

Introduction

Thank you for purchasing OPENING WEEKEND: DEER SEASON. This manual explains the game interface, and provides information on hunting the deer that populate the environments.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Game Play

Playing OPENING WEEKEND: DEER SEASON is straightforward—pick a weapon, pick a hunting region, and go hunting. The following sections cover the interface and game options in detail. There are three main screens in DEER SEASON: the Main Menu, the Score Menu, and the Game Window.

Main Menu

The Main Menu is where you enter the game, selecting your weapon of choice and region to hunt in. Click the mouse on a menu item while it is highlighted to select that item.

If you want to get started hunting immediately, jump to the *Your First Hunt* section starting on page 8.

Hunt

Starts a hunt with the selected region and weapon. If no region or weapon has been selected, you hunt in the default Bretagne, France environment, with the default weapon, a 7mm bolt-action rifle. For a detailed explanation of game controls and interface, see the *Game Window* section starting on page 6. For a quick introduction to the art of deer hunting, see page 8.

Choose Weapon

Brings up the Select Weapon screen, where you can choose between seven weapons. Click on a weapon to select it and a representation will appear next to the weapons list. Specifications and descriptions for each of these weapons can be found starting on page 10. When you are satisfied with your weapon selection, click on Back to return to the Main Menu.

Choose Region

Brings up the Select Region screen, where you can choose to hunt in one of four distinct regions. Each environment provides a diverse landscape, so you can pick the region that suits your taste for hunting at that particular time. Each region approximates one or two square miles of land in a unique hunting area.



Bretagne, France

A partially cloudy morning in the wilds of Oregon. Evergreens hedge and dot lush meadows, while stone-capped rises provide excellent vantage points from which to view the region.

Black Forest, Germany

A late afternoon hunt in the arid ridges and valleys of Idaho. Visibility is limited in this rocky terrain, and coyotes or other deer can be hiding around every corner.



Minnesota, US

An overcast day in a tree-lined valley in the midst of the Appalachian Mountains. The primarily flat ground allows you to spot deer from great distances, but careful planning will be needed to approach them without being seen yourself.

Alberta, Canada

A late afternoon hunt in the arid ridges and valleys of Idaho. Visibility is limited in this rocky terrain, and coyotes or other deer can be hiding around every corner.



Score

Brings you to the Score Menu, where you can review and compare the trophies and kills of all players. For more details, see below.

Quit

Exits the game and returns you to your Windows desktop.

Recipes

Opens to a list of venison recipes by master chef Hans D'Alessio.

Score Menu

The Score Menu keeps track of kills and accuracy for up to four Hunters. When you start a Hunt, any kills are added to the currently selected Hunter's score. If no Hunter has been selected, when you start a Hunt, you are prompted to enter a name and that name is added to the list.

To add a new hunter to the list, click on an Empty slot, type your name in the box on the right and press **Enter**. To delete a Hunter from the list, select a name, then click on the *red* Delete symbol on the right side of the screen.





To review the scores for a Hunter, click on a name in the Select Hunter box, and click on Show Score. This brings up a screen giving that hunter's Total Kills. By clicking on the right and left arrow buttons below the Trophies box, you can scroll through the different animals that hunter has killed. A Description of each is given to the right of the deer's representation, along with the Location where that buck or doe was shot.

To clear that Hunter's score, click on the Reset Score button at the bottom of the screen.

When you are done reviewing that Hunter's score, click on Back to return to the Main Menu.

Game Window

The Game Window shows you the world through the hunter's eyes. As you look and move around the region, the window view moves accordingly. The controls in **OPENING WEEKEND: DEER SEASON** are very simple. The following sections cover the various actions and the keys to control those actions. As well, in the frame surrounding the view, many of the most common key commands are described and labeled. A comprehensive listing of game controls can be found in the *Game Controls Summary* on page 16. To exit the Game Window and return to the Main Menu, press **Esc** at any time.

