DEER HUNTER®

Your Guide To
THE 2005 SEASON

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FIRST THINGS FIRST

The ReadMe File

The *Deer Hunter 2005* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Deer Hunter 2005* directory found on your hard drive (usually C:\Program Files\Atari\Deer Hunter 2005). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on *Deer Hunter 2005*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 700 or higher (Pentium® 4 1.2 GHz recommended)
Memory:	128 MB RAM (256 MB RAM recommended)
Hard Disk Space:	200 MB Free (750 MB recommended)
CD-ROM Drive:	8X Speed or higher
Video:	32 MB graphics card (GeForce 256 DDR, ATI Radeon 32 MB); 64 MB graphics card (GeForce 2 MX400, ATI Radeon 7200) recommended
Sound:	DirectX® 9.0-compatible sound card
DirectX®:	DirectX® version 9.0 (included) or higher
Modem:	56 Kbps modem, DSL, Cable modems supported

* Indicates device should be compatible with DirectX® version 9.0 or higher.

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.

2. Insert the *Deer Hunter 2005* CD-ROM game disc into your CD-ROM drive.

3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *Deer Hunter 2005* CD-ROM game.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Deer Hunter 2005/Deer Hunter 2005 to start the game.

Note: You must have the *Deer Hunter 2005* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Deer Hunter 2005* CD-ROM requires DirectX® 9.0 or higher in order to run. If you do not have DirectX® 9.0 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

SAVING AND LOADING

The game automatically saves your hunter's progress after the completion of each hunt (except for LAN or Internet games). To load a saved hunter, click on the HUNTER button on the Main Menu. Click on the up/down arrow buttons to select a hunter, and then click on the HUNT button to resume playing the game.

WELCOME TO *DEER HUNTER® 2005*

Put your skills and experience to the test! Customize your rifles to bring down prize game. Scout five realistic species of deer in highly detailed natural habitats. Travel the globe to hunt Axis Deer and European Roe Deer. It's as close to real hunting action as you can get on your PC.

MAIN MENU

The Main Menu is the starting point for all of the *Deer Hunter 2005* action. Click on one of the following buttons to begin:

Hunter Selection: Create and customize a new hunter or select an existing hunter (see next page).
Choose Location: Pick a hunting location (see page 7).
Choose Hunting Gear: Outfit your hunter with weapons, gear, vehicles and more (see page 8).
Game Rules: Adjust single-player gameplay rules and multiplayer gameplay rules (see page 9).
Online: Play a multiplayer game over a LAN (Local Area Network) or via the Internet (see page 12).
Trophy Room: Check out your hunter's top trophy kills and trophy case (see page 21).
Movie: Watch replays of your hunting trips (see page 22).

Extras: Sit back and observe animal behavior up close in Wildlife mode (see page 10).

Settings: Adjust controls, video and audio settings (see page 11).

Credits: Display a list of the people who created *Deer Hunter 2005*.

Quit: Exit the game and return to the Windows® desktop.

Hunt: Click on the HUNT button to start playing the game.

HUNTER SELECTION

Player Name

Click on the NEW button to create a new hunter, or click on the up / down arrow buttons to highlight an existing hunter. To edit your hunter's name, just double-click on the name field and then type in the new name.

Hunting Skills

New hunters begin with a pool of 15 skill points. Distribute your skill points by clicking on the circles located to the right of each of the following categories:

Tracking: Ability to follow an animal that has already been identified. As this skill improves, the hunter sees more tracks and blood.

Stealth: Ability to create less noise and remain less visible.

Calling: Ability to attract animals with calls, particularly larger animals. Also reduces the hunter's chances of "blowing" a call.

Presence: Enhances the hunter's ability to discover signs of animals and distinguish animal sounds from ambient sounds. A higher Presence level increases the hunter's ability to accurately estimate an animal's size when using a scope.

Weapons: Improves preparation time, reload time, weapon stability and recovery after shooting.

Strength: Enables the hunter to run faster, rapidly change positions, rapidly mount stands and tripods, and better handle certain weapons that require more force, such as bows, handguns, and high-caliber rifles.

