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Cabela's

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PRINTED IN THE USA

Wii

Cabela's DANGEROUS HUNTS 2011



ACTIVISION

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation
- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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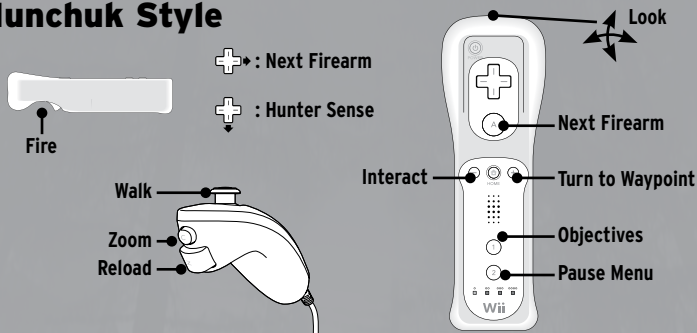
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	Trademarks are property of their respective owners. Wii is a trademark of Nintendo. © 2006 Nintendo.	Licensed by Nintendo 
<p>⚠ CAUTION: WRIST STRAP USE</p> <p><i>Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.</i></p> <p><i>Also remember the following:</i></p> <ul style="list-style-type: none">• Make sure all players put on the wrist strap properly when it is their turn.• Do not let go of the Wii Remote during game play.• Dry your hands if they become moist.• Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.• Stay at least three feet from the television.• Use the Wii Remote Jacket.		
<p>SYSTEM MENU UPDATE</p> <p><i>Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.</i></p> <p><i>When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.</i></p> <div></div>		

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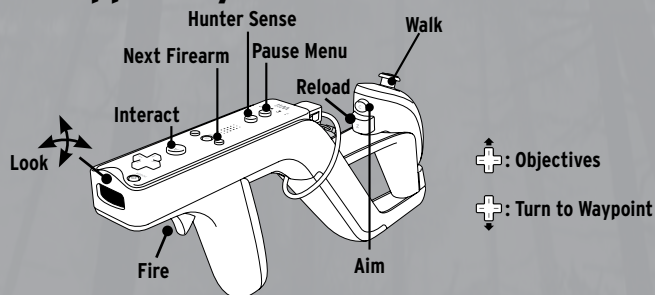
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CONTROL SETS

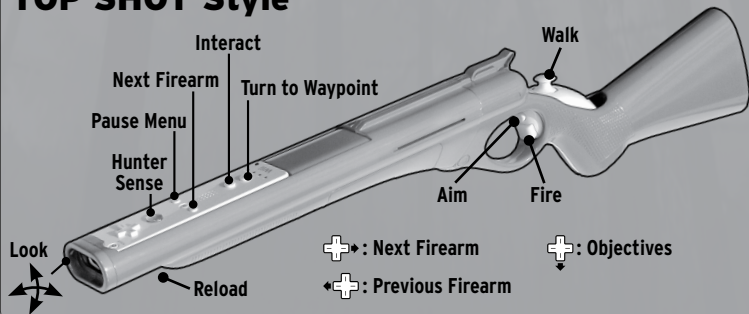
Nunchuk Style



Wii Zapper Style

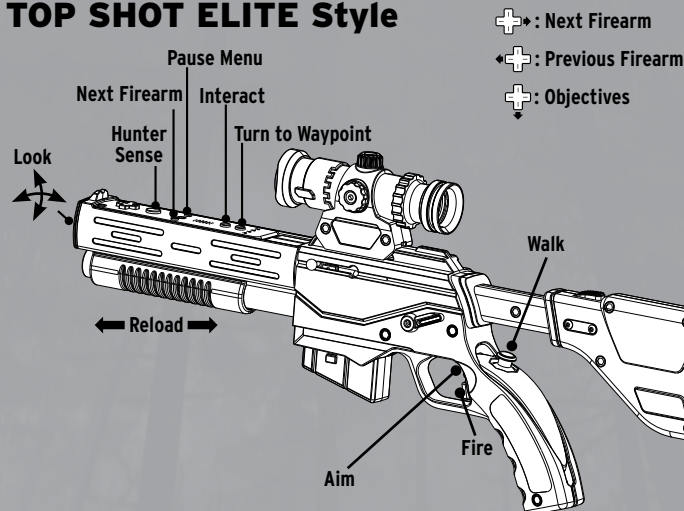


TOP SHOT Style



CONTROL SETS

TOP SHOT ELITE Style



STARTING A GAME

Cabela's Dangerous Hunts 2011 features two modes of play – Gallery and Story

Gallery – There are three types of single player shooting galleries you can access: Classic Galleries, Survival Galleries, and Trek Galleries.

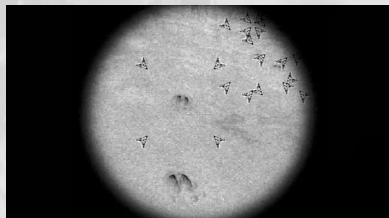
- **Classic:** The Classic Shooting Galleries feature arcade hunts where you shoot as many animals as you can to obtain a high score.
- **Survival:** In Survival Shooting Galleries, you fend off against waves of predators and other dangerous animals to survive as long as you can.
- **Trek:** Longer missions for higher scores!

NOTE: Earning experience in Story Mode or high scores in Gallery mode unlocks more Galleries.