Looking Around

You can use either the mouse or the keyboard to look around. The **PageUp** and **PageDown** keys (**9** and **3** on the numeric keypad) allow you to look up or down. The *left* and *right arrow* keys (**4** and **6** on the numeric keypad) turn you left and right. If you use the mouse, moving it away from you shifts the view up, and toward shifts the view down, while moving the mouse to either side turns you in that direction.

An aiming reticle (small red crosshairs) appears in the center of the screen. Adjust your aim by using these same controls.

Binoculars give you the ability to see further than is possible with the naked eye. Using the binoculars, you can spot animals from great distances. You can raise the binoculars to your eyes by pressing **F5**. Use the **+** and **-** keys on the keyboard to zoom in and out. Lower the binoculars by pressing **F5** again.

Movement

You can use either **E**, **D**, **W** and **R** or the *arrow* keys (**8**, **2**, **4** and **6** on the numeric keypad) allow you to move forward and backward and turn left and right. To move in the direction you are facing, press and hold **E** or the *up arrow* key. To move opposite the direction you are facing, press **D** or the *down arrow* key.

Since you move relative to the direction you are facing, you can change direction by shifting where you are looking.

Occasionally you will need to move quickly, like when avoiding a charging mountain lion! When you need to move quickly, press and hold down either the **A** or **Shift** key while moving. You can also jump, to see over rises and other obstacles, by pressing **T** or **Home** (7 on the numeric keypad).

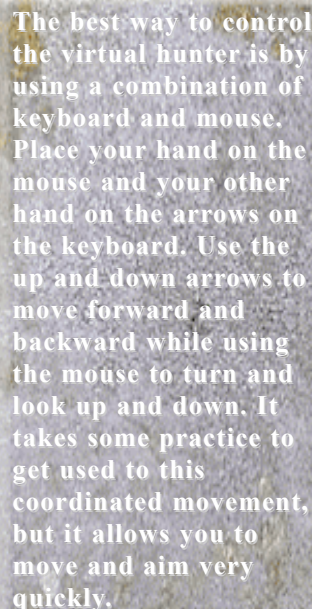
Deer tend to have excellent hearing, and are alert to sudden movements. You can sneak around, moving slower and more quietly, by pressing and holding the **Space Bar** while moving. You can also lower your profile and improve your chances of sneaking up on a deer by pressing the **End** key (1 on the numeric keypad), which lowers you into a crouch. Hold down this key to remain crouched.

Using a Weapon

When you first enter the hunting region, your weapon is raised. You can lower your weapon at any time by pressing **F4**. You can raise the weapon at any time by pressing **F4** again.

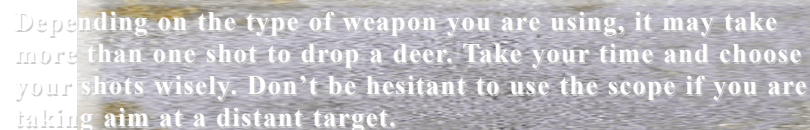
To fire a raised weapon, press the **Ctrl** key or press the **left** mouse button. The weapon fires once for each time you press the key. In the upper left corner of the Game Window is the ammo counter. This shows how much ammunition is left in your weapon and decreases with each shot. When you run out of ammunition, you must exit the hunt (hit **Esc** to return to the Main Menu) and select your weapon and region for a new hunt.

Each weapon has a different range and ammunition, see the *Weapons* section beginning on page 10 for detailed information.



The best way to control the virtual hunter is by using a combination of keyboard and mouse. Place your hand on the mouse and your other hand on the arrows on the keyboard. Use the up and down arrows to move forward and backward while using the mouse to turn and look up and down. It takes some practice to get used to this coordinated movement, but it allows you to move and aim very quickly.

If you are equipped with a long-range weapon, you may want to use a scope to improve your aim. Deer can be hard to see at greater distances. To use the scope, first raise the weapon and then press **F1** or the **Right** mouse button. Use the + and - keys to zoom the scope appropriately. To remove the scope, press **F1** again. Note that you cannot lower your weapon while looking through the scope—you must first remove the scope.



