

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.

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.

Starting a Game

For additional info on how to play the game, please visit Activisionhunts.com

Cabela's Dangerous Hunts 2013 features three modes of play: Story, Maneater, and Shooting Galleries.

Story Mode

Play as Jacob Marshall, an American park ranger on the hunt of his life in Africa. You'll hunt some of the most exotic and dangerous game in the world, possibly even the fabled Black Lion. As you progress through the story, you'll gain insight into Jacob's past and have a chance to bring closure to past tragedy - but to succeed, you'll have to survive the most dangerous hunt imaginable.

Maneater Mode

The name of the game is survival. Play on your own or with a friend in split-screen, and survive through ten rounds of escalating waves of maneating predators.

Shooting Galleries

In Shooting Galleries, there are two game types you can access: Arcade Plus and Reflex Plus.

- Arcade Plus: Hunts where you shoot as many animals as you can to obtain a high score.
- Reflex Plus: Players shoot animals in a presented order for added bonuses.

Unlocking Stages

When you first start the game, certain levels will be locked in all modes.

- To unlock the next story mode level, complete the current story mode level you are playing.
- To unlock Maneater and Shooting Galleries levels, you'll need to find deer skull collectibles, which can only be found in Story mode. These are sometimes in hard-to-find places, so keep an eye out!

Top Shot Fearmaster

The Top Shot Fearmaster is the latest in the Top Shot peripheral series. New this year is the addition of heart rate sensors, which allow you to use real breathing techniques to "master your fear" and maximize your in-game shot stability. A steady shot means easier shots, particularly with the hunting rifle.

For all firearms, your heart rate and steadiness affect your accuracy. This can be seen via the dynamic reticle on the screen.

The Top Shot Fearmaster works the same way in both Maneater and Story modes. In Gallery Arcade mode, there are certain moments where a steady shot will give you maximum points. These moments use the same breathing technique described on the next page.





Setting up the Top Shot Fearmaster

To set up the TSF to work with your Xbox 360 console, please refer to the instruction sheet that came with the peripheral.

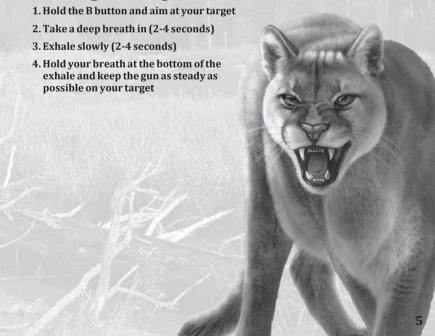
To calibrate your Top Shot Fearmaster, access the "Settings" portion of the Control section of the Options menu. Here you can adjust the sensitivity of the reticle, toggle the position of your sensor bar, and configure how far the cursor will move on screen without affecting the camera, and also set the difficulty level for Fearmaster stability.

Shot Stability States and The Breathing Technique

If you use the Top Shot Fearmaster, your heart rate and the steadiness of your gun directly affect shot stability when aiming down the scope with the rifle. There are four possible scenarios:

- · Zero: View is blurry, aim is unsteady
- Poor: View is clear, aim is unsteady
- Good: View is clear, aim is steady, target's vitals become visible
- Excellent: Same as "Good", plus extra zoom and automatic retargeting every time you take a shot. Can move from target to target this way until your shot stability breaks or you run out of ammo in your clip.

Shot stability can be achieved using the following technique:



Multiplayer
Multiplayer gameplay is available in Maneater mode as 2 player split-screen cooperative and in Shooting Galleries as either 2 player simultaneous or up to 4 player hot seat.

Maneater

Split screen cooperative survival with optional and required objectives you'll need to accomplish.

Completing optional objectives allows access to magnum ammo, health, and regular ammo. Required objectives are protection missions, repairing radios, and hunting targeted animals. Failure to achieve these objectives when they pop up will result in a game over.

Two stages - Overwatch and Breakthrough - have a special setup. One player (the "Sniper") is in a safe, elevated position. He has to cover the other player, (the "Scout"), who must accomplish objectives on the ground.

Shooting Galleries Versus

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

Shooting Galleries Hotseat

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



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We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, please contact us at the phone number below.

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