR STORY GAMEPLAY:

- If you are unfamiliar with a firearm, use the shooting ranges to practice. Find the shooting ranges in several of the Day 1 regional hunts.
- Earn extra points to upgrade your firearms and gear by completing the optional challenges.
- Don't forget to explore each level, you never know what you may find.



SHOOTING GALLERIES VIEW



PLAYERS - In Co-op or Versus play, each player has their own HUD. Player one on the right Player two on the left.

CURRENT SCORE - Your current score.

ATTEMPTS LEFT - You start with 5 attempts in 2 player mode and 10 playing solo. Every time you fail to meet the required checkpoint score you lose a token.

HERO AWARD - The player earns a multiplier for shooting several animals in a row. The more hits in a row without missing the bigger the multiplier.

RETICLE - The on-screen reticle shows where you're currently aiming. Also, the reticle changes shape depending on the firearm you're using.

TIME REMAINING - Informs you of how much time you have until the next checkpoint.

SCORE NEEDED - Informs you how many points are needed to clear the current checkpoint.

ROUNDS - You have unlimited ammunition in Gallery mode, but your rifle can only hold 4 shots at a time. Your shotgun can hold only two shells.

TIPS FOR GALLERY GAMEPLAY

- Use your shotgun for birds and your rifle for everything else. Using the wrong firearm will not give you the full points for shooting the animal.
- Don't shoot the Does! Shooting Does will dramatically reduce your score.
- Reload faster by using the pump action on the Top Shot Elite.
- Combos are needed for the highest scores. Each time you hit an animal without missing, you gain a larger combo bonus - miss a shot and your combo ends!

USING THE TOP SHOT ELITE

The Top Shot Elite was created to enhance your gameplay. For the best experience, please play 6-8 feet from the TV. The following information will help answer additional questions you may have.

Set-up: Please follow the Quick Start Guide included separately in the box.

Sensor Bar: Ensure that the Sensor Bar is on and facing forward ("back" is labeled). Once placed, double check that the position in your Options Menu matches where you have placed your Sensor Bar (above or below your TV).

Calibration: Follow the in-game instructions. If you need to view these instructions again you can find them in the Options Menu under Calibration.

Deadzone: This pertains to story mode only and determines how far you need to move your reticle on screen to look around. The smaller the deadzone, the less you need to move your reticle. The deadzone does not set the size of your screen.

For more information go to the Options Menu or visit activisionhunts.com and watch the videos included within the News section labeled Top Shot Elite How-To Guides.



MULTIPLAYER

Multiplayer gameplay is available in Gallery mode as either 2 player simultaneous or up to 4 player hot seat.

VERSUS - For 2 players, Versus Multiplayer allows you to go head to head with a friend at the same time using two controllers.

HOT SEAT - For 2-4 players, Hot Seat Multiplayer lets you take turns with up to 3 of your friends using the same controller.

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

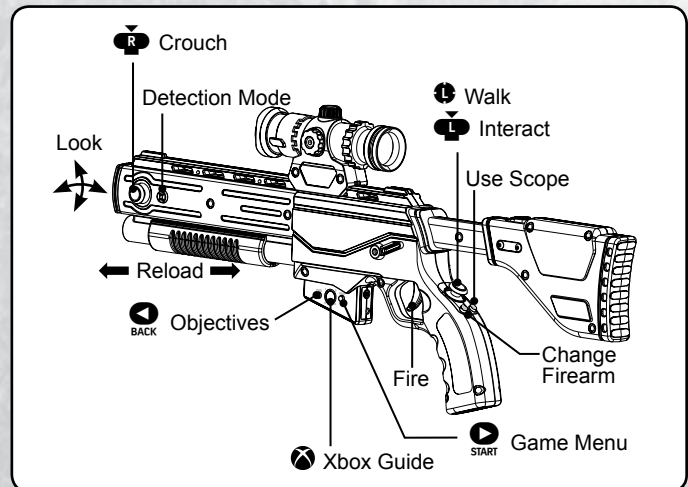
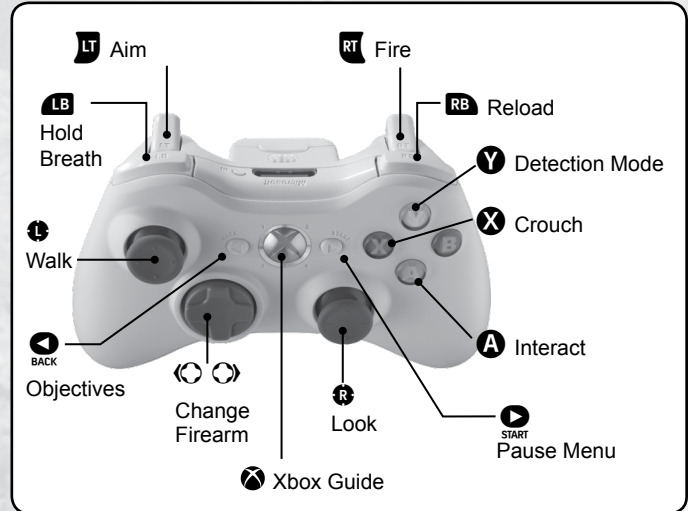
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

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.

CONTROLS





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.

Please see the Limited Warranty contained within our Software License Agreement for warranty replacements. Our support representatives will help you determine if a replacement is necessary. If a replacement is appropriate we will issue an RMA number to process your replacement.