Depending on the type of weapon you are using, it may take more than one shot to drop a deer. Take your time and choose your shots wisely. Don't be hesitant to use the scope if you are taking aim at a distant target.

Your First Hunt

This section is provided to give you a quick start in hunting with OPENING WEEKEND: DEER SEASON. For details on options and techniques presented in this section, see the appropriate section of the manual.

Starting the Game and Entering a Hunt

1. Start OPENING WEEKEND: DEER SEASON by clicking the appropriate icon in the 3D Hunting program group of the Windows **Start** menu.
2. From the Main Menu, select the weapon you want to use, and the region you want to hunt in.
3. Click on Hunt to enter the selected region.

Looking for Signs of Deer

1. Once you are in the environment, slowly turn in a circle, looking for animals in the immediate vicinity. If you spot one, jump ahead to the *Getting a Shot* section.
2. Notice the wind direction and move into or at right angles to the wind, looking for signs of deer (usually droppings).

3. If you find an signs, drop a marker (F2) and continue moving perpendicularly to the wind until you find other signs of deer. Don't forget to use **PageUp** / **PageDown** or the mouse to look up and down.
4. Once you've found a second sign of deer, look around for your last marker. Imagine a line between your current location and that marker. The line indicates a possible deer path.
5. You can follow that path, looking for more signs of deer, or you can find a suitable spot *upwind* from the path to sit and wait for a deer. If you decide to wait, crouch down, put on camo, or hide behind foliage to avoid scaring the deer.

Getting a Shot

If you have difficulty finding deer, you can press M to enable deer pointers. Arrows will appear in the sky above the locations of deer.

1. Once you spot a deer you must get close enough for your current weapon to hit it. See the **Weapons** section starting on page 10 for actual ranges.
2. Observe the foliage around the animal and determine the best place to take a shot, whether it is from a nearby ridge, a tree, or simply a few yards closer. Keep the wind direction in mind.
3. Using the deer call can sometimes draw deer closer to your location.
3. If the call doesn't work, approach the deer in spurts, occasionally stopping to watch its reaction.
4. When the animal is within range, jump to the *Taking the Shot* section.

Taking the Shot

1. When the animal is within range, raise your weapon (F4) and optionally use the scope (F1 or **Right-click**).
2. Position the sights or cross hairs on the deer's center of mass, generally in the chest region. Use the mouse when aiming to be more precise.
3. Fire (**Ctrl** or **Left-click**) when you have a clean shot, but be ready to quickly adjust your aim and shoot again to ensure a kill.

After a Kill

The other deer in the environment remain active even after you have killed one. Note however that if you use a gun, it may be difficult to find more deer because the noise frightens them off. If you hunt with a bow, deer are less likely to flee the area. After killing an animal, continue hunting the other deer in the region until you run out of ammo. When your ammunition is used up, or you tire of hunting, press **Esc** to return to the Main Menu.

Becoming an Expert Hunter

The keys to becoming an expert hunter are simple: know your weapons and equipment, know your prey, develop patience and practice your aim.

Weapons

There are seven weapons to choose from in DEER SEASON. The weapon you choose determines how close you have to be for a kill, and hence, how skilled you need to be as a hunter and tracker. Below are given details on the weapons, so you can judge their relative effectiveness.

7mm Mag Bolt-Action Rifle

Damage: High **Range:** Long



This gun fires a large, extremely high velocity bullet. The bolt-action configuration makes it slightly slower on the reload, but each shot packs enough of a punch to take out a large buck from the limits of your sight's range.

300 Win Mag Lever-Action Rifle

Damage: High **Range:** Long



This high powered, lever-actioned rifle has a somewhat faster reload time than the bolt-action rifle, but comparable range and stopping power.

30-30 Lever-Action Rifle

Damage: Medium **Range:** Long

This gun's cartridge has a little less powder, and as a result, fires a bullet with slightly less force and accuracy than the 300 Win Mag. The difference in range is barely noticeable, but larger bucks may not be felled by a single shot from this rifle.