Model

Click on the left / right arrow buttons to see more body types for your hunter.

Skin

Click on the left / right arrow buttons to see more camouflage and clothing options.

Deleting a Hunter

Click on the DEL button to delete a hunter. **Note:** This will erase the currently selected hunter and all of his or her skill points and trophies, so be sure you really want to delete a hunter before you use this option.

CHOOSE LOCATION

Available Locations

There are six hunting locations in the game and a target range for honing your marksmanship. Choose one of the following options: **Australia**, **Black Forest**, **Georgia**, **Illinois**, **Oregon**, **Target Range** or **Utah**.

Start Time

Choose a start time (in one-hour increments) between 6 a.m. and 5 p.m. Night hunting is not permitted.

Season

Scout Mode (pre-season): Scout out a hunting location in advance, without weapons. In Scouting mode, the hunter is permitted to set up equipment including blinds, stands and feeders. Concealments placed in Scouting mode are more effective than those set up during a hunt.

Pre-rut (early fall): Deer can be found together in groups, seeking out mates. Male behavior turns aggressive — mature bucks attempt to drive away weaker yearlings. Does spend most waking hours feeding.

Rut (middle / late fall): Deer abandon their groups. Male behavior turns violent during the rut — while tending to their mates, the big bucks stand their ground and engage in frequent clashes.

Post-rut (early winter): Deer rejoin their groups and spend their time eating and storing fat for the coming winter months. During the post-rut, laying food can be an effective technique.

Download Custom Maps

Select this option to exit the game and open a web page containing custom maps for download.

Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of third-party web sites and any content on or available through third-party web sites.

Weather

Weather conditions may affect how often you encounter animals in the open. For example, unsettled weather may cause animals to seek shelter. Use the slider to adjust weather conditions.

CHOOSE GEAR

To gear up, open one of the equipment sub-menus by clicking on the corresponding button. Click on the EQUIP button to put a piece of equipment in your hunter's inventory, or click on the left / right arrow buttons to see more options. To delete an item from your hunter's inventory, highlight that item and then click on the REMOVE button. You can sort available gear by clicking on the OFFICIAL, CUSTOM (if you have any) and ALL buttons.

Weapons

Select one or two sporting arms.

Weapon Customization Tutorial

In *Deer Hunter 2005*, you can create custom sporting arms. Customization includes complete control over weapon appearance, chambering, calibration, and more.

To access the *Deer Hunter 2005* Weapon Customization Tutorial, first click on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Deer Hunter 2005, and then on Weapon Customization Tutorial.

Optics

Outfit your hunter with thermal goggles, binoculars, a motion-sensing video camera, and more.

Navigation

Choose one (or both) of the available navigational tools.

Lures

Pack as many of the attractants as you want, provided there's enough room.

Stands

You may want to equip one of the available concealment pieces.

Vehicles

Select up to two vehicles. Use the left / right arrow buttons to change the vehicle Skin (appearance).

GAME RULES

General Rules

Scale Time: Scale the game time to real-world time. Choose one real minute = 10 game minutes, one real minute = 20 game minutes, etc.

Difficulty: Set the game difficulty level here. Pick one of the following options:

• **Easy:** Animals are less aware of human presence and they frequently react to attractants. The hunter will bag average-scoring animals most of the time.

- **Normal:** Animal sensitivity and reaction matches real-world behavior. The hunter can bag "Record Book" animals.
- **Expert:** Animals are highly aware of human presence and don't frequently react to attractants. The hunter will have the chance to bag "World Record" animals.

Multiplayer Rules

Game Type: Choose one of the following victory conditions for hosted LAN / Internet games:
- **Best Buck:** The hunter with the highest point score for a single buck wins.
- **Best Total:** The hunter with the highest overall score wins.
- **First Buck:** The first hunter to bag a buck wins.

Options: Set the following gameplay options for hosted LAN / Internet games:
- **Show Hunters in GPS:** Mark individual hunters on the GPS screen.
- **Random Maps:** Choose the multiplayer hunting location at random. Includes custom downloaded maps.
- **Random Only Official Map:** Choose the multiplayer hunting location at random. Includes only maps that come with the game.
- **Auto-kick People Shooters:** Automatically boot irresponsible players from the game.

