

TABLE OF CONTENTS

GETTING STARTED	2
GAME CONTROLS	4
INTRODUCTION	5
PLAY THE GAME	6
THE CHARACTERS	9
HUNTERS	13
DEEP IN THE FOREST	14
BOOG'S WILD SKILLS	15
BOOG AND HIS ANIMAL BUDDIES	17
WILD CHALLENGES	18
WARRANTY	INSIDE FRONT COVER
TECHNICAL SUPPORT	INSIDE BACK COVER



GETTING STARTED

System Requirements

Supported OS: Windows® 2000/XP (only)

Processor: 1.5 GHz Pentium® 4 or AMD Athlon™ (2.0 GHz recommended)

RAM: 256 MB (512 MB recommended)

Video Card: 64 MB DirectX® 9.0c-compliant (supporting shader model 1.1) (see supported list*)

Sound Card: 16-bit DirectX 9.0c-compliant. (PC audio solution containing Dolby® Digital Live required for Dolby Digital audio.)

DirectX Version: 9.0c (included on disc) or higher

CD-ROM: 16x CD-ROM or 4x DVD-ROM or faster

Hard Drive Space: 1.93 GB

Peripherals Supported: Windows-compatible keyboard, mouse, and gamepads. (Software for controller configurations and a .PDF listing the recommended configuration will be included in your Open Season™ folder.)

*Supported Video Cards at Time of Release

NVIDIA® GeForce™ 3/4/5/FX/6/7 series (GeForce 4 MX not supported)

ATI® RADEON® 8500/9000/X families

Laptop versions of these cards may work but are NOT supported.

These chipsets are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for Dolby Digital audio.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Installing Open Season™

To install Open Season™, follow these simple steps:

1. Start your computer.
2. Insert the Open Season™ Installation CD into your CD-ROM drive. The Autorun menu should appear.
3. Click the Install button. The installation wizard will walk you through the set up and installation process for the game.
4. After installing the game, select Ubisoft/Open Season/Play Open Season from your Start menu or double-click the Open Season™ shortcut on your desktop. Doing either of these starts the game.

Note: The Open Season™ Play CD must be in your CD-ROM drive to start the game.

Uninstalling Open Season™

To uninstall Open Season™, follow these simple steps:

1. Start your computer.
2. Insert the Open Season™ Installation CD into your CD-ROM drive. The Autorun menu should appear.
3. When the Autorun menu appears, click on the Uninstall button. It will automatically uninstall all components of Open Season™.



GAME CONTROLS

Boog Controls

Boog Movement	Press W , A , S , D / Arrow keys
Camera Movement	Move mouse
Roar	Click left mouse button
Grab/Throw	Click right mouse button
Talk	Press E / Delete
Call Elliot	Press Q / Page Down
Hide	Press and hold SPACEBAR / Right CTRL
Smell	Press C / Right Shift
Run	Click / Press and hold middle mouse button / Left SHIFT / Numpad 0
Move Camera Behind Player	Press Left Alt / Numpad 1
Cancel a Throw	Press F / ENTER
First-Person Camera	Press and hold X / Numpad 2
Shows Boog's Energy Bar	Press R / Numpad 4
Pause Game	Press ESC

Elliot Controls

Elliot Movement	Move W , A , S , D / Arrows
Camera Movement	Move mouse
Jump	Press and hold SPACEBAR / Right CTRL
Grab	Click right mouse button
Talk	Press E / DELETE
Taunt	Click left mouse button
Run	Click / Press and hold middle mouse button / Left SHIFT / Numpad 0
Move Camera Behind Player	Press Left Alt / Numpad 1
First-Person Camera	Press and hold X / Numpad 2
Show Elliot's Energy Bar	Press R / Numpad 4
Pause Game	Press ESC

INTRODUCTION

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned mule deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into some trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and to make matters worse, he and Elliot suddenly realize that hunting season is now open!

All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that crazy Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!

PLAY THE GAME

Start Menu

Press the Enter key to begin.