Shotgun

Damage: High **Range:** Medium

A lightweight, low recoil gun, with a smooth bore. Shotguns are loaded with a cartridge containing a large slug for deer hunting. Although the range isn't as great as that of a hunting rifle, the bullet has a great deal of force behind it and can take out a large deer with one shot.



Crossbow

Damage: High **Range:** Long

Modern crossbows easily have the range and stopping power of a common rifle. Reload time is slow in comparison, but deer are unlikely to spook at the sound, allowing you to fire at multiple targets. In addition, you are allowed to wear camouflage while bow hunting, making the stalking process easier.



Longbow

Damage: Medium **Range:** Short

The ultimate test of stalking skill is to hunt with a long bow. Range is limited by the strength in your arms, forcing you to get very close to your target.



Compound Bow

Damage: Medium **Range:** Medium

Compound bows still require a great deal of strength and stealth, but their power and range have been increased by a system of pulleys.

Hunting Accessories

OPENING WEEKEND: DEER SEASON provides several accessories for you to take on your virtual hunt. These items are always with you; you do not have to select them before you begin hunting. However, you can choose not to use these items if you want to make your hunt more challenging.



Binoculars

Binoculars give you the ability to see further than possible with the naked eye. Using the binoculars, you can spot deer traces and even live deer from great distances. Press **F5** to look through your binoculars. Use the + and - keys on the keyboard to zoom in and out.

Camouflage

Camouflage helps you conceal yourself in the natural terrain around you. Using camouflage, you are all but invisible to the keen eyes of the deer. However, since it is illegal to wear camouflage while hunting with a gun, camo is only available when bow hunting. If you are using a bow, press **F12** to suit up in camo.

Wind Indicator

The direction of the wind is always shown by the indicator in the upper right of the hunting window. Use this indicator to help you determine the correct angle to approach a deer. Note that if the wind is blowing toward the deer it will be able to smell you from longer distances, while having the wind blow toward you will impede the ability of the deer to smell you, even at close range.



Scent Mask

If you need to approach a deer more closely, but the wind is unfavorable, you can use this chemical which masks your scent by pressing **F3**. This trick usually prevents a deer from bolting immediately, but they may still flee if they spy suspicious movement, or you make a lot of noise. Keep in mind that the chemical used wears off quickly. A message at the top of the screen notifies you when it fades.

Deer Call

Deer can sometimes be lured closer to a hunter's position by using a call (press **F9**). These calls simulate many sounds; a female's mating call brings bucks, while the sound of a frightened fawn draws does. Use a call from a position downwind from the deer, while you are concealed from immediate sight for best effect.

About the Deer



Deer are graceful, grass-eating hoofed mammals, which are found worldwide, and come in many varieties distinguished by their size and the color of their fur.

Antlers, bony outgrowths of the skull used as weapons during the breeding season, develop in males (bucks) and are shed and renewed annually. The greater the number of tines, or points, on the antlers, the older the buck. Only the swift and cunning survive, so the successful hunting of a deer with a large rack of antlers can be quite a feat.

Finding Deer

At the start of each hunt, your chosen region is populated with both bucks and does of various ages. The animals all behave realistically, stopping to eat, drink, or simply roam around the landscape. While wandering around the region, you can mark important areas by pressing **F2**. A pole with a yellow flag will appear in the environment at your current location. Use these markers to designate areas where you have seen deer or droppings. You can use the markers



to determine a likely path that the deer may be following, or if you hide and wait nearby, you can use the markers to judge whether you have a clear line of fire, and whether you are inside your weapon's range.

Avoiding Detection

One of the keys to successful hunting is patience. It is much easier to bulls-eye a deer from twenty feet than twenty yards. If you are using a weapon with a severely limited range, the art of moving stealthily is vital.

Deer can notice slight movements and generally perceive sudden movement as a distinct threat. Your best bet is to observe from a distance with the binoculars. Staying on high ground will help you spot distant deer and identify the best path to approach them. When moving in for the kill, try to use natural terrain to block the animal's sight until you get close enough for the kill. You can stay in a crouch (hold down the **End** key while moving forward or backward) to make yourself less visible, but it is difficult to aim while in this position.

