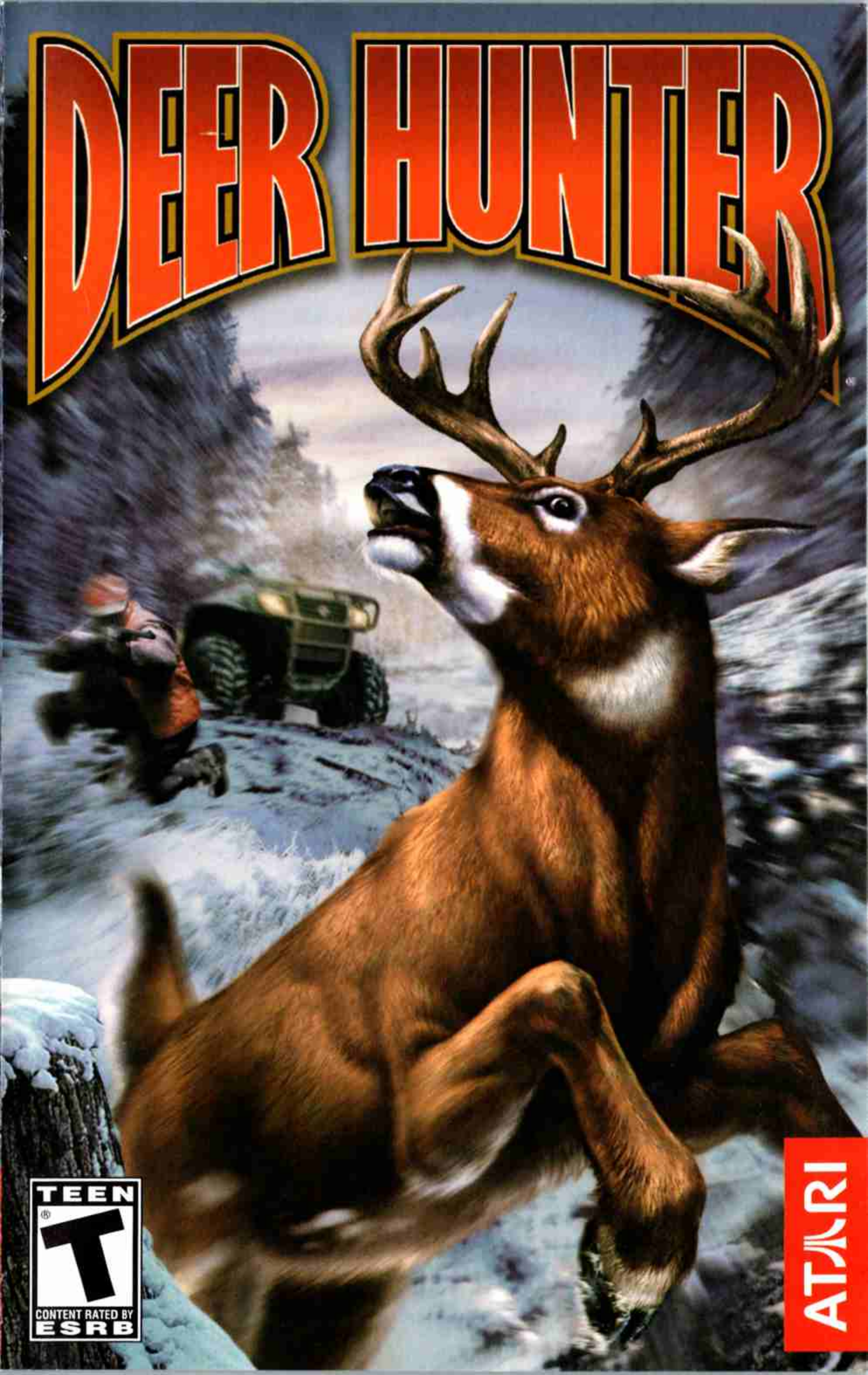


DEER HUNTER



ATARI

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:

