

 XBOX 360.

HUNTER'S TROPHY 2

EUROPA



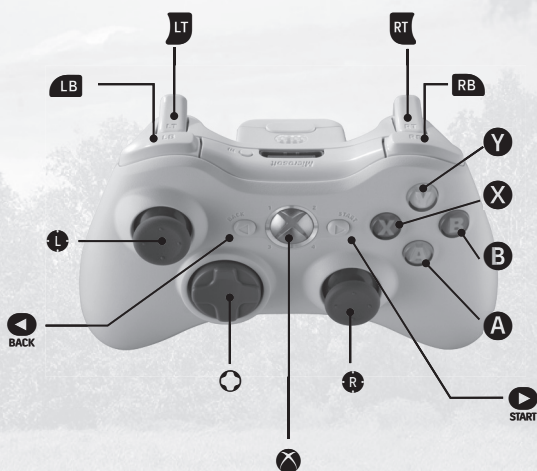
CONTENTS

CONTENTS	2
GETTING STARTED	3
GAME CONTROLS	3
MAIN MENU	5
GAME SCREEN	6
GAME MODES	7
THE SHOOTING TOURNAMENT	7
HUNTING TIPS	8
CREDITS	9
GUARANTEES	10
HOTLINE	10

UTILISER LES MENUS

To navigate in the game menus, use the left stick or the **↑**, **↓**, **←**, **→** directional buttons to highlight an option. Then press the **A** button to confirm and the **B** button to cancel / go back.

XBOX 360 CONTROLLER



CONTROLS	ACTION	
	HUNTER	DOG
	Move	Point of view
	Point of view	
	Action	Action
	Crouch	
	Reload	Jump
	Expand/Contract radar	
	Run	
	Shoulder weapon	Run
	Concentration	
	Shoot	Advance
	Pause Menu	
	Objectives	

Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

TYPE OF SCOPE

IN THE OPTIONS MENU, ACCESSIBLE FROM THE GAME'S MAIN MENU OR PAUSE MENU, YOU CAN CHANGE THE TYPE OF SCOPE.

TRADITIONAL

THIS IS THE TRADITIONAL FPS MOVEMENT MODE: THE CROSS-HAIRS ARE ALWAYS IN THE MIDDLE OF THE SCREEN. WHEN THE MOUSE IS MOVED RIGHT OR LEFT, THE CHARACTER TURNS WHILE FOLLOWING THE CAMERA'S POINT OF VIEW.

FREE CURSOR

THE CROSS-HAIRS ARE MOVED WITH THE MOUSE. TO TURN THE CAMERA, YOU HAVE TO POINT THE CROSS-HAIRS AT THE EDGES OF THE SCREEN.

MIXED CURSOR

THIS IS A MIXTURE OF THE PREVIOUS TWO TYPES OF SCOPE. WHEN THE HUNTER MOVES, HIS TYPE OF SCOPE IS THE "TRADITIONAL" TYPE, BUT HE SWITCHES TO "FREE CURSOR" WHEN HE SHOULDERS HIS WEAPON, USING THE RIGHT MOUSE BUTTON

MAIN MENU

HUNTING SEASON

YOU CAN START/CONTINUE YOUR HUNTING SEASON OR LAUNCH A HUNTING WEEKEND.

SHOOTING TOURNAMENT

THIS MODE HAS FOUR TRIALS PLAYABLE BY 1 OR 2 PLAYERS, WHERE ONLY YOUR ACCURACY AND REFLEXES ARE EVALUATED: TRAP SHOOTING, SHOOTING AT MOVING TARGETS, SHOOTING AT FIXED TARGETS OR DUCK SHOOTING.

OPTIONS

THIS MENU LETS YOU ADJUST THE FOLLOWING SETTINGS:

- **CHANGE THE TYPE OF SCOPE;**
- **CHANGE CONTROLLER;**
- **HUNTER AND DOG CONTROLS;**
- **ADJUST THE VOLUME AND SOUND.**

GAME SCREEN



1) OBJECTIVES: SUMMARY OF THE CURRENT OBJECTIVE AND PROGRESS IN THE HUNTING PLAN.

2) GAME: ANIMALS IN THE HUNTING PLAN THAT CAN BE TAKEN (INCLUDING PESTS).