Allowed Items: Specify the hunting gear and equipment permitted in games hosted on your server.

WILDLIFE MODE

Click on the EXTRAS button on the Main Menu and then on the WILDLIFE button to activate Wildlife mode. Wildlife mode enables you to observe all of the animals that are present on the current map. You are unable to hunt while in Wildlife mode, but you can cycle through each of the animals to learn about their behavior and movements. Control the camera by using the rotation, zoom, and pan buttons on the bottom of the screen, or activate Automatic Camera if you want the game to do the work for you. To exit Wildlife mode, press the **Esc** key to display the Confirmation Menu, and then click on the STOP WILDLIFE button.

SETTINGS

Controls

To change a keyboard control, double-click on it and then type in the new key. To restore the default keyboard controls layout, click on the DEFAULT button.

You can also change or adjust the following settings:

Use Mouse: Turn mouse control ON / OFF.

Invert Mouse: Turn inverted mouse controls ON / OFF.

Mouse Speed: Use the slider to increase or decrease mouse sensitivity.

Vehicle Free Look: Turn independent control of hunter view and vehicle direction ON / OFF.

Hunt Intro: Turn the intro sequence ON / OFF.

Bullet Cam: Turn bullet view (when a kill occurs) ON / OFF. **Note:** Bullet view is available in single-player mode only.

Video

There are four preset video levels: Low, Medium, High and Ultra. You can also change any of the video settings individually. Click on the APPLY button when you're finished.

Audio

There are four preset audio levels: Low, Medium, High and Ultra. You can change any of the audio settings individually. Click on the APPLY button when you're finished.

ONLINE SETUP

Join Game

Click on the JOIN button on the Main Menu to compete against other players over a LAN or via the Internet.

Server List Window

There are three options for locating a server (host).
- To search for a LAN server, click on the LOCAL button.
- To search for an Internet server, click on the INTERNET button.
- To specify the IP address of a known server (can be LAN or Internet), click on the GIVEN IP button.

A list of servers will appear on the screen. Select the server you want to join, and then click on the CONNECT button. **Note:** Additional players can join a game already in progress.
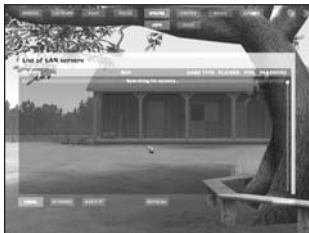
Chat Window

Once connected to a server, you will have the opportunity to chat with other players before and during the game.

When the game is about to begin, the HUNT ONLINE button will illuminate.
- To begin hunting, click on the HUNT ONLINE button.

Voting Options
- During a game, press the **Esc** key to display voting options.

Chat Messages: 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.

Host a Game

Click on the HOST button on the Main Menu to host an online multiplayer game.

Launch Server

There are two options for hosting an online game:
- To host a LAN game, uncheck the Publish in GameSpy box, and then click on the OPEN SERVER button.
- To host an Internet game, check the Publish in GameSpy box, and then click on the OPEN SERVER button.

Note: The maximum number of online players is 16.

Start Game

When you're ready to start the game, click on the HUNT ONLINE button.

GameSpy *Deer Hunter 2005* Game

GameSpy Arcade is a free online player-matching service. Use it to set up Multiplayer games over the Internet with your friends and anybody else who is searching for an opponent. Compete in an online Tournament against players near and far.

GameSpy Arcade is an independent gaming service run by GameSpy. Atari does not control, and disclaims any responsibility or liability for, the functioning and performance of GameSpy Arcade and any content on or available through GameSpy Arcade.

Children under the age of 13 should check with their parents or guardian before registering.

GameSpy Arcade System Requirements

- GameSpy Arcade: Version 1.1 (included) or higher
- Internet Connection: 14.4 Kbps or higher
- Internet Service Provider (ISP)

Note: All firewall protection needs to be disabled for this Internet feature to function properly.