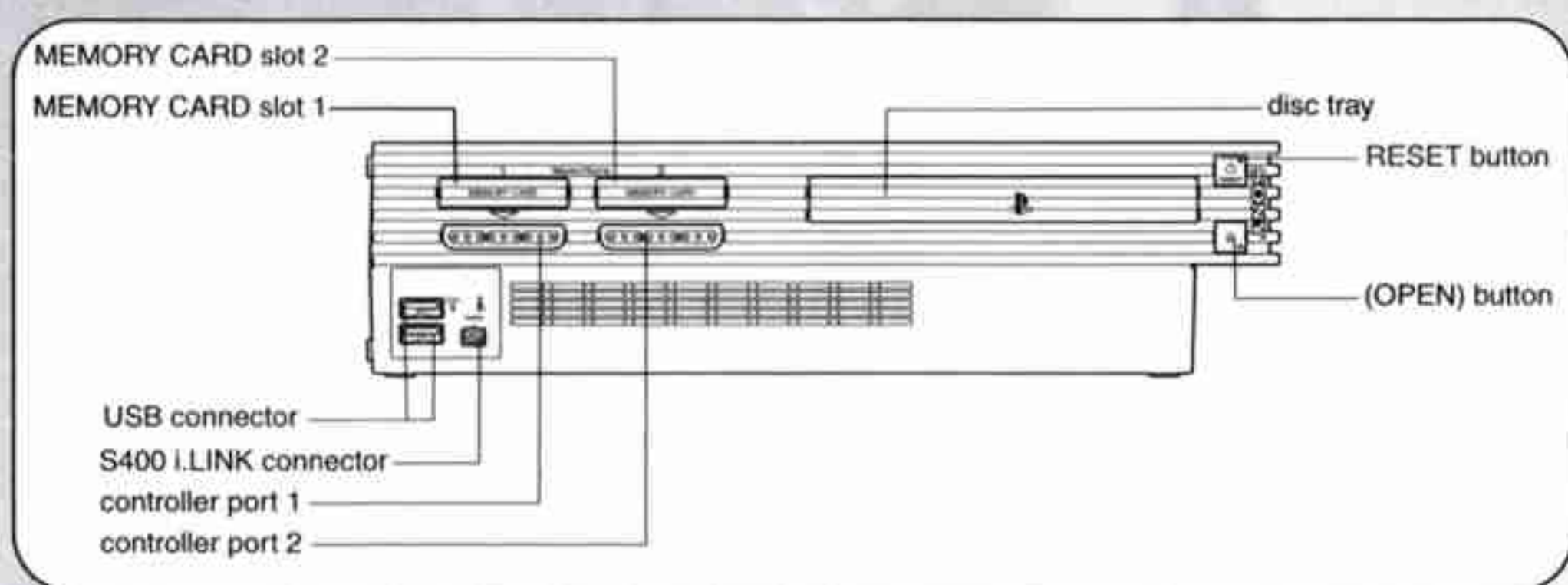
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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 standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Deer Hunter*® 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.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. *Deer Hunter* requires 130KB of free space on your memory card to save your game progress.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

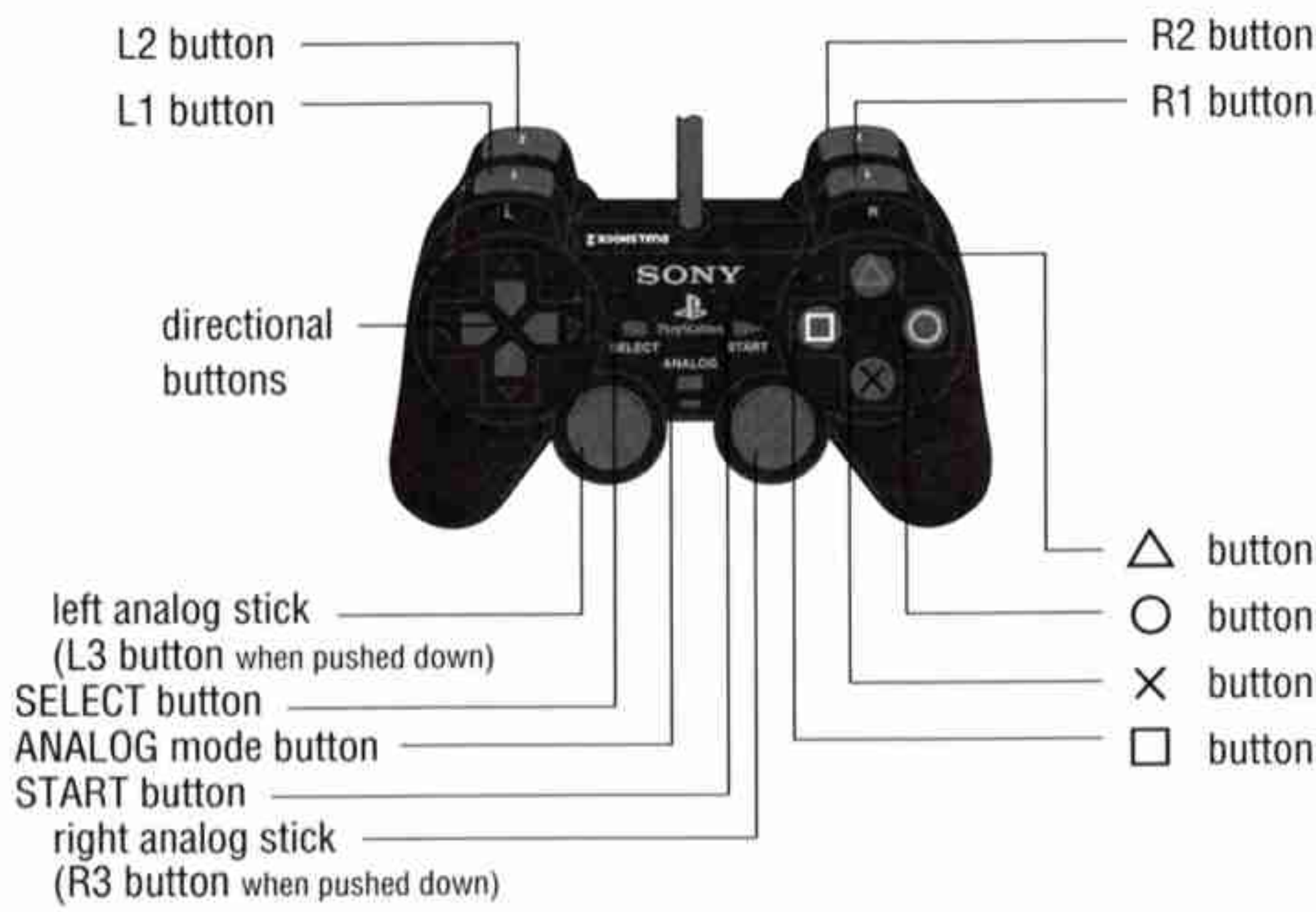
Deer Hunter supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