3) RADAR: DISPLAYS IMPORTANT INFORMATION ABOUT WHAT'S AROUND YOU: THE LOCATION OF THE GAME, ITS PERCEPTIONS AND STATE OF STRESS, THE POSITION OF THE DOG, THE HUNTING SPOTS, THE SPOOR TO EXAMINE, THE HUNTING CABINS

4) CONCENTRATION GAUGE: THIS GAUGE EMPTIES WHEN THE HUNTER HOLDS HIS BREATH. WHILE THIS HAPPENS, TIME SLOWS DOWN AND THE HUNTER IS MORE STABLE, SO HE CAN SHOOT MORE EFFICIENTLY.

5) CROSS-HAIRS: THIS MARKS THE SPOT THE WEAPON IS AIMING AT. THE BIGGER IT IS, THE LESS ACCURATE YOU WILL BE.

6) AMMUNITION INDICATOR: DISPLAYS THE AMOUNT OF AMMUNITION REMAINING IN YOUR WEAPON.

7) STANDING/CROUCHING/LYING STATUS: INDICATES THE POSITION THE HUNTER IS IN. CROUCHING AND LYING DOWN LET YOU HIDE BETTER.

8) PERCEPTION: WHEN THE ANIMAL NOTICES YOU, THESE ICONS INDICATE IF IT HAS HEARD YOU, SMELLED YOU OR SEEN YOU.

9) STRESS GAUGE 1: IF THE GAME NOTICES YOU, THIS STRESS GAUGE FILLS UP, AND THE ANIMAL IS THEN ALARMED AND ON GUARD UNTIL YOU HIDE.

10) STRESS GAUGE 2: WHEN THE STRESS GAUGE 1 IS FULL AND THE ANIMAL IS STILL AWARE OF YOU, OR IF IT HAS JUST NOTICED YOU WITH TWO DIFFERENT SENSES, THIS STRESS GAUGE FILLS UP QUICKLY. IT INDICATES THAT THE ANIMAL IS ABOUT TO FLEE.

GAME MODES

HUNTING SEASON

THIS GAME MODE HAS YOUR HUNTER PROGRESS FROM BEGINNER TO EXPERT BY OBTAINING THE 5 HUNTING PERMITS AND PARTICIPATING IN DIFFERENT HUNTING PLANS IN ORDER TO OBTAIN AS MUCH EXPERIENCE AS POSSIBLE AND UNLOCK ALL THE WEAPONS AVAILABLE IN THE GAME.

YOU CAN ALSO PRACTISE SHOOTING AND TRY OUT YOUR WEAPONS AT THE SHOOTING STAND.

HUNTING WEEKEND

THE HUNTING WEEKEND LETS YOU GO TO THE DIFFERENT REGIONS FROM “HUNTING SEASON” MODE. EACH REGION HAS DIFFERENT HUNTING PLANS AND ACTIVITIES THAT LET YOU SCORE MORE POINTS AT THE END OF THE DAY. AT THE END OF THE DAY, YOU OBTAIN A SCORE THAT IS POSTED IN THE ON-LINE GAME LEADERBOARD.

THE SHOOTING TOURNAMENT

THIS GAME MODE CONSISTS OF 4 TRIALS WHERE YOU HAVE TO SCORE AS MANY POINTS AS POSSIBLE. EACH OF THEM CAN BE PLAYED SOLO OR AGAINST ANOTHER PLAYER.

SHOOTING AT FIXED TARGETS

IN THIS TRIAL, YOU SHOOT AT NON-MOVING TARGETS WHEN THEY APPEAR. THE NUMBER OF POINTS YOU SCORE DEPENDS ON HOW FAR AWAY THE TARGETS ARE.

THERE ARE THREE TYPES OF TARGETS:

- **SIMPLE TARGETS: SHOOTING THEM SCORES YOU THE SAME NUMBER OF POINTS;**
- **PRECISION TARGETS: IF YOU HIT THE CENTRE OF THE TARGET YOU SCORE MORE POINTS THAN IF YOU HIT THE EDGE;**
- **RED TARGETS: IF YOU HIT ONE, YOU LOSE POINTS.**

SHOOTING AT MOVING TARGETS

THIS CHALLENGE TESTS YOUR REFLEXES. YOU HAVE TO SHOOT AT GAME SILHOUETTES BEFORE THEY DISAPPEAR. BUT MAKE SURE YOU DON'T SHOOT AT THE SILHOUETTE OF A DOG. THAT WILL MAKE YOU LOSE POINTS.