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Story – In the single player Story mode, you unravel the secrets of the Rainsfords, a family of hunters with a mysterious past. The story takes place across the wilds of North America, where you'll encounter elk, caribou, mountain lions, wolves, and bears. Later, you'll follow the Rainsfords in Africa seeking even bigger and more dangerous game.

Calibration – To get the most out of your TOP SHOT ELITE, use the calibration function in the Controls section of the Options menu. This will adjust the positioning and speed of the on-screen targeting reticle. In addition, your Hunter Sense will line up more accurately to your red filter scope.

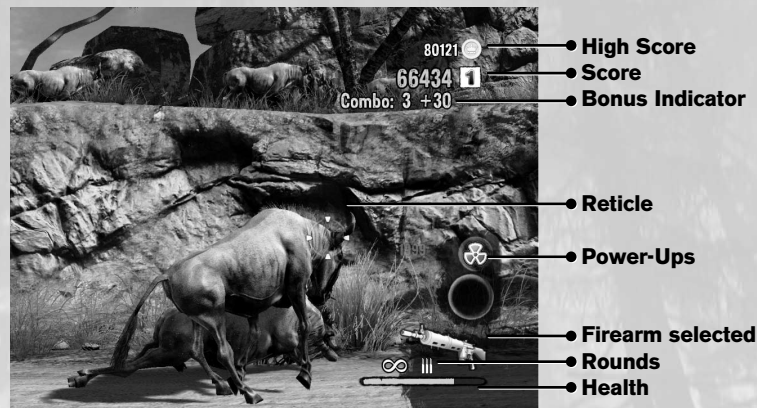


HUNTER SENSE

In Story mode, Hunter Sense is your friend. Throughout gameplay, you'll be able to use Hunter Sense regularly to help detect relevant, pertinent story elements. These include animal tracks, hidden predators, and exploration rewards. If you're using the new TOP SHOT ELITE, you'll need to look through the red filter scope to get the most out of Hunter Sense.

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GALLERY GAMEPLAY



- **Reticle** – The on-screen reticle shows where you're currently aiming. Also, the reticle changes shape depending on the firearm you're using.
- **Score** – You get a better score for harder shots. Distance shots, heartshots, headshots, and shooting special animals will all result in a higher score.
- **High Score** – This is the score to beat, the highest score you've racked up on this Gallery.
- **Bonus Indicator** – Group bonuses or combo shots will show up here. Bonuses are the only way to get the really high scores.
- **Power-Ups** – Power-up icons shown in the smaller, upper circle are ready to be used. Power-ups currently being used show up in the larger, lower circle.
- **Firearm selected** – This icon shows you whether you're using the rifle or the shotgun. Remember, you can also tell by looking at your targeting reticle.
- **Rounds** – You have unlimited ammunition in Gallery mode, but your rifle can only hold three rounds at a time. Your shotgun can hold two shells.
- **Health** – If you run out of health, the Gallery ends. This is the only way to stop a Survival Gallery.

TIPS FOR GALLERY GAMEPLAY

- Use your shotgun for birds and your rifle for everything else. Using the wrong firearm will drop your score.
- Don't shoot doe! Shooting doe will drop your score.
- Reload faster by using the pump action on the TOP SHOT ELITE. Shotguns reload after every two shots, rifles reload every three shots.
- 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!
- Use Power-Ups to help increase your score and combos. There are 5 power-ups:



Slow Motion: Slow everything down for 10 seconds.



Rack 'Em: Unlimited ammunition for 10 seconds. No reloading - just shoot like crazy!



Double Points: For 10 seconds, all scores are doubled (including penalties!)



Marksman: For 10 seconds, all animals and bonus targets will glow making them easy to see. If it's glowing – shoot it!



First Aid: Regains health. You can use First Aid without cancelling your current power-up.

MULTIPLAYER

Multiplayer gameplay is available in Gallery mode as either 2 player simultaneous or 2-4 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.

STORY GAMEPLAY



● **Objective**

● **Reticle**

● **Firearm selected**
● **Rounds**
● **Health**

- **Reticle** – The on-screen reticle shows where you're currently aiming. Also, the reticle changes shape depending on the firearm you're using.
- **Objective** – Your current mission will appear in the upper left corner of your screen.
- **Firearm Selected** – There are quite a few different firearms you can find throughout Cabela's Dangerous Hunts. This icon lets you know which one you've selected.
- **Rounds** – This represents the total number of ammunition you have available as well as how many rounds you may fire before reloading.
- **Health** – If you run out of health, your gameplay ends.

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JOURNALS

Keep your eyes peeled for journal clips or tapes throughout the world. Finding these clues are not just good for gaining a little extra experience — you'll also find out vital hints and information to help you survive!

TIPS FOR STORY GAMEPLAY

- When you're out of ammunition, you can always use your backup hunting pistol. The pistol has no ammunition limit.
- Whenever possible, shoot your targets from a distance. Use your Scope mode to see your targets from afar and take them down before they're close enough to endanger you.
- Don't skip the trophies. Trophies are good for more than just experience — they also give you back a little health. **NOTE:** Animals killed with a headshot won't drop a trophy.
- Experience from Story Mode unlocks additional shooting galleries.
- Unlike Shooting Galleries, there is no penalty for using a shotgun against ground game.

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