Network Adaptor Setup

A Network Adaptor (Ethernet/modem) (for PlayStation®2) is required to play the *Deer Hunter* game online. Be sure to follow the Network Adaptor (for PlayStation®2) instruction manual during installation.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

CONTROL	ACTION
directional buttons	Navigate menu/Toggle menu choices
× button	Accept
▲ button	Go back
START button	Skip movie

GAME CONTROLS

CONTROL	ACTION
left analog stick	Move forwards/backwards/side to side (normal view)/Zoom scope in/out (scope view)
right analog stick	Change hunter facing direction (normal view)/Aim weapon (scope view)
R1 button	Activate scope view
R2 button	Fire weapon (scope view)
L1 button	Load active weapon
L3 button	Crouch
× button	Open backpack/Use vehicle/Use item
▲ button	Deselect current item/Close backpack/Close chat window
● button (default control)	Use GPS (Global Positioning System)*
■ button (default control)	Use binoculars

GAME CONTROLS (continued)

CONTROL	ACTION
● button	Activate sighting adjustment mode (scope view)
directional buttons	Adjust weapon sights (scope view)
L2 button	Open chat window
START button	Pause Menu
SELECT button	Toggle first-person/third-person point of view

* GPS is not available in sighting mode. GPS coordinates are accurate for in-game maps only.

Note: The use item controls ("Use GPS," "Use binoculars," etc.) listed above are the default use item controls. You can re-assign these controls to other hunting items during a game (see page 15 for details).

VEHICLE CONTROLS

CONTROL	ACTION
left analog stick	Accelerate
right analog stick	Steer
▲ button	Exit vehicle

SAVING AND LOADING

You can save the progress of up to eight individual hunters. To do so during a game, press the **START button** and select Quit to Main Menu. Select Save from the Main Menu, select Yes to save and then press the **✕ button**.

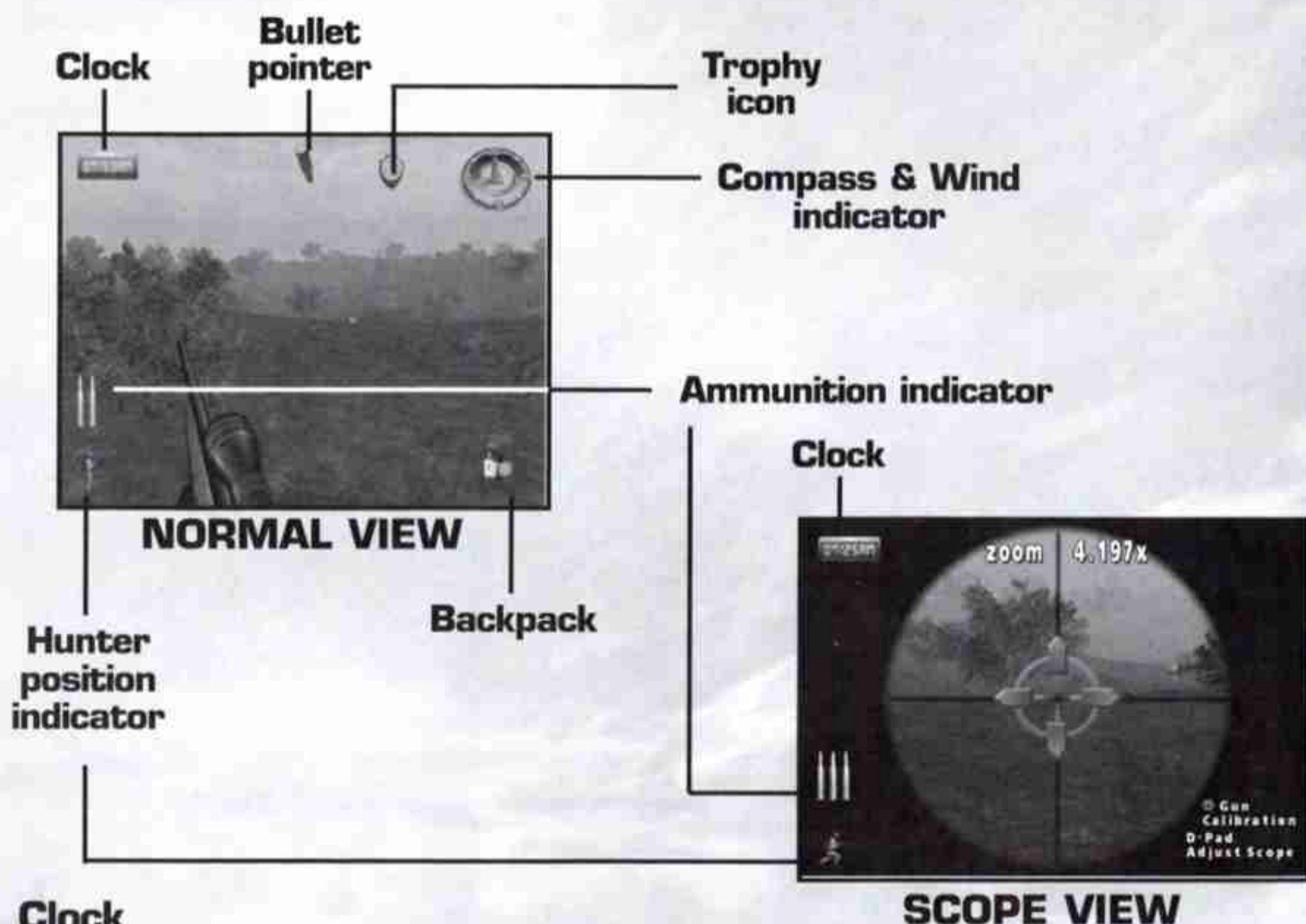
To load a game, select Load from the Main Menu. Select your previously saved game, and then press the **✕ button**.

