

American Deer Hunting 2000

Instruction Manual

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Introduction

Thanks for purchasing American Deer Hunting 2000! We hope you enjoy this 3d hunting experience.

Main Menu

Begin Hunt - Brings you to the Hunting Lodge to begin your hunt.

Options - Let's you set various options for the Game.

Credits - Shows you the credits for the people that worked on American Deer Hunting 2000.

How to Start Your Hunt

Welcome to the Hunting Lodge. You must use Left and Right on the

keyboard to switch between the different options. First you must choose your weapon. Next select what you would like to go hunt and then select the area you would like to go hunt in.

You have the option of bringing a Hunting Guide that can accompany you to any of the hunting grounds as well as the Target Range. A visit to the Target Range is highly recommended to give you an opportunity to become more familiar with the performance of the various weapons.

If you want to start a hunt right away, just press the ENTER button while in the lodge. This will begin your hunt right away with the default settings. With the default settings you will be hunting Deer in New Hampshire with a Rifle and High Powered Scope.

Controls

Left Click Fire Weapon

Right Click Loads / Reloads Weapon

Left Arrow/A Strafes Left

Right Arrow/D Strafes Right

Up Arrow/W Walks Forward

Back Arrow/S Walks in Reverse

C Crouch

Tab Brings up the Map

Esc Pause

I Brings up the Accessories

- Decrease window size. This will help out slower systems

+ Increase window size.

Options

Options - This brings up the Options Menu.

- * Video Driver: Lets you choose between Glide, Direct3D, and software.
- * Resolution: Lets you set the resolution. Slower machines should select a lower resolution.
- * Dithering: Lets you toggle texture dithering. Turning the dithering off might give a performance increase.
- * Texture Filtering: Lets you toggle texture smoothing. Turning the filtering off might give a performance increase.
- * Controller: Keyboard, mouse, or joystick.
- * Sound Effects Volume: 0 is off, 100 is max.
- * Announcer Volume: 0 is off, 100 is max.
- * Hunting Guide: Brings the guide along, or sends him home.
- * Compass: Puts the compass away.
- * Use Sprite Trees: Will help out on slower machines.
- * Clear Trophies: Cleans up your cabin, so you can start over.

Hunting Grounds

West Virginia	The morning fog hasn't completely burned off yet in this late summer forest.
New Hampshire	The peak of autumn provides the backdrop in the rolling hills of New England.
Montana	Hunting after a snowfall is deceptively

simple. Keep bundled up.

Weapons

Rifle With Scope Stick a scope on top of the rifle and you've got a more accurate long - range weapon. Easier to aim and hit game from far away, and perfect for deer hunting - especially if you make a bit of noise and can't walk within half a mile of a deer without it bolting.

Rifle A dependable in-line muzzleloader is just the ticket for hunting deer in any situation.

Compound Bow The ultimate challenge for many outdoorsmen is hunting with this most traditional of weapons.

Crossbow A crossbow can fire one bolt (an arrow for a crossbow) before you have to 'reload'. Crossbow hunting is also very challenging.

Accessories

You bring the following accessories along on your hunting trip.

It's up to you if you want to use them or not. If you would like more of a challenge, try hunting using a compound bow and nothing else.

Binoculars	Lets you see distant objects.
Horn	Attracts the prey closer to you.
Antlers	Use these Antlers to attract the prey closer to you, but be careful not to use them too much.
Attracting Scent	Attracts the prey closer to you.
Cover Scent	Use the Cover Scent to disguise your smell so you don't spook the prey. Remember to use the cover scent periodically because it wears off over a period of time. 3 to 5 sprays should be enough to hold you over for a few minutes.
Tree Stand	Keeps you out of sight of the prey. But remember they can still smell you so don't forget your cover scent.

Tracking The Prey

Be cautious in your movements and footsteps when stalking an animal. If you make too much noise, don't be surprised if you spook your prey into the next county.

Lowering yourself with the crouch button (C) you can crawl toward a target by holding down the forward button (Up Arrow). This makes it less likely you will scare off the animal with the noise of your footsteps.

Use the scenery to help you track your prey. The animals tend to leave clues to their whereabouts, so use these to your advantage. You will be able to find a number of clues to track the prey, such as Scrapings, Bedding, Tracks, Droppings and Foraging marks on bushes.

Animals have a keen sense of hearing. Loading your weapons early may avoid scaring off a target, what with the noise of the barrel or the insertion of the shell.

Pay attention to the wind direction and your compass heading. Deer are like walking noses and they'll bolt if they smell you. You will probably want to use some cover scent to prevent this.

If you see an animal, try to get upwind of it and deploy your attractant scent. The deer will come toward you. When it gets close enough, shoot it.

Consider bringing the Hunting Guide when you go hunting. This will help point out the various signs around you and give you a better idea about when and how to use the Accessories.

Don't rush the hunt. Take your time and be cautious otherwise you will spook your prey all too often and get frustrated.

Credits

Coresoft Inc.

Dave Connelly President, Engine Programming, Guide AI

Chris Harvey Director of Technology, Engine Programming, Hunter & Animal AI

Steven Ehrensperger Art Director, 3D Models, World Creation and Texturing

Martin Jajam Extra Sound and CD Software

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Special Thanks

Tara Harvey

Gretchen Widmer

The LA Lakers

The Chicago Bulls

The Buggles

Duncan and Ciara

Patsy, the Jack Russell

Interplay Credits

Interplay

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Adam Levenson

Mastering:

Frank Szick

VO Editing:

Frank Szick

Stephen Miller

VO Direction:

Chris Borders

SFX Design:

Adam Levenson

VO Direction/Supervision:

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