DUCK SHOOTING

THE GOAL OF THIS TRIAL IS TO SHOOT AT WAVES OF DUCKS FLYING IN FRONT OF YOU. IF A DUCK LANDS ON THE WATER, MAKE SURE YOU DON'T SHOOT IT OR YOU WILL LOSE POINTS.

TRAP SHOOTING

IN THIS TRIAL, SEVERAL SERIES OF CLAY PIGEONS ARE THROWN IN FRONT OF YOU. YOU HAVE TO HIT THEM TO SCORE POINTS. THE CLAY PIGEONS SCORE YOU MORE POINTS WHILE THEY ARE RISING THAN WHEN THEY ARE DESCENDING.

HUNTING TIPS

-
- **MAKE SURE YOU DON'T MOVE TOO QUICKLY WHEN NEAR AN ANIMAL, AS THE NOISE OF YOUR FOOTSTEPS MAY ALARM IT AND CAUSE IT TO FLEE!**
- **TO GAIN ADDITIONAL EXPERIENCE, TAKE DOWN AS MANY PESTS AS POSSIBLE.**
- **IF THE GAME STARTS TO RUN, YOU STILL HAVE A FEW SECONDS TO KILL IT BEFORE IT FLEES.**
- **IF YOU COME TOO NEAR AN ANIMAL, IT WILL SPOT YOU AND FLEE.**
- **ONCE YOU ARE CROUCHING, ANIMALS CAN NO LONGER SEE YOU UNLESS YOU MOVE.**
- **ONCE LYING DOWN, ANIMALS CAN NO LONGER SEE YOU AND YOUR SHOOTING STABILITY IMPROVES.**
- **"SHOULDERING" IMPROVES SHOOTING ACCURACY.**
- **HOLDING YOUR BREATH SLOWS DOWN TIME AND INCREASES STABILITY. DOING IT FOR TOO LONG MAKES THE HUNTER BRIEFLY LOSE STABILITY.**
- **IF YOU HAVE THE IMPRESSION THAT THE HUNTING PLAN IS TOO DIFFICULT, IT MEANS YOU ARE PERHAPS NOT EQUIPPED WELL ENOUGH.**
- **WHEN YOU GO UP A LEVEL OF EXPERIENCE, YOU CAN UPGRADE THE HUNTER'S SKILLS.**