Note: To save, *Deer Hunter* requires a memory card (8MB) (for PlayStation®2) with at least 130KB of free space inserted into MEMORY CARD slot 1.

WELCOME TO *DEER HUNTER*®

Experience all of the thrills and adventure of hunting as you stalk your prey, set up your shot and try to bag the trophy of a lifetime. You may only get one shot, so make it count!

GAME SCREEN



Clock

This is your clock, telling you what time it is in the game (don't blame us if you miss dinner!). In tournament play, the clock displays time remaining.

Bullet pointer

The bullet pointer directs you toward the nearest legal game animal. **Note:** The bullet pointer disappears at the higher difficulty settings (see "Options" on page 6).

Compass & Wind indicator

The orange pointer displays your current heading. The smaller blue pointer indicates wind direction.

Ammunition indicator

This displays how many rounds you have left before you need to reload.

Hunter position indicator

One quick glance here will show if you are standing or crouched.

Backpack

Press the **X** button to activate your backpack, use a vehicle or use an item.

Trophy icon

The trophy icon appears if you've got a downed game animal.

MAIN MENU

From any menu screen, use the **directional buttons** to navigate, see more choices, adjust sliders and toggle options ON/OFF. When satisfied with your choices press the **X button** to confirm, or press the **▲ button** to go back to the previous menu. **Note:** The game goes into Demo mode if left idle. Press the **X button** to cancel Demo mode and return to the Main Menu.



Go Hunting: Set up and begin a new *Deer Hunter* game (see page 7).

Trophy Room: View your trophies (see page 18).

Load: Load a previously saved game.

Save: Save current game data.

Options: Customize audio settings and other in-game options (see below).

Credits: View a list of the people who helped create the game.

OPTIONS

Customize your audio and gameplay settings here. Press the **X button** to accept and save your changes, or press the **▲ button** to cancel and return to the previous menu without saving. **Note:** Moving a slider to the right increases the setting; moving a slider to the left decreases the setting.



Master Volume: Adjust the volume of all in-game sounds.

Music Volume: Adjust the music volume.

Difficulty: The higher the setting, the more skittish and clever the game animals are. Also, at the higher settings, the Bullet Pointer disappears.

Simulated Time Rate: Modifies how "fast" a day progresses.

Vibration: Toggle DUALSHOCK®2 analog controller vibration ON/OFF.

Invert Y Axis: Flip the **right analog stick** control for normal view.

Swap Analog Controls: Swap the **left analog stick** and **right analog stick** controls for scope view.

Show HUD: Toggle Heads-Up Display indicators ON/OFF.

Set Analog Sensitivity: Adjust DUALSHOCK®2 analog controller sensitivity.

Set Up Network Configuration: Set up the network configuration file required for online play. See page 12, "Network Configuration Utility," for details.

PAUSE MENU

Press the **START button** during a game to display the Pause Menu, where you can choose from the following options:

Return To Hunt: Resume your hunt.

Options: See page 6, "Options."

Goal Objectives (Season mode only): Display the objectives you need to complete before unlocking the next hunting location.

Quit to Trophy Room: Exit the game and go to the Trophy Room.

Bag Counts: Display the bag limit, your current bag count and check out the trophy scores for your legally bagged game animals. In Tournament mode and Online Tournament mode, use the **right** and **left directional buttons** to view the stats of the other hunters.

Quit To Main Menu: Exits the game.



GO HUNTING

Let's go over a few things before you start hunting for world-class trophy deer, elk, bear and more.

Violations

Hunting at night is illegal.

Shooting game animals in the water is illegal.

In Tournament mode and Online Tournament mode, shooting at or near other competitors may restrict a player from firing his or her weapon. See "Tournament Options Screen" on page 12 for details.

Note: Illegally bagged animals and non-game animals such as squirrels and wild turkey are not collected as trophies.

Trophy Scoring

Official trophy scoring is based on the overall size of the game animal and the animal's antler measurement values (as appropriate).

Tracking Animals

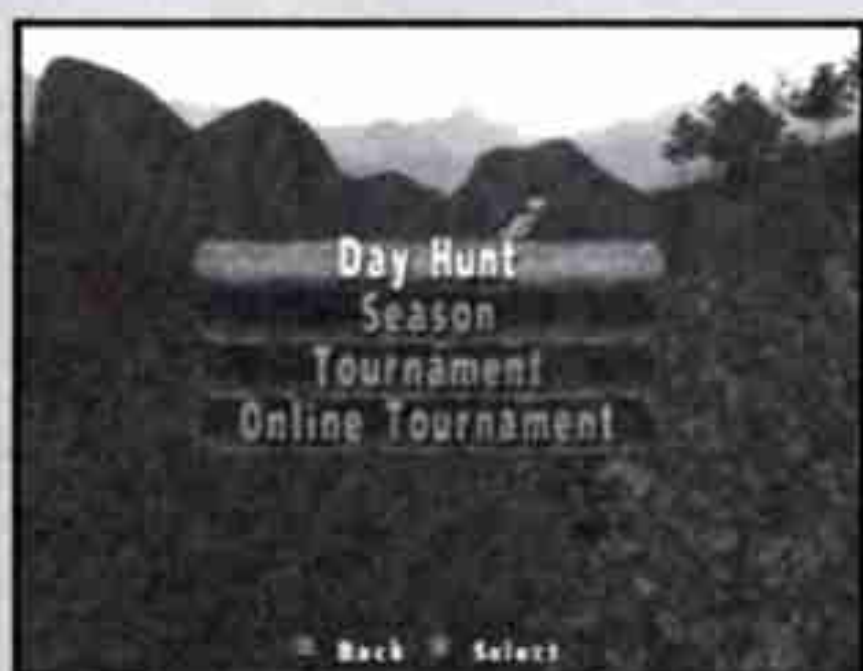
Animals leave tracks and spoor. Use these indicators to help locate game.