Sudden and sharp noises will alert nearby deer to your presence. Unfortunately, the environment in **OPENING WEEKEND: DEER SEASON** tends to compel you to move around. Move slowly, or even sneak (hold down the **Space Bar** while moving) when you know there are deer in the area.

If a deer realizes you are there, be prepared for it to ignore you, run away, or even charge you. Large bucks have been known to gore or trample careless hunters. If a deer charges you, and you aren't sure of a shot, you can try running away (hold down the **A** or **Shift** key while moving). Keep in mind that there are several animals in each area—stay alert to avoid having one deer take you by surprise while you are stalking another.

Improving Your Accuracy

The only way to improve at anything is to practice. If you really want to work on your aim, shoot at the abundant squirrel population, first with, then without a scope. When you can bulls-eye squirrels at the limit of your weapon's range, without a scope, you'll know you've become an expert marksman.



Tips From Expert Hunters

- Try 'leading' your target. If a deer is running across your field of view, take note of how fast it is moving, and aim slightly in front of the animal.
- You may wish to change into camo (F12), or apply chemicals to mask your scent (F9) to avoid detection when stalking a deer. Avoiding open areas where you can be easily spotted by your prey is also recommended.
- Depending on the type of weapon you are using, it may take more than one shot to drop a deer. Take your time and choose your shots wisely. Don't be hesitant to use the scope if you are taking aim at a distant target.
- When deer are eating, they stand still, use this to your advantage.
- Watching wind direction is very important. Get used to checking the indicator often, especially when approaching a deer.
- If you have difficulty finding deer, you can press **M** to enable deer pointers. Arrows will appear in the sky above the locations of deer.
- Don't take 'practice' shots. The loud report of gunfire will scare away the deer.

DEER SEASON Game Controls Summary

Key Command

E or Up Arrow or NumPad 8	Move Forward
D or Down Arrow or NumPad 2	Move Backward
W or Left Arrow or NumPad 4	Turn Left
R or Right Arrow or NumPad 6	Turn Right
S / F or < / >	Sidestep Left / Right
T or Home or NumPad 7	Jump
End or NumPad 1	Crouch (<i>hold to stay crouched</i>)
A or Shift + Direction	Run
Space Bar + Direction	Sneak
F4	Raise / Lower Weapon
Ctrl	Fire weapon (<i>weapon must be raised</i>)
F1	Raise / Lower Scope (<i>weapon must be raised</i>)
F5	Raise / Lower Binoculars
+ / -	Zoom Binoculars and Scope
Page Up or NumPad 9	Look Up
Page Down or NumPad 3	Look Down
F2	Place Marker
F3	Mask Scent
F9	Call Deer
F12	Wear Camouflage (<i>must be hunting with bow</i>)
M	Locate Deer
P	Power Running Mode
F6	Take Picture of Current Screen
F7	Change Display Resolution
Esc	Quit Hunt and Return to Main Menu

Mouse Command

Move Left	Moves View / Aim Left
Move Right	Moves View / Aim Right
Move Away From You	Moves View / Aim Up
Move Toward You	Moves View / Aim Down
Left Button	Fires Weapon (<i>weapon must be raised</i>)
Right Button	Raise / Lower Scope (<i>weapon must be raised</i>)

Action(s)

Action(s)

Troubleshooting

This section provides information that should help you solve some common technical problems.

System Requirements

Please be sure your system meets the following requirements:

- Pentium 233 MHz IBM PC or compatible (266MHz Recommended)
- 32 MB of RAM (64 MB Recommended)
- Windows® 95 or 98 - NOTE: This game cannot be played on Windows® NT systems. Multitasking is not recommended when playing OPENING WEEKEND: DEER SEASON.
- An Uncompressed hard drive with 60MB free
- 4X CD-ROM drive or faster (8X Recommended)
- 16-Bit Windows compatible sound device
- 16-Bit Color and PCI Bus 3D graphics accelerator (2nd Generation PCI Bus or AGP 3D accelerator Recommended)

In addition to the basic system requirements, the game requires that DirectX 6.1 be installed to your hard drive. The option to install DirectX 6.1 appears during the game installation. At the end of installation, you are prompted to register DEER SEASON electronically.

