Part #24859JCB

ATARI

2004

DEER HUNTER

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TEEN
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CONTENT RATED BY
ESRB

PC
DVD-ROM
SOFTWARE

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SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.

2. Insert the *Deer Hunter 2004* 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 2004* CD-ROM game.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Deer Hunter 2004/Deer Hunter 2004 to start the game.

Note: You must have the *Deer Hunter 2004* game disc in your CD-ROM drive to play.

Installation of DirectX®

The *Deer Hunter 2004* 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.
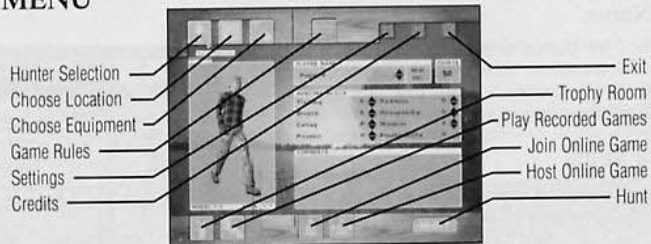
SAVING AND LOADING

The game automatically saves your hunter's progress after the completion of each hunt. You can have up to eight saved hunters at one time.

To load a hunter, click on the Hunter Selection button at 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*® 2004

Answer the call of the wild and experience true hunting excitement in the great outdoors. Gear up using a wide variety of sporting arms, camo and equipment to track and bag prize whitetail, blacktail and mule deer. See ultra-realistic animal behavior and extreme details, such as actual hair movement and facial expressions. Best of all, you can take on expanded hunting expeditions with up to 16 friends on a LAN or via an Internet connection. It's as close to real hunting action as you can get on your PC.

MAIN MENU

Hunter Selection
Choose Location
Choose Equipment
Game Rules
Settings
Credits

Exit
Trophy Room
Play Recorded Games
Join Online Game
Host Online Game
Hunt

The Main Menu is the starting point for all of the *Deer Hunter 2004* 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 Equipment: Outfit your hunter with weapons, gear, vehicles and more (see page 8).
Game Rules: Adjust single- and multiplayer gameplay settings here, or sit back and observe animal behavior in Wildlife mode (see page 9).
Settings: Adjust controls, video and audio settings (see page 11).
Trophy Room: Check out your hunter's top trophy kills (see page 21).

Play Recorded Games: Watch movies of your hunting trips (see page 22).
Join Online Game: Play a multiplayer game over a LAN (Local Area Network) or via the Internet (see page 12).
Host Online Game: Host a multiplayer LAN or Internet game (see page 13).
Hunt: Click on the Hunt button to start playing the game.
Credits: Display a list of the people who created *Deer Hunter 2004*.
Exit: Exit the game and return to the Windows® desktop.

HUNTER SELECTION

Player Name

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

Hunting Skills

New hunters begin with a pool of 50 skill points. Distribute skill points by clicking on the up / down arrow buttons next to each of the following options:

Tracking: Ability to find spoor, tracks, scrapes and blood trails.
Stealth: Ability to remain less visible, and create less noise, while stalking.
Calling: Ability to attract animals with calls and scents.
Presence: Ability to blend in with the natural surroundings; reduces animals' ability to sense a hunter's presence.
Hardiness: Improved movement speed, especially when carrying heavy equipment.
Horsemanship: Improved horseback riding speed, and ability to traverse difficult slopes or make deep river crossings.
Weapons: Improved stability when aiming weapons.

Responsibility: You will automatically earn responsibility points for each hunt completed without infractions (see "Infractions" on page 17 for details).

Earning Skill Points

You can earn additional skill points as you progress in the game, and you will distribute your new skill points at the end of each hunt. **Note:** You can distribute a maximum of 100 skill points to each skill category, and a total of 500 points overall.

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 / 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 seven prime hunting locations in the game. Choose one of the following options: **Alberta, Northern Kansas, Kentucky Farmlands, Oregon Valley, Target Range, Central Texas** or **Northern New Hampshire.**

Season

Animal behaviors will vary according to the season.
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 — the big bucks stand their ground and engage in frequent clashes. Yearlings will venture miles outside of their home ranges, or tag behind a mature buck, in hopes of finding a doe.

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.

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 EQUIPMENT

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.

Weapons

Select one or two sporting arms.

Optics

You can mount a telescopic scope on several of the sporting arms. You can also outfit your hunter with a pair of binoculars or the useful spotting scope.

Navigation

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

Attractants

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

Stands

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

Vehicles

Choose one of two vehicles. Use the left / right arrow buttons to change the vehicle Skin (appearance).

GAME RULES

General Rules

Click on the up / down arrow buttons to see more options, and click on the check boxes to turn choices ON / OFF.