PLAYER SELECT SCREEN



It's time to prepare for the hunt. Select a One-Player game, or choose a Two-Player game for split-screen hunting action with a friend. **Note:** Split-screen hunting is not available in Online Tournament mode.

HUNTING MODE MENU



Day Hunt (1-2 Players): Go on a quick hunt (see below) using default equipment, or customize your backpack with particular weapons and accessories of your choosing.

Season (1-2 Players): Begin an extended, objective-based hunting adventure that spans 99+ seasons (see page 10).

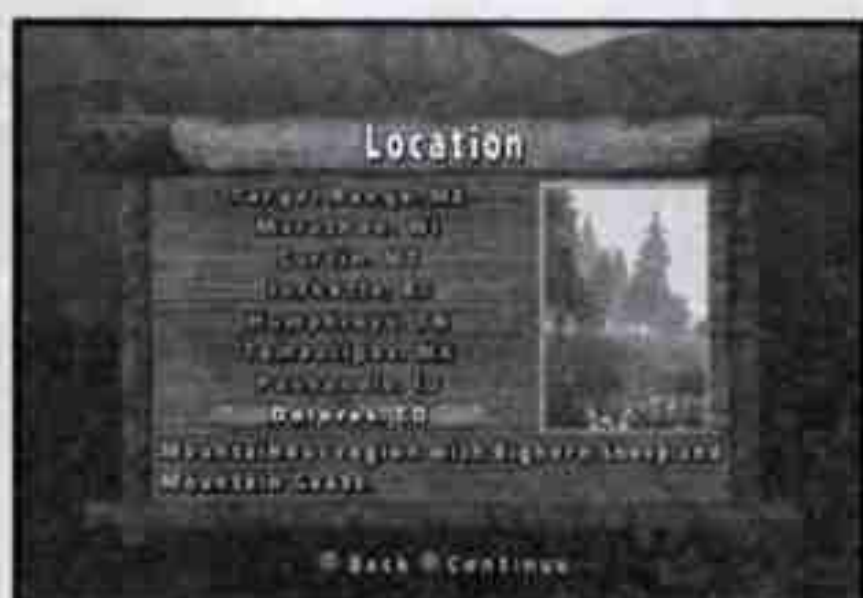
Tournament (1-2 Players): Compete in a timed tournament hunt (see page 11).

Online Tournament (1-4 Online Players): Compete in an online hunting tournament with up to seven online opponents (see page 12).

DAY HUNT MODE (1-2 PLAYERS)

Day Hunt mode is intended for fast setup and go. Select from the available hunting locations, gear-up, and then get out there and bag that monster buck! Your day hunt permit allows for up to three game animals.

LOCATION SCREEN



Select a hunting location from the available choices. You can unlock additional locations by completing objectives in Season mode.

HUNT CONDITIONS SCREEN



Choose from the available hunting conditions. These settings influence how and when you will encounter animals. You can also choose a vehicle to help you get around the selected hunting location.

Season

Animal populations and mating behavior fluctuate based on the season:

Early Fall: The rut season swings into gear for many species.

Late Fall: Many species are in the peak of the rut season.

Early Winter: The rut season winds down and survival becomes the priority.

Late Winter: Only the healthy and the strong survive.

Weather

Weather conditions affect animal behavior:

Clear: Many species will seek shelter during the middle of the day, especially in hotter locales.

Cloudy: Many species continue to feed all day.

Rain/Snow: Many species will seek shelter during storms.

Random: Animals will be as fickle as the weather.

Time of Day

Animals have certain behaviors based on the time of day:

Dawn: Many species begin to forage early in the day.

Morning: It's still early enough to find many animals out foraging.

Noon: Many species will head for cover during the middle of the day, especially in hotter locales.

Afternoon: Many species will head to the nearest watering hole during the afternoon.

Vehicle

Choose a vehicle to help you get around. **Note:** During two-player hunts, each player must use a separate vehicle; you cannot ride together.

ATV: The modern way to travel!

Boat: A puncture-resistant inflatable boat that enables you to navigate waterways.

Horse: Slower than the ATV, but less likely to disturb animals.

Snowmobile: The snowmobile provides the best traction in snow-covered terrain.

SELECT HUNTER SCREEN



You can create and customize up to eight hunters. When you are satisfied with your choices, highlight **Select Hunter** and press the **START button** to begin your hunt. Good luck!

Select Hunter: Create a new hunter, or select an existing hunter.

Edit Body Type: Choose a body style for the selected hunter.

Edit Skin: Customize the appearance of your hunter.

