




BOW HUNTIN'™ GAME

Model 8004 P/N 82345900 Rev.C

Instructions

Ages 8 and Up

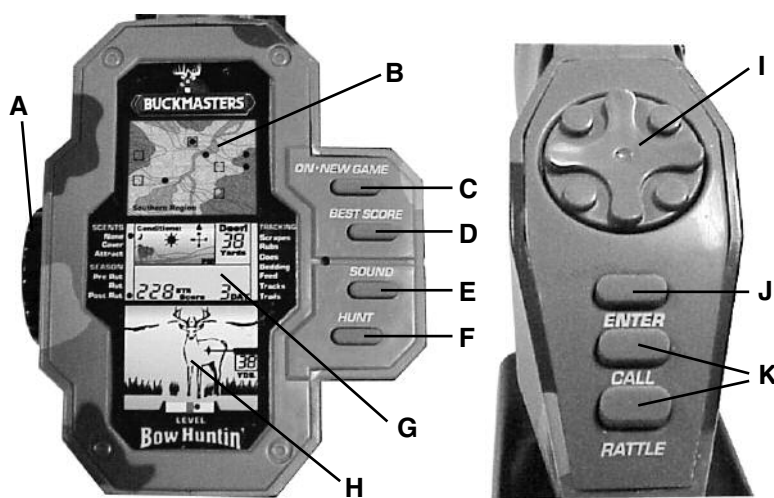
WARNING: This game is for amusement purposes only. DO NOT point the game at people or pets or attempt to fire projectiles or other objects with this game.

GAME SUMMARY

You are about to embark on a challenging eight-day hunt, in which you will be tracking big bucks on five different terrains. You will earn points for each buck you shoot — the larger the buck, the more points it's worth.

In your quest for the top trophy buck, keep an eye on the wind direction and try not to spook the deer! You will discover where and when the hunting is best, and you will learn to use weather conditions and decoys to your best advantage. Good luck and good hunting!

GAME FEATURES



A. SCROLL KNOB

Turn to select the terrain in which you want to hunt after starting a new game. If you turn to a new map during a game, you will see an "X" across the screen.

B. MAP WINDOW

Shows your position and the position of any deer in the area while you are in hunt mode.

C. ON / NEW GAME

Press to turn on the unit. Press again, and hold it down for three seconds, to start a new game at any time.

D. TOP SCORES

Press to see the top score during the current hunt, or the overall top score between hunts. (Overall top score is erased when the batteries are removed.)

E. SOUND BUTTON

Press to turn the sound on or off.

F. HUNT BUTTON

Press to start shooting targets after entering the target practice mode. In hunt mode, press to start hunting if you only set up four or less treestands.

G. INFORMATION WINDOW

Shows the current conditions, time, clues, distance to the deer and scores.

H. TARGET WINDOW

If a deer gets close to you, it will appear in this screen.

I. DIRECTION PAD

Press to select your scent strategy when the game begins. Press to move around the terrain.

J. ENTER BUTTON

Press to set up your treestands before hunting.

K. CALL and RATTLE BUTTONS

Press these buttons to lure deer toward you. Press either button, or alternate buttons until you find a combination that works during each of the three rut seasons.

WAKING THE GAME

To exit demo mode, pull the bow string during the demo.

If there is no activity for about one minute, the game goes into "sleep" mode. To "wake up" the game, press ON / NEW GAME. The game will begin where you stopped.

STARTING A NEW GAME

1. Press and hold ON / NEW GAME until you hear four short beeps.

2. Use the scroll knob to select the terrain in which you want to hunt. If you try to move to a new terrain after starting the hunt, an "X" will appear across the screen.

3. Select a Game Mode — You will see the words "HUNT" and "TARGET PRACTICE" flashing on the screen. Press the Direction Pad to the left to highlight "HUNT," or right to highlight "TARGET PRACTICE."

Press ENTER.

TARGET PRACTICE MODE

If you chose TARGET PRACTICE mode after starting a new game, press HUNT to start. Next, you must watch the target window for the deer to appear. When a deer appears, follow the instructions under "BAGGING A DEER" section of this manual to get off a shot. You will have a total of 10 deer appear on the screen, and you will receive points for each one you bag. You will be given a bonus round if you hit all 10 targets. Points are deducted for shooting a doe.

HUNT MODE

If you chose HUNT mode after starting a new game, follow the directions below:

Scents

None ●

Cover

Attract

Choose a Scent

On the information window, next to the list of scents, a dot will flash next to the word "None." Press the down side of the direction pad to highlight either "Cover" or "Attract" if you want, then press ENTER. The type of scent you choose determines the difficulty and size of bucks you will be hunting.

ATTRACTANT SCENT: The easiest game strategy, the Attractant Scent lets you move with the wind at your back or side as you move to a different treestand.