Create Profile

When the game starts, the New Adventure screen is displayed. Create your profile.



To create your profile name, left-click on each letter using the mouse. When you're done, click on Confirm to continue.

Main Menu

Use the mouse to navigate this menu. Left-click on Start Adventure to start playing.



- **Start Adventure:** Start a new adventure or continue your current adventure.
- **Replay Scenes:** Replay a scene you've unlocked.
- **Wild Challenges:** Play all seven wild Open Season™ mini-games. Five are unlockable through Boog's adventures.
- **Beth's Scrapbook:** Collect Ranger Badges and add them to Beth's Scrapbook.
- **Wild Academy:** Boog can learn new Wild Skills. The more Wild Style Points he earns throughout his adventure, the more he learns!
- **Options:** Access the Options menu to adjust various settings. The settings you choose are saved to the current game.
- **Credits:** View the list of people who helped create this game.
- **Quit Game.**



Pause Menu

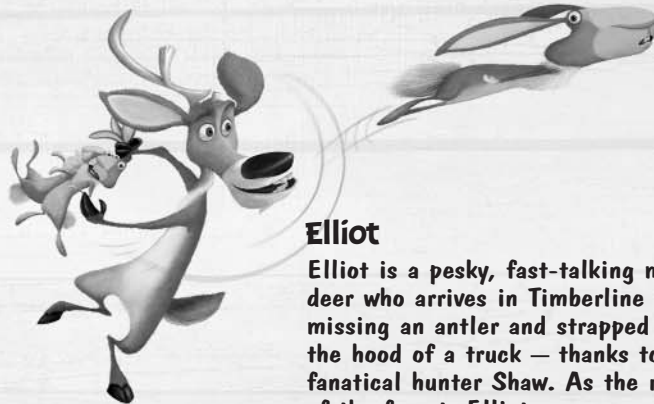


- **Mission Log:** Check your current mission description and progress.
- **Scene Status:** Check the number of Ranger Badges and Wild Style Points earned so far in the scene.
- **Boog/Elliot Controls:** Quick reminder of the controls for the current playable character.
- **Options:** Adjust various settings. The settings you choose are saved to the current profile.
- **Quit Game.**

THE CHARACTERS

Boog

Boog is the reluctant hero of *Open Season™*. This 900-pound bear wants nothing more than to continue living in the tranquil town of Timberline with his friend Ranger Beth, who rescued him as a cub. Boog is really comfortable living around humans and is the main attraction of the local nature show. He has absolutely no wildlife skills and would be at a complete loss if he ever had to “rough it” in the woods.



Elliot

Elliot is a pesky, fast-talking mule deer who arrives in Timberline missing an antler and strapped to the hood of a truck — thanks to the fanatical hunter Shaw. As the runt of the forest, Elliot comes across as a pest, but all he really wants is to be accepted. After he persuades Boog to untie him, their lives are changed forever.





Beth

Beth is a kind, good-natured park ranger who loves animals. She's the one who found Boog as a small cub and raised him.



Gordy

Gordy is the town sheriff and Beth's friend. He likes Boog, but feels that animals belong in the wild, not in Beth's garage.



Shaw

Shaw is a mean and pitiless hunter who thinks hunting should be allowed anytime and anywhere. He is the scariest hunter in the forest and perhaps more than a little crazy.



McSquizzy

A Scottish Highlands rebel, he's the leader of the Furry Tail Clan and the Guardian of the Pine. While all the squirrels are fiercely protective of their trees, nobody messes with McSquizzy.



Rosie and Maria

Don't tangle with these two ladies. If you dare to be around them, watch out, because they've got hot tempers and a sassy comeback every time. Cross their path and you'll get a stinky surprise!



Giselle

A beautiful mule deer who renders Elliot speechless, Giselle is the shining star of the forest's herd. Quick-witted and strong-willed, she puts up with Ian but secretly has a soft spot for runty Elliot and will try to help him — if nobody is watching!