Edit Clothing: Customize the clothing worn by your hunter.

Edit Name: Display the on-screen keyboard and create or edit a hunter name (your hunter name can be up to 15 characters long).

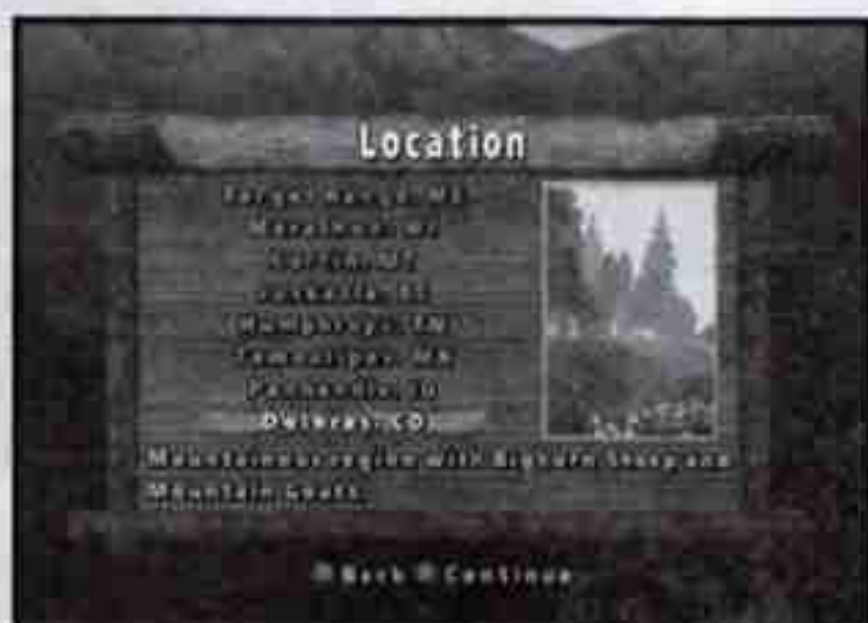
Choose Equipment: Display and modify the contents of your Backpack (see page 15).

SEASON MODE (1-2 PLAYERS)

Think you have what it takes to be a top hunter? Here's your chance to find out! You may bag up to three legal game animals per season. Each season lasts four days, and hunting always begins at dawn.

In Season mode, the game screen splits when there are two players (Player 1 is on the top half of the screen, Player 2 is on the bottom half). Also, gameplay is cooperative — this can be the perfect tool for training that rookie hunter!

LOCATION SCREEN



Select a hunting location from the available choices. Unlock additional locations by completing season goals.

SEASON GOALS SCREEN



In Season mode, you will set out to accomplish specific objectives. When you have completed all of the objectives, you can advance to the next location.

Season Goals Example

To advance to the next location, complete all of the following goals:

- Hit a bull's-eye at the target range from 100 feet with a muzzle loader.
- Hit a bull's-eye at the target range from 50 feet with a recurve bow.
- Bag a whitetail deer buck, 200 points or more, from a tree stand.

SELECT HUNTER SCREEN

Identical to Day Hunt mode (see page 10, "Select Hunter Screen"). When you are satisfied with your choices, highlight Select Hunter and then press the **START** button to begin your hunt. Good luck!

TOURNAMENT MODE (1-2 PLAYERS)

The objective of the *Deer Hunter* tournament is to be the first hunter to reach the bag limit. If the bag limit has not been reached before the time limit expires, then the hunter who has bagged the most legal game animals wins. In the case of a tie, the hunter with the highest combined trophy score wins.

LOCATION SCREEN

Select a hunting location from the available choices. Unlock additional locations by completing season goals in Season mode.

HUNT CONDITIONS SCREEN

Identical to Day Hunt mode (see "Hunt Conditions Screen" on page 9). The options available from the Hunt Conditions Screen influence how and when you encounter animals. You can also choose a vehicle.

TOURNAMENT OPTIONS SCREEN

Set the following tournament options. When satisfied with your choices, press the **X** button to begin the tournament.

Bag Limits: Choose a bag limit of 1, 2, 3 or 4 legal game animals for each competitor.

Time Limit: Choose a 5-60 minute time limit.

Shot at Hunter Penalty: Choose **No Penalty**, **Time Penalty** or **Boot**.



ONLINE TOURNAMENT MODE (1-4 ONLINE PLAYERS)

The objective of the online tournament is to be the first hunter to reach the bag limit. If the bag limit has not been reached before the time limit expires, then the hunter who has bagged the most legal game animals wins. In the case of a tie, the hunter with the highest combined trophy score wins.

ONLINE REQUIREMENTS

To play the game online, you must have the following:

- *Deer Hunter* game disc for the PlayStation®2 computer entertainment system.
- Broadband (DSL or Cable Modem) Internet connection.
- Network Adaptor (Ethernet/modem) (for PlayStation®2).
- Memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.
- Network configuration file.

NETWORK CONFIGURATION UTILITY

A network configuration file must be saved to your memory card before you can play online. To create, edit and save a network configuration, use the Network Adaptor Start-Up Disc provided with your Network Adaptor (for PlayStation®2).