Copy Protection

In order to play OPENING WEEKEND: DEER SEASON, the original game CD must be in the CD-ROM drive.

Uninstalling the Game

To uninstall the game, select that option from the Autorun menu, or choose Settings from the **Start** menu, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on OPENING WEEKEND: DEER SEASON, and click on the Add/Remove button. The game and all of its components are removed from your hard drive, except for your saved scores.

Sound and Video Cards

Some sound and/or video cards are not supported by Windows and DirectX. If you do not have one of the following Sound or Video cards, the game may not work.

DirectX Supported Sound Cards: *Banshee, Creative Labs, Sound Blaster, Yamaha*

DirectX Supported Video Cards: *ATI, Diamond, Matrox, NVIDIA, S3, Voodoo*

Graphics Problems

If you are having difficulties with the graphics in the game (blurred or pixelated textures, shadows, colors, etc.) first be sure that your graphics card meets the minimum system requirements, and that it is DirectX 6.1 compatible. If you meet all requirements, but the graphic glitches persist, you may not have the latest drivers for your card. These can often be downloaded directly from the manufacturer's website, or by contacting their technical support.

If your graphics and gameplay are slow, but otherwise fine, reducing the screen resolution by toggling through the choices (400x300, 512x384, 640x480, and 800x600) with the **F7** key, usually solves the problem. If you continue to have difficulty running the game satisfactorily, check to make sure your system fulfills the minimum requirements.

DirectX 6.1 Setup

This game requires DirectX 6.1 or higher. If you do not have DirectX 6.1, it can be installed or reinstalled from the CD. Installing DirectX 6.1 is an option when installing the game. It can also be installed by exploring the game CD, and opening the DirectX folder. Double click on Dxsetup.exe to start the DirectX 6.1 install. Using either the Install DirectX 6 button from the Autorun menu or Dxsetup.exe, you can install DirectX 6.1, reinstall DirectX 6.1, test your drivers certification, or reinstate your previous audio and video drivers.

DirectX Disclaimer and License

OPENING WEEKEND: DEER SEASON utilizes Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, The Learning Company cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

Verifying DirectX Video/Sound Card Drivers

To verify that your sound and video drivers are DirectX 6.1 certified, follow these steps: Click on the Windows Start button (usually found in the lower-left corner of your screen). Click on Run. In the open field type the command: C:\program files\directx\setup\dxinfo.exe then click on OK. Make sure all drivers say Certified next to them.

If any of your drivers are not DirectX certified you should contact the hardware manufacturer and see if they have certified DirectX 6.1 drivers.

Reinstalling Windows Video Drivers

If you find that there is a problem with your display after you have installed DirectX 6.1 you can reinstall your old video drivers by following these instructions: Click on the Windows Start button and click on Run. In the open field type the command: C:\program files\directx\setup\dxsetup.exe then click on OK. Click on the Restore Display Drivers button. This may require that you have the disk containing your original drivers.

Contacting Technical Support

If you are having problems, please consult the rest of this Troubleshooting section before contacting The Learning Company Technical Support. We've put many of the solutions to the most common problems in this area. If you are sure that you meet the OPENING WEEKEND: DEER SEASON system requirements and the game still does not run, please make certain that you are using the latest drivers for your system.

The Learning Company technical support department is available to assist you with any issues regarding the product you purchased. Technical support can be reached via e-mail, U.S. mail, fax, or phone. The technical staff supports the entire family line of products from The Learning Company.