CREDITS

BIGBEN INTERACTIVE

HEAD OF SOFTWARE GROUP
BENOÎT CLERC

HEAD OF MARKETING GROUP
ISABELLE HOUZET

SENIOR SOFTWARE PRODUCT MANAGER
ANTOINE CADORET

SOFTWARE PRODUCT MANAGER
RÉGIS FONTENAY

TRADE MARKETING MANAGER
FABRICE POISBLAUD

WEB DESIGNER
DELPHINE MICHAUX

MARKETING ARTIST MANAGER
CAROLINE LEBRUN

MARKETING ARTIST
ALLAN BAUMGARTNER

KYLOTONN ENTERTAINMENT

STUDIO MANAGER
ROMAN VINCENT

CREATIVE & ART DIRECTOR
YANN TABELLINI

PRODUCTION MANAGER
ISABELLE PENVEN

PRODUCTION ASSISTANT
SUZANNE PENIN

ADMINISTRATIVE TEAM
MAYLIS CHAUDIÈRE
DIDIER MASSERET

LEAD GAME PROGRAMMERS
HARDOUIN POUZET
FLORIAN PERNOT

GAME PROGRAMMERS
GUILLAUME SWIATEK

TECHNICAL DIRECTOR
BENOIT JACQUIER

ENGINE PROGRAMMER
ERIC CANNET

ADDITIONAL ENGINE PROGRAMMER
QUI-ĐON NGUYEN

GAME & LEVEL DESIGNER
CYRIL LEFORT

ADDITIONAL LEVEL DESIGNERS
KEVIN SULTAN

LEAD ARTIST
AMAURY BEYRIS

2D/3D ARTISTS
PIERRE-DANTE DELBOULLE
JULIEN REULIAT
DANI SANTOS

ADDITIONAL 2D/3D ARTISTS
DIDIER QUENTIN
THIMOTHÉE SADOWSKI

LEAD UI ARTIST
PASCAL POUVEREAU

UI ARTIST
AXEL CRÉMONT

LEAD 3D ANIMATOR
HUGO TOUZÉ

3D ANIMATOR
YANN COURTOIS

ADDITIONAL 3D ANIMATOR
THIBAUT BARBAROUX

SOUND DESIGNER
NICOLAS SIGNAT
ROMAN CABEZOS

MUSIC COMPOSER
MARKUS SCHMIDT

LOCALIZATION
CYBIONE / SÉBASTIEN SOULIER

ADDITIONAL ART
STUDIO ELVEN / ELINORE YUAN

GUARANTEES

BIGBEN INTERACTIVE INCORPORATED ALL THEIR INTERACTIVE GAME KNOW-HOW INTO THIS PRODUCT TO GUARANTEE YOUR COMPLETE SATISFACTION AND TO GIVE YOU MANY HOURS OF ENTERTAINMENT.

IF AT ANY TIME WITHIN ONE HUNDRED EIGHTY (180) DAYS FOLLOWING THE PRODUCT'S PURCHASE DATE IT BECOMES DEFECTIVE UNDER NORMAL OPERATING CONDITIONS, BIGBEN INTERACTIVE PROMISES TO EXCHANGE IT UNDER THE CONDITIONS DEFINED HEREAFTER.

AFTER THIS PERIOD OF ONE HUNDRED EIGHTY (180) DAYS, BIGBEN INTERACTIVE ACCEPTS TO EXCHANGE THE DEFECTIVE PRODUCT FOR SHIPPING AND HANDLING CHARGE OF 15 PER ITEM.

TO EXCHANGE THE DEFECTIVE PRODUCT, SEND YOUR SOFTWARE IN ITS ORIGINAL PACKAGING (EXCLUDING THE PROTECTIVE WRAPPING), TOGETHER WITH THE ORIGINAL PROOF OF PURCHASE, A BRIEF DESCRIPTION OF THE PROBLEM ENCOUNTERED, YOUR COMPLETE NAME AND ADDRESS AND IF THE GUARANTEE PERIOD IS OVER, A CHEQUE OR MONEY ORDER IN THE AMOUNT OF 15 PER PRODUCT MADE OUT TO THE ORDER OF BIGBEN INTERACTIVE.

AFTER THE PERIOD OF ONE HUNDRED EIGHTY DAYS (180), BIGBEN INTERACTIVE WILL REPLACE YOUR GAME WHILE QUANTITIES LAST. OTHERWISE, YOUR PAYMENT WILL BE SENT BACK TO YOU.

MAILING ADDRESS: BIGBEN INTERACTIVE -CRT 2 - RUE DE LA VOYETTE - 59818 LESQUIN - FRANCE.

THE USER EXPLICITLY ACKNOWLEDGES THAT THE USE OF THE MULTIMEDIA PRODUCT IS DONE AT HIS/HER OWN RISK. THE MULTIMEDIA PRODUCT IS SUPPLIED AS IS AND WITHOUT ANY OTHER GUARANTEES THAN WHAT IS SPECIFIED HERE-ABOVE. THE USER ASSUMES RESPONSIBILITY FOR ALL THE COSTS RELATED TO REPAIRS AND/OR CORRECTION OF THE MULTIMEDIA PRODUCT.

WITHIN THE LIMITATIONS SET BY LAW, BIGBEN INTERACTIVE REJECTS ANY GUARANTEE RELATING TO THE MARKET VALUE OF THE MULTIMEDIA PRODUCT, THE USER'S SATISFACTION OR ITS QUALIFICATION TO RESPOND TO A PARTICULAR USE.

THE USER ASSUMES ALL RISKS RELATED TO A LOSS OF PROFITS, LOSS OF DATA, ERRORS, LOSS OF COMMERCIAL DATA OR OTHER ISSUES RESULTING FROM THE POSSESSION OF THE MULTIMEDIA PRODUCT OR ITS USE.

SOME LEGISLATIONS DO NOT ALLOW FOR THE LIMITATION OF AFOREMENTIONED GUARANTEES, IT IS POSSIBLE THAT IT DOES NOT APPLY TO THE USER.

HOTLINE

**BIGBEN INTERACTIVE
RUE DE LA VOYETTE, C.R.T.2 - 59818 LESQUIN, FRANCE**

**9H00-12H30 / 14H00-18H00
33 (0)892 689 543 (0,34€)SUPPORT@BIGBEN.FR**



ö bigben.
interactive