COVER SCENT: Harder than the Attractant Scent strategy, the cover scent masks your human scent so wind conditions are not critical to successful tracking. At this level, however, you won't find any large bucks.

NO SCENT: The most challenging strategy, with no scent you must always move with the wind directly in your face when approaching a deer. You will be rewarded for finding the large bucks!

(See WEATHER, TIME AND TERRAIN for more about wind direction.)

TRACKING

1. Move Around & Look for Clues

As the hunter, you appear as a dot on the map. Pressing the direction pad lets you move one space at a time in any of eight directions.

Each time you move, you might see one or more dots next to the list of clues under "Tracking" on the center LCD.

These clues tell you what type of deer activity is visible in the spot you currently occupy.

2. Place Your Treestands

As you move around the terrain, you want to place treestands in locations where you see clues. When you want to place a stand, press the ENTER button and a box will appear around "you," the flashing dot.

After you have placed all five deer stands, the hunt automatically begins. If you set up less than five treestands, press HUNT to start hunting.

3. Watch for Deer

After you press HUNT, you will see other dots surrounding you. These are deer! You will see these deer as long as you are in a treestand.

4. Use Your CALL and RATTLE

While you are in your treestand, try calling or catting to attract the deer. Certain combinations of these sounds are effective in luring deer, depending on the season. Try experimenting to see which combinations work best in each season.

BAGGING A DEER

Once you have a deer close to you, it will appear in the target window. If it's a doe, let it go. If it's a buck, get ready to release an arrow.

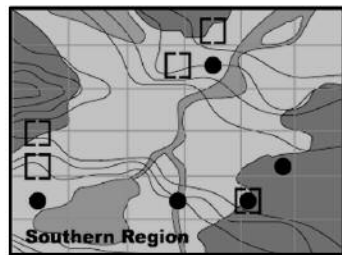
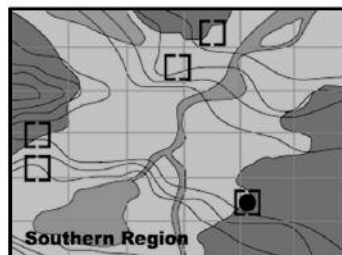
1. Draw Bow String

Hold the bow out level while drawing the string back. This initializes the virtual aiming mechanism.

2. Wait for Your Best Shot!

Before you fire at the buck, make sure it is facing to the side so that you can bag it with only one shot. If the deer is in any other position when you shoot, you will miss the deer and see "UNETHICAL SHOT" appear on the screen.

Tracking
Scrapes
Rubs
Does
 ● **Bedding**
Feed
Tracks
 ● **Trails**



WEATHER, TIME AND TERRAIN

These important factors determine the size and frequency of deer in certain areas. The more you hunt, the more you will learn where and when you can find the large bucks.

Weather conditions and time of day appear in the information window. The weather may be sunny, cloudy or snowy. The time of day may be early morning, late morning, early afternoon, late afternoon or evening. The wind may come from any direction.

Terrain, as seen on the map window, generally includes forests (dark areas) and plains (light areas).

All of these factors affect where you will find the large bucks. For example, it is good to know that deer usually feed in the morning and evening hours and might seek shelter in the afternoon, especially when it snows. The practiced hunter will frequently check the information window, especially for time of day and wind direction.

At nightfall, the hunt ends for the day. The next morning, the deer will be in different locations, so try to bag a buck before nightfall on any day.

Depending on which scent strategy you chose at the beginning, the wind direction can be critical in tracking deer. For example, if you chose the attractant scent, the wind should be at your back or your side when you enter a deer-occupied area. If the wind is blowing in your face, the deer will spook and escape. Because of this, it is always important to check wind conditions when tracking deer.

BEWARE OF COYOTES!

You may encounter a coyote at any time during the game. If this happens, you will hear the coyote yell and see his image appear in the target window. The coyote will scare off the deer in your immediate vicinity.

ENDING THE GAME

The game automatically ends when any of the following happens:

- You shoot five deer.
- Time runs out (eight-day hunt)
- You shoot a doe on the fifth day or later.

When the game ends, the GAME OVER message will flash beside the map. Your total score will be displayed in the information window.

RESTARTING THE GAME

Hold NEW GAME down for three seconds to start a new game.

REPLACING THE BATTERY

The automatic shutoff featured with this unit will help extend the life of the batteries. This game is powered by two (2) AA-size batteries. Install the batteries as follows:

1. Remove the screw on the battery compartment door on the stock of the unit. Slideout the battery cover. Remove the old batteries.
2. Insert two AA-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic.

ADULT SUPERVISION IS RECOMMENDED WHEN CHANGING BATTERIES.