Ian

Ian is a big, strong, and good-looking leader of the deer herd. He's proud of the lame jokes he makes. As the herd's alpha male, he picks on Elliot every chance he gets.





Serge

Serge is the leader of the traumatized duck squadron. These ducks just can't take being shot at anymore and refuse to fly. It's rumored they talk with a secret code.



Reilly

The construction foreman of the forest, Reilly the beaver is an extreme perfectionist who takes great pride in the building of his dam. He is a thorough worker who gets the job done come heck or high water — and has plenty to say when Boog messes up his work.



Miss Feathers

The Wild Skills teacher has been educating the creatures of the forest for generations. Boog is the oldest student she has ever had, but Elliot was the most trouble.



Buddy

It's difficult to get close to someone with so many quills, which is sad because this loner is in constant search of a hug. He doesn't understand that he's downright painful to be around.



HUNTERS

OPEN SEASON HUNTERS



TRAPPER

Easy -
Throw into traps.



LOGGER

Easy - Flees to shack
and shoots from it.



SKINNY

Medium -
Neither slow nor fast.



BOAT

Medium -
Scared only by
animal in boat.



HEAVY

Easy - Shoots
and runs slow.



STINKY

Medium -
Cannot be skunked.



DUCK

Medium -
Found in marshes.



WEEKEND WARRIOR

Tough - Shoots fast.
Resists animals latched
onto his head.



SHAW!

Boss -
Nastiest hunter and
a total head case.



BEAR

Tough -
Roars don't
work on him!
Shoots fast!

It's Open Season, so Boog and Elliot are bound to encounter hunters. The hunters would like nothing more than to catch the biggest prize of them all — a bear!

Use Boog's Wild Skills to scare away the hunters.

- The first attack will stun the hunter.
- The second attack will scare away the hunter for good.



A question mark over a hunter's head means he is searching for Boog. Hide from the hunter before he spots you.



An exclamation point appears over a hunter's head when he sees Boog. Use your Wild Skills to take on the hunter, or run away and hide from him.



DEEP IN THE FOREST



Butterflies

Follow the butterflies. They identify objects you can interact with and places you should visit.

Traps and Campfires

Animal traps and campfires can be used against hunters. But be careful, because they can hurt Boog as well!



Berry Bushes

Smell your way around the forest and you will find berry bushes. Eating berries will restore some of your health.

Ranger Badges



Find and collect Ranger Badges throughout the game. Each Ranger Badge collected will be added to Beth's Scrapbook. After you finish a scene, you can go to the Main Menu and open the Scrapbook to look at your new Ranger Badge and discover something new about the forest! Complete a collection of Ranger Badges and unlock cool rewards!



Wild Style Points

These are points collected by doing wild activities in the forest such as scaring hunters, finding hidden Ranger Badges, and helping animals.

BOOG'S WILD SKILLS

Aimed Throw

- When Boog is holding Elliot or a skunk, click and hold the right mouse button until you see the aiming arrows.
- Use the **W**, **A**, **S**, **D** or arrow keys to aim.
- Release the right mouse button to throw.
- To cancel any Aimed Throw, press the **F** or **ENTER** key.

Quick Throw

- When Boog is holding any animal, click the right mouse button to quickly throw the animal.

Smell

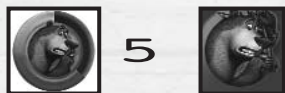
- Boog can smell hidden objects.
- Press and hold the **C** or right **SHIFT** key to use the smell skill and find new objects.
- Hidden objects are identified by a colored mist.



Hide and Sneak

- Approach a hunter from behind without being seen and you will automatically start to Hide and Sneak.
- Press and hold the **[SPACEBAR]** or right **[CTRL]** key to hide. The timer icon turns red when your hiding time is up and you've been spotted.
- When up close to the hunter, use one of the other Wild Skills to stun or scare away the hunter.