When contacting technical support, please provide as much information as you can about your computer system and the problem you are experiencing. The following information is necessary to providing you with technical assistance:

- Your first and last name.
- Phone number, fax number, mailing address and e-mail address.
- Name of the product, version, platform and format. **Example:** OPENING WEEKEND: DEER SEASON/version 1.0/Windows 95/98/CD-ROM
- A brief description of your problem.
- Type of computer including name brand. (Mac or PC) If you cannot find the name of your computer say IBM PC Clone. **Example:** Dell PC Pentium 200 MHz
- Amount of memory. **Example:** 64 MB of RAM
- Size of hard disk. **Example:** 12 GB hard disk
- Type of video card. **Example:** ATI Matrox Milenia 8 MB video card
- Type of CD-ROM Drive. **Example:** 4x Panasonic CD drive
- Type of DVD-ROM. **Example:** 2nd generation Phillips DVD-ROM drive
- Type of Sound Card. **Example:** Creative Labs 16 bit sound card
- If using a network please mention the type of network being used.
- Modem type and speed. **Example:** US Robotics 56K Flex internal modem

- Version of Windows or Macintosh operating system.
- If you are having a printing problem specify the name, make, and model of the printer you are using. **Example:** HP Deskjet 870 CSI

Check our Web site, <http://www.learningco.com>, for answers to frequently asked questions and other technical support information. Go to the Support section to get FAQs, downloads, patches, and other useful files.

Technical Support Call Center

24 Hour Automated 800 Support: (800) 409- 1497

This service allows our customers to find commonly asked questions to products and their answers free of charge.

24 Hour Technical Support Fax Line: (319) 395-9600

Main Technical Support Number: (319) 247-3333

Technical support representatives are available between 9:00AM and 9:00PM Central Standard time, Monday through Friday (excluding holidays). Please be at your computer when you call.

Online Technical Support

Technical Support E-mail Address: Help@tlcsupport.com

Online Technical Library: www.learningco.com/support

If the game about which you are inquiring has been out for more than 90 days, you'll want to visit the Web site to be sure you are running the latest version of the game before contacting Technical Support.

Mailing Address

The Learning Company
1700 Progress Drive
PO Box 100
Hiawatha, IA 52233-0100 USA
Attn: OPENING WEEKEND: DEER SEASON

Note: When corresponding via mail please include the information requested above.

Credits

ManMachine Team

AI and Scripting:

Parser:

3D Engine:

2D Art:

3D -Models:

3D-Weapons:

Level Design:

Hunting Consultant:

Project Manager, Game Design:

Special Thanks to:

Seth Robinson

Volker Kleiper

JC Lotter

Justin Martin, Zak Donelly, Paul Adarr

Cabbott Sanders

DUB Media Inc.

Paul Addarr, Andreas Vahsen

Curtis La Bansky

Andreas Vahsen

Steve Schaefer, Kelly Marshall and Benjamin Milstead and Macmillan Digital Publishing.



The Learning Company

Executive Producer:

Producer:

Production Assistant:

Multimedia Production:

Data Manager:

Install Programmer:

Test Manager:

Test:

Manual Author:

Executive Vice President:

Vice President of R&D:

Senior Vice President Marketing:

Marketing Manager/Director:

PR Director:

Support Personnel:

Layout and DTP:

Andrew Pedersen

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Mario Alves

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Chuck Kroegel

Jan Lindner

Caryn Mical

Todd Sitrin

Karen "KC" Conroe

Andrea Akmenkains, Sarah Taylor

Epacentric

QUESTIONS OR PROBLEMS?

If you encounter disk or system related problems you can reach us through several methods:
Telephone (319) 247-3333 between 9:00am and 9:00pm Central Standard time, Monday through Friday, holidays excluded, Tech Support Fax: (319) 395-9600 Attn: Technical Support, calling our automated services at (800) 409- 1497, Filling out our online support form at:
http://store.learningco.com/dev/support_form.asp (or the game's web page, which is listed in the manual), Email: Help@tlcsupport.com (please list the game's name as the message's subject), You can also write to us at The Learning Company, Attn: Technical Support, 1700 Progress Drive, PO Box 100, Hiawatha, IA 52233-0100 USA (include a self-addressed, stamped envelope for reply).

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