GameSpy Arcade Installation

To install GameSpy Arcade:

1. Close all running programs.

2. Insert the *Deer Hunter 2005* game disc into the CD-ROM drive.

3. When the AutoPlay screen appears, click Play.

4. Follow the on-screen instructions.

5. After the game is installed, you are prompted to install GameSpy Arcade.

6. Follow the on-screen installation instructions.

7. GameSpy Arcade automatically launches after it is installed.

8. When GameSpy Arcade is launched, it locates the *Deer Hunter 2005* game on your system.

9. Register your information and log in into GameSpy Arcade.

10. Find the *Deer Hunter 2005* game under My Games. If you don't see it, scan for games in the file menu.

Launch GameSpy Arcade and Go to the Deer Hunter 2005 Game Room: Click on the GameSpy Arcade link in your Start menu. When the software starts, you'll see a list of games and more along the left-hand side. Click on the *Deer Hunter 2005* game button on the left to enter the *Deer Hunter 2005* game room.

Find or Start a Deer Hunter 2005 Game Server: Once you're in the *Deer Hunter 2005* game room you can meet or greet other players, find servers or create your own server. The top half of the application lists all of the available servers, including the number of people playing and your connection speed (measured by "ping" — the lower your ping, the better). Don't like any servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name usually attracts people.) Otherwise, double-click on a server of your choice to join in.

Joining and Starting a Game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can talk with your fellow players. When you're ready to play, click

the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. GameSpy Arcade fires up the *Deer Hunter 2005* game and the fun begins!

Problems? If you have problems using GameSpy Arcade, whether installing the program, registering it, or using it in conjunction with the *Deer Hunter 2005* game, consult our help pages, located at:

http://www.gamespyarcade.com/support or e-mail us by using the form located at http://support.gamespyarcade.com/support/contact.shtml.

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CONTROLS
Movement

ACTION	PRIMARY KEYBOARD CONTROL	ALTERNATE KEYBOARD CONTROL
Movement / Look around	Mouse	—
Move forward	W	Up arrow
Move backward	S	Down arrow
Move left	A	Left arrow
Move right	D	Right arrow
Look up	—	PgUp
Look down	—	PgDown
Look left	—	Left arrow
Look right	—	Right arrow
Toggle crouch / Prone position	X	End
Stand up	C	Home
Toggle walk / Run mode	Left-Shift	Right-Shift

Use Weapon / Item

ACTION	PRIMARY CONTROL	ALTERNATE CONTROL
Activate scope view	Left mouse button	—
Shoot weapon (in scope view) / Use item	Left mouse button	Left-Ctrl
Exit scope view	Right mouse button	—
Reload weapon	R	Insert
Perform action / Enter vehicle / Exit vehicle	O	Enter
Gesture	G	—
Display inventory	Right mouse button	Spacebar
Select item	Number keys 1-9	—
Select next item	Tab	>
Select previous item	Caps Lock	<

Additional Controls

ACTION	PRIMARY CONTROL	ALTERNATE CONTROL
Pause Menu	Esc	—
Toggle HUD	F9	—
Show FPS	F8	—
Zoom scope in	[=]	M
Zoom scope out	[-]	N
Record movie	F5	—
Take screenshot	F10	—
Change camera	V	—
View score and point total (Multiplayer only)	F1	—
(Multiplayer only) Send message	T	—

PLAYING *DEER HUNTER 2005*

Bag Limit

Your bag limit for each hunt is two bucks and one fawn or doe.

Hunter Rating

• Playing the game on a harder difficulty level (Normal or Expert) improves your hunter rating

• Using challenging and exotic weapons (bows, crossbows, shotguns, pistols and muzzleloaders) improves your hunter rating

• Only bucks count toward your hunter rating

• Infractions and shot animals that aren't bagged count against your hunter rating

Infractions

The following actions will zero out your bag count for the current hunt:
• Shooting a rare bird
• Shooting over water
• Exceeding the bag limit

Multiday Hunts

At the end of the day, you have the option to camp out and continue your hunt the following morning. You may camp out up as many times as you choose, but you keep the same bag limit. **Note:** Multiday hunts are available in single-player mode only.