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

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 here. Pick one of the following options:

- **Easy:** Animals are less aware of human presence and they frequently react to attractants. Your hunter will bag average-scoring animals most of the time.
- **Normal:** Animal sensitivity and reaction matches real-world behavior. Your hunter can bag "Record Book" animals.
- **Expert:** Animals are highly aware of human presence and don't frequently react to attractants. Your hunter will have the chance to bag "World Record" animals.
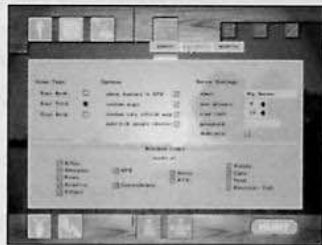
Multiplayer Rules

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 Shooter:** Automatically boot irresponsible players from the game.

Server Settings: Configure the following LAN / Internet host settings:
• **Name:** Create a server name.
• **Max Players:** Set the maximum number of players, up to 16.
• **Time Limit:** Set the Time Limit, from 15-999 minutes.
• **Password:** Set password-only access to your server.
• **Dedicated:** Launch a command line version of the game.
• **Allowed Items:** Specify the equipment permitted in games hosted on your server.

Wildlife Mode

Click on the Wildlife button in the Game Rules menu to observe animals and learn about their behaviors. To exit, press the **Esc** key to display the Pause Menu, and then click on the Quit Hunt button. **Note:** You cannot hunt in Wildlife mode.

SETTINGS

Controls

To change a keyboard control, click on it and then type in the new key (see "Controls" on page 15). To restore the default keyboard controls layout, click on the Load Defaults button.

You can also change or adjust the following control 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.

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 Settings 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 Settings button when you're finished.

ONLINE SETUP

Join Game

Click on the Join Game button at 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 will be able to 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.

Host a Game

Click on the Host a Game button at the Main Menu to host an online multiplayer game.

Launch Server Window

There are two options for hosting an online game:
• To host a LAN game, uncheck the Publish in GameSpy option, and then click on the Open Server button.
• To host an Internet game, check the Publish in GameSpy option, and then click on the Open Server button.

Start Game

The host decides when to begin the game.
• When you're ready to start the game, click on the Hunt Online button.

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.

How to Play *Deer Hunter 2004* in GameSpy Arcade

You can also play *Deer Hunter 2004* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Deer Hunter 2004* CD-ROM and install Arcade now. Then, to play *Deer Hunter 2004* online, just follow these instructions:

Launch GameSpy Arcade and Go to the *Deer Hunter 2004* 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 side. Click on the *Deer Hunter 2004* button on the left to enter the *Deer Hunter 2004* room.

Find and Join a *Deer Hunter 2004* Server: Once you're in the *Deer Hunter 2004* room you can meet or greet other players and find servers. The top half of the window will list all of the available servers, including the number of people playing and your connection speed (measured by "ping." The lower your ping, the better.) Double-click on a server of your choice to join. *Deer Hunter 2004* will launch and automatically connect you to the server you selected. *Let the fun begin!*

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *Deer Hunter 2004*, consult the GameSpy help pages, located at http://www.gamespyarcade.com/help/ or e-mail using the form located at http://www.gamespyarcade.com/support/contact.shtml.

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	—
Move right	D	—
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
Strafe	Left-Alt	Right-Alt
Exit scope view	Right mouse button	—
Reload weapon	R	Insert
Perform action / Enter vehicle / Exit vehicle	O or F	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 camera in	[=]	M
Zoom camera out	[-]	N
Record movie	F5	—
Take screenshot	F10	—
Change camera	V	—
View score and point total (Multiplayer only)	F1	—
(Multiplayer only) Send message	T	—
(Multiplayer only) Send global message	Y	—

PLAYING *DEER HUNTER 2004*

Hunting Rules

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

Skill Points
You will earn between 2 and 10 skill points per hunt. The number of points earned depends on the following:

• Scoring of bagged trophy animals

• Your hunting history. For example, you will earn points for hunting in new ways (no scope, new hunting location, etc.)

At the end of every hunt, you will have the opportunity to distribute newly earned skill points.

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

After committing an infraction, you will not earn responsibility points or trophies for the remainder of the current hunt. To resume earning responsibility points and trophies, you will have to complete the next hunt, from start to finish, without committing an infraction.

Initial Hunting Position

OK, it's time to get out there — select a starting point by clicking anywhere on the map and then click on the Enter Game button.

Normal View HUD

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

Heading: Direction you are facing.
Windsock: Wind direction and intensity.
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

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 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 Back to Hunt button.

Resume: 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 Room button at the Main Menu.

Hunters who play in normal difficulty mode or expert difficulty mode (see page 9) 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. When finished in the Trophy Room, press the **Esc** key to exit and return to the Main Menu.

Export Trophy

Click on the Export Trophy button to export your trophy to the Trophy Viewer utility that comes with the *Deer Hunter 2004* game.

PLAY RECORDED GAMES

When you click on the Play Recorded Games button at 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.

WILDLIFE MODE

To enter Wildlife mode, click on the Game Rules button at the Main Menu and then click on the Wildlife button.

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.

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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) 951-7110**. 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) 951-7110** 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

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.