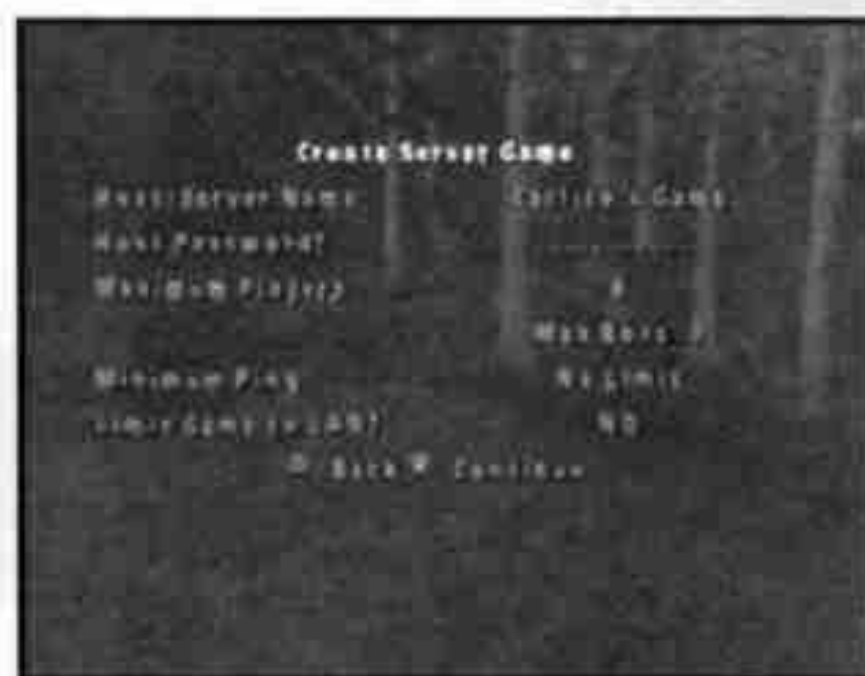
Note: *Deer Hunter* comes with NetGui built in.

ONLINE SETUP

To play the game online, choose the Online Tournament option from the Hunting Mode menu and complete the following steps.

Select a network configuration file, and then press the **X** button.

Once you have confirmed a network configuration, the Network Adaptor (for PlayStation®2) initializes automatically. This may take 10 seconds or more.



SELECT HUNTER SCREEN

When the Select Hunter screen appears, select JOIN or HOST and then press the **X button**.

JOIN GAME

Select JOIN to display servers with online hunting tournaments looking for players. The following information appears onscreen for each server:

Host: The name of the server.

Map: The current map in use (hunting location).

Num Players: How many hunters are on that map.

Ping: The connection speed (the lower the number, the faster your connection to the server).

Note: When attempting to join a game, the GameSpy lobby will display the Ping as "N/A" if you (or the server) are behind a firewall.

To display more servers, select SEARCH and press the **directional buttons** to scroll and see more servers. You can also select SORT to sort servers by Host/Map/Num Players/Ping.

To join a tournament, highlight a server and then press the **X button**. When the tournament ends, you will have two options: CONTINUE HUNT or QUIT TO MAIN MENU. If the Host ends the tournament before the time limit expires, you will be notified of a lost connection.

HOST GAME

Select HOST to set up and host an online hunting tournament. You can configure the following options:

Host/Server Name: Your server name can be up to 15 characters long.

Password: Create password-only access for your server.

Maximum Players: Set the maximum number of hunters (up to four).

Minimum Ping: Filter out players with slower pings (your server will not be visible to them).

When finished configuring your server, select CREATE SERVER GAME and press the **X button** to continue.

LOCATION SCREEN

Select a hunting location from the available choices.

HUNT CONDITIONS SCREEN

Identical to Day Hunt mode (see "Hunt Conditions Screen" on page 9).

ONLINE TOURNAMENT OPTIONS SCREEN

Bag Limits: Choose a bag limit of 1, 2, 3 (default) or 4 legal game animals for each competitor.

Time Limit: Choose a 5-60 minute time limit or No Limit. The default time limit is 12 minutes.

Shoot at Hunter Penalty: Choose **No Penalty** (default), **Time Penalty** or **Boot**.

When ready, press the **START button** to begin the tournament. To end a Hosted tournament before the time limit expires, highlight END and then press the **X button** to continue. When prompted to confirm, press the **X button** again.

Chat Window

In Online Tournament mode, press the **L2 button** to display a Chat window where you can send text messages to other players. Use the on-screen keyboard to create a message. When ready, highlight "End" and press the **X button** to send. At any time, press the **▲ button** to cancel and close the chat window.

Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

In order to join or host a *Deer Hunter* game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on the following ports to the IP address assigned to your PlayStation®2 console:

1256 (UDP)	13139 (Custom UDP Pings)
1257 (UDP)	27900 (Master Server UDP Heartbeat)
3783 (Voice Chat Port)	28900 (Master Server List Request)
6500 (Query Port)	29900 (GP Connection Manager)
6515 (Dplay UDP)	29901 (GP Search Manager)
6667 (IRC)	

(Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adapter Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

You can also check the status of the game servers and read news about Deer Hunter by visiting the Atari web sites (see page 20 for details).

For further questions, please contact Atari Technical Support. Technical information about Atari products is generally available 24 hours a day, 7 days a week (see page 20 for details).



BACKPACK

Your backpack comes pre-loaded with a default equipment package, in case you want to start hunting straight away. You can also customize your gear by choosing one or two firearms and up to 16 hunting accessories. To customize your gear, use the **up** and **down directional buttons** to highlight a backpack action (Add Firearm, Add Accessory or Remove Item).