Timer Icon



Roar



- The Proximity icon appears when you are very close to a hunter. You can then click and hold the left mouse button to bring up the Roar Meter and let go before the meter reaches the end.
- A Wild Roar is when you let go of the left mouse button while in the red section of the Roar Meter, scaring away the hunter for good.



Charge

- Click and hold the middle mouse button, left **[SHIFT]** key, or Numpad **[0]** and run in a straight line to change to a four-legged run.



BOOG AND HIS ANIMAL BUDDIES

When Boog arrives in the wild, he is not welcomed by the animals of the forest. By performing specific tasks for hostile animals, Boog will earn their friendship. He can then use them to stun or scare away the hunters.

Elliot

- Throw Elliot at hostile animals to distract them.
- Once Boog learns the Ultimate Elliot Survival skill, throw Elliot at a stunned hunter to scare him away for good.

Rabbits

- Pick up and Quick Throw rabbits near hunters to distract them.
- When Boog is holding a rabbit in his hand, click and hold the right mouse button to use the Cross Hare. Aim at the hunter's head and release the right mouse button. The rabbit will fly and latch onto the hunter's head and then stun him.

Skunks

- Use skunks as stink bombs by aiming and throwing them near hunters.

Hint: If you aim the skunk in the right spot, the hunter will run into nearby traps and campfires.

- Aim and throw the skunk directly onto the hunter's head to get the First-Person Skunk. Click the right mouse button repeatedly to spray and stun any nearby hunters with the skunk's stink.

Hint: This is really useful to stun and scare away groups of hunters.

Squirrels

- To get a squirrel out of a tree, throw Elliot at the tree or run and charge into the tree.
- Throw a squirrel near any tree. The squirrel will climb the closest tree and shower any hunter close to it with acorns.
- Try a Hide and Sneak behind a hunter and latch a squirrel onto his head by clicking the right mouse button to begin the First-Person Squirrel. Click the right mouse button to throw acorns at the surrounding hunters. Hit a hunter twice with acorns and he is scared away for good.

Hint: This is really useful to stun and scare away groups of hunters.



WILD CHALLENGES

Choose Wild Challenges from the Main Menu and challenge up to four of your friends in seven hilarious mini-games. Five are unlockable during Boog's adventure.

Rabbits Everywhere!

Click the right mouse button to grab a rabbit and throw it in the big burrow. Carrots attract many rabbits. The highest score wins!

Log Challenge!

Jump from log to log using the **W**, **A**, **S**, **D** or arrow keys. Press the **SPACEBAR** repeatedly to spin your log to unbalance another player or counter the player's spins. The last one standing wins!

Flowers for My Deer!

Every deer wants a bouquet of flowers. Press the **SPACEBAR** to grab flowers of the correct colors. Deliver your complete bouquet to the deer to score points.

Press the **F** key to drop whatever you are holding. The first player to reach 10 points wins!

Shake that Butt!

Watch Buddy carefully to know when to shake your butt and when to stop. Press the **A** and **D** keys quickly and repeatedly to shake off the porcupine. Fill up your Shake Bar first to win!

Duck Chorus!

Watch Serge's quack sequences and then match them. May the best quacker win!

Rise, Rise to the Top!

Press the **SPACEBAR** to raise your platform only when it's your turn. First team to the top wins!

Wild Memory

Run to a burrow and press the **SPACEBAR** to reveal the hidden object. Find the other identical object to earn points. The highest score wins!



18

Register this game now and stay in the know!

It's simple: Go to www.ubireg.com and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on www.ubi.com!

Thanks,
The Ubisoft Team

Open Season™ Proof-of-Purchase



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19

IT'S OPEN SEASON FOR FUN.

GRAB YOUR FRIENDS AND
MAKE TRACKS TO BURGER KING.[®]
ADVENTURE AND FUN AWAIT!



HAVE IT YOUR WAY.[®]

A wooden sign with the words "OPEN SEASON" in a stylized font, set against a background of a forest scene with a stream and a deer.

OPEN
SEASON

SEE THE MOVIE, TOO!

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