Normal View HUD

Heading — Windsock
— Time
Hunter position — Vehicle
Ammo — Active weapon

In normal view, the following appear in your HUD (Heads-Up Display):

Heading: Direction you are facing.
Windsock: Wind direction.
Time: Current time in the game.
Concealment / Vehicle: Appears when you are using (or near enough to use) a concealment or a vehicle.
Active weapon / Item: Currently selected weapon or item.
Ammo: How much ammo you have in your weapon.
Hunter position: Stance (standing / crouching / prone). **Note:** An arrow icon appears on this indicator when you are running.

Scope View HUD

Crosshairs — Rangefinder (if in use)
Ammo — Active weapon / Item

In scope view, the following appear in your HUD:

Crosshairs: Use the crosshairs to center your weapon on the target.
Rangefinder: When using the range–finding riflescope, the distance to the target appears here.
Active weapon / Item: Currently selected weapon or item.
Ammo: How much ammo you have in your weapon.

Inventory

Bag limit icons

Inventory item slots

Bag limit icons: As you bag legal game animals, green check marks appear over the grayed-out bag limit icons. If you have committed infractions, red X's appear over the icons.

Inventory item slots: Your inventory has nine numbered slots. To select a weapon or item, simply press the corresponding number key (1-9); you can also toggle through the inventory slots by pressing the **Tab** key for the previous slot, and the **Caps Lock** key for the next slot.

Using Equipment

Weapons
You must be in scope view before you can fire your weapon. To activate scope view, left-click. When you've got the target sighted, left-click again to shoot. Exit scope view by right-clicking.

Items
To use a piece of equipment such as a scent or a call, first select it and then left-click. When you're finished, left-click again to put away the item.

Setting Up the Tree Stand, Blind or Tripod
To set up a concealment, first select it and then left-click. Once assembled, press the **0** key or the **Enter** key to enter or exit the concealment.

Recording Movies

You can record in-game movies. Press the **F5** key to begin recording; when you want to stop recording, press the **F5** key again. At the prompt, enter a movie name, and then click on the SAVE button to save your movie.

Pause Menu

Press the **Esc** key during a game to display the Pause Menu.

Quit Hunt: End your current hunt and return to the Main Menu. **Note:** When you quit a hunt before reaching the bag limit, your progress in that hunt is not saved.

Settings: Adjust controls, video or audio settings (see "Settings" on page 11). When finished, click on the HUNT button.

Quit to Windows®: Exit the game and return to the Windows® desktop.

Cancel: Continue hunting.

TROPHY ROOM

To view all of the current hunter's whitetail trophies, blacktail trophies, mule deer trophies and more, click on the TROPHY button on the Main Menu.

Hunters who play the game on Normal difficulty level or Expert difficulty level (see page 10) will have a chance of bagging Record Book animals. The top-scoring Record Book deer for each species will display in the Trophy Room as a World Record.

To view more animals, click on the up / down arrow buttons. To delete the currently displayed animal, click on the DELETE button.

Trophy Case

To view all of the current hunter's special trophies, click on the TROPHY CASE button on the Main Menu.

Export Trophy

Click on the EXPORT button to export your trophy to the Trophy Viewer utility that comes with the *Deer Hunter 2005* game.

PLAY MOVIES

When you click on the MOVIE button on the Main Menu, a list of recorded game movies (if you have any) appears on screen. Select a movie and click on the PLAY button to view it. To delete a movie, click on the DELETE button.

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Shockwave-Sound.com

Other Technologies
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ATARI WEB SITES

To get the most out of your new game, visit us at:

atari.com/us

atari.com/deerhunter

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: 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.

Use of Atari web sites is subject to terms and conditions, which you can access at:

atari.com/us/tos

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our FTP (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

• System Make and Model
• Processor Type
• Operating System, including version number if possible
  (such as Windows® 98; Windows® Me)
• RAM (Memory)
• Video and sound card data and drivers
• Any screen or error messages you've encountered (and where)

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

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In Memory of:
Mila Fike
A longtime friend of the Deer Hunter community