Use the **left** and **right directional buttons** to highlight a firearm or accessory, and then press the **X button** to make a selection. Press the **▲ button** to exit the current backpack action. When satisfied with your choices, press the **▲ button** again to exit and return to the Select Hunter screen.

FIREARMS

Select one or two sporting arms from the following choices:

.243 Semi Auto Rifle
.30-.30 Lever Action Rifle
7mm Semi Auto Rifle
.30-06 Semi Auto Rifle
.30-06 Bolt Action Rifle
.270 Bolt Action Rifle
.280 Bolt Action Rifle
.300 Bolt Action Rifle
.308 Bolt Action Rifle
6mm Bolt Action Rifle
.54 Compound Muzzle Loader
Compound Bow
Recurve Bow
Cross Bow
12 Ga. Pump Action Shotgun
12 Ga. Auto Shotgun
9mm Pistol

Note: Visit the target range (see "Locations" on page 16) to adjust the sights of your sporting arms.

ACCESSORIES

Pack up to 16 of the following hunting items:

10X-20X Binoculars
GPS (Global Positioning System)
Rattle
Deer Call
Bleat Call
Moose Call
Elk Call
Predator Call
Doe in Heat Scent
Whitetail Buck Scent
Mule Deer Buck Scent
Blacktail Buck Scent
Coues Deer Buck Scent
Elk Scent
Cover Scent
Decoy Deer
Tree Stand
Tripod Stand
Portable Blind
Corn Seed (Season mode only)
Wheat Seed (Season mode only)
Rye Seed (Season mode only)

Note: During a game, you can re-assign the default Use Item controls (**● button** and **■ button**). To do so, open your backpack and use the **directional buttons** to highlight a hunting item, and then press the new control for that item. When finished, press the **▲ button** to exit the backpack.

LOCATIONS

You begin the game with two unlocked locations, Penobscot, Maine, and Marathon, Wisconsin. Complete Season mode objectives to unlock additional locations.

PENOBSCOT (Target Range), MAINE



Terrain: Low, rolling hills broken by deposits of granite and shale. Dense tree growth of sugar maples, birch and some evergreen trees. Dense bushy undergrowth of blackberry and dogwood often make the horizon difficult to see.

Game Animals: Whitetail deer and moose.

Non-Game Animals: Squirrel, raccoon and wild turkey.

Seasons: Freezes during the night in fall; moderate to heavy snows in winter.

Special Element: A target range with targets at distances from 25 to 250 feet.

Sighting Mode

At the target range, press the **● button** while in scope view to activate sighting adjustment mode. Sighting adjustment mode enables you to fine tune the offset of your sporting arms.

MARATHON, WISCONSIN



Terrain: Rolling plains covered by deciduous trees with scattered meadows bordering isolated farms. The nearby flat horizon is broken by shelves of rock.

Game Animals: Whitetail deer.

Non-Game Animals: Squirrel, rabbit and woodchuck.

Seasons: Cool in fall; moderate to heavy snows in winter.

CURTIN, MONTANA



Terrain: Rugged foothills with craggy mountains on the horizon. Evergreens dominate over light underbrush. Several large meadows fill with wildflowers in the early fall.

Game Animals: Mule deer, elk, black bear and brown bear.

Non-Game Animals: Jackrabbit and red fox.

Seasons: Freezes in fall; heavy to very heavy snows in winter.

JUSKATLA, BRITISH COLUMBIA



Terrain: This area features a hilly, wood-filled combination of evergreens and deciduous trees. The undergrowth is moderately dense in the fall. Majestic mountains edge the horizon.

Game Animals: Blacktail deer, black bear, brown bear and grizzly bear.

Non-Game Animals: Hare.

Seasons: Freezes in fall; moderate to heavy snows in winter.

HUMPHREYS, TENNESSEE



Terrain: Rolling, deciduous tree-covered hills with low mountains in the distance that can only be seen in winter or viewed across the few meadows. Underbrush is less dense generally.

Game Animals: Whitetail deer.

Non-Game Animals: Rabbit, opossum and wild turkey.

Seasons: Cool in fall; light to moderate snows in winter.

TAMAULIPAS, MEXICO



Terrain: The arid, scrub-covered plains have been warped by erosion from wind and rain. Dry washes cut sharply creating small mesas and plateaus.

Game Animals: Coues deer and pronghorn.

Non-Game Animals: Jackrabbit and armadillo.

Seasons: Hot/cold in fall; warm/cold in winter.

PANHANDLE, IDAHO



Terrain: The steep mountainsides soften near the valley floor created by a windy, coursing river. Pine trees pack these flatter areas filling the lowlands with greenery. Wildlife abounds in this area where there are no roads.

Game Animals: Mule deer, elk, black bear, brown bear and mountain lion.

Non-Game Animals: Rabbit and wolves.

Seasons: Freezes in fall; heavy to very heavy snows in winter.

DOLORES, COLORADO



Terrain: Dramatic rocky mountain slope. Open rock faces are trimmed by patches of pines, tenaciously holding on to their rocky perches. No vehicles can be used at this location — it's too steep!

Game Animals: Mountain goat and bighorn sheep.

Non-Game Animals: Hoary marmot.

Seasons: Freezes in fall; moderate to heavy snows in winter.

TROPHY ROOM

Each saved hunter has his or her own Trophy Room, which displays the top three trophy animals.

To exit the Trophy Room, walk up to the door and press the **X** button.

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Chloe Connelly

GameSpy SDK

Daniel "Mr. Pants" Schoenblum
David "CRT" Wright

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