CAUTION:

- As with all small batteries, the batteries included with this game should be kept away from small children who still put things in their mouths. If the battery is swallowed, promptly see a doctor.
- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Batteries may leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

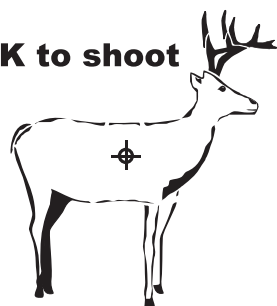
- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, press the reset button. If problems continue, remove and replace the batteries – or try new batteries. If problems still continue, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not use rechargeable batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this manual because it contains important information.

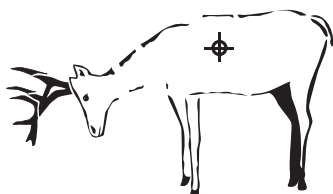
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OK to shoot

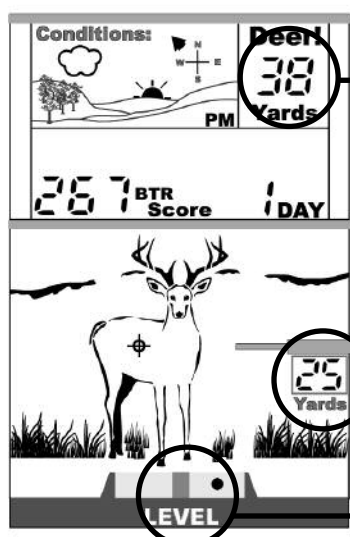


OK to shoot



Check Your Distance!

Look at your two yardage meters. The top meter tells you how far the deer is standing from you. The lower meter tells you how far you could shoot an arrow, based on the angle of



Yardage Meter 1
Distance to the Deer

Yardage Meter 2
Bow Distance

Bow Level

the bow.

Adjust Your Distance!

To get off the perfect shot, the yardage shown on the two yardage meters must match, (plus or minus two yards).



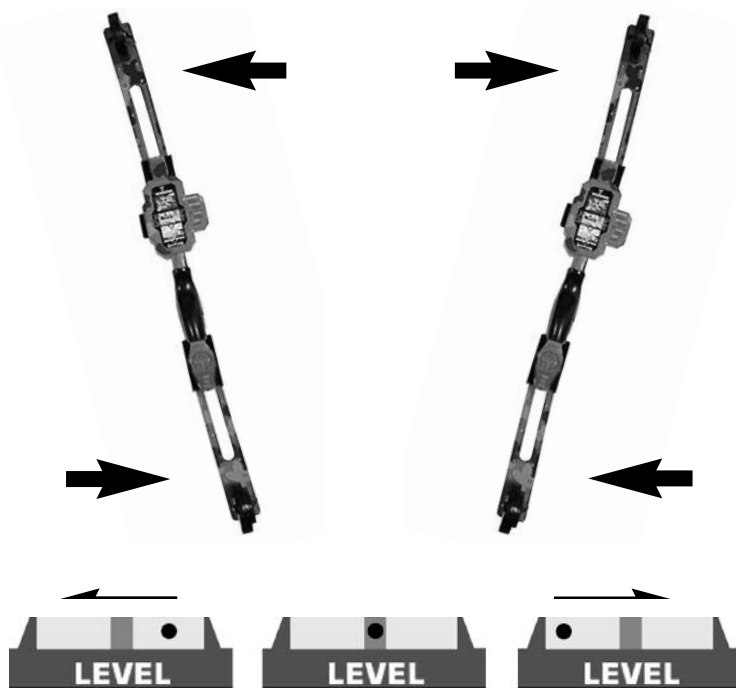
Raise the bow to increase your Bow Distance

Lower the bow to decrease your Bow Distance

Increase your aiming distance by raising the front of the bow. The greater the distance, the higher you will need to raise the bow. Decrease your aiming distance by lowering the front of the bow. **NOTE: Remember to hold the bow level with the ground when you first draw the string back, then adjust the distance.**

Adjust Your Balance!

At the bottom of the target window, below the deer, is a level meter. You must have the black dot in the center square to



get off a successful shot. Tilt the bow to the left or right to get the level meter in balance.

If you have the string pulled back for an extended amount of time, it will become more difficult to maintain your bow level. This is a simulation of "buck fever," where holding a regular bowstring back for an extended amount of time makes your arms wobble because they have become tired.

Fire!

Once you have targeted a deer, you only have about 10 seconds to get off a shot. If you miss the deer, it will escape. If you hit the deer, the "HIT!" message will appear on the target window. The deer's score will be shown on the information window. Continue your hunt by moving to a different treestand.

SCORING

Each time you bag a deer, you will be awarded points as shown in the chart below.

The B&C (Boone & Crockett) score and the BTR (Buckmasters Trophy Records) score indicate the size of the buck.

Deer Size	B&C SCORE	BTR Score
Small bucks	105-139	90-120
Medium bucks	140-179	120-159
Large bucks	180-205	160-179

Doe penalty: If you shoot a doe, you will lose all of your points and three days will be subtracted from your hunt. If you have reached Day 5 when this happens, the hunt will end.