



## ELK HUNTIN'™ GAME

Model 9901

**Instructions**  
Ages 8 and Up

**IMPORTANT!** If your game isn't working properly, push RESET or try new batteries.  
*Note:* This will erase the top scores.

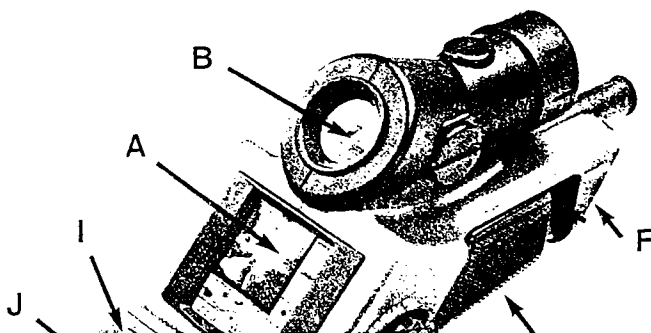
## OBJECT

Successfully track and shoot the top trophy bull during an 8-day hunt full of dangers and obstacles.

## GAME SUMMARY

In this challenging 8-day hunt, you will be tracking the big bulls on 4 adjacent terrain maps. You will hunt in 2 modes: Track Mode (moving, scanning for clues, and scoping to sight elk), and Aim and Shoot Mode (setting shooting distance, aiming and firing). You will earn points for each bull you kill — the larger the bull, the more points it's worth.

In your quest for the top trophy bull, avoid bears and other hunters — and don't spook those elk! You will discover where and when the hunting is best, and you will learn to use weather conditions and a bugle to your best advantage. Good luck, and good hunting!



## WAKING UP THE GAME

If there is no activity for about 1 minute, the game goes into "sleep" mode. To "wake up" the game, press SOUND/ GAME ON. The game will begin where you left off, in the evening (unless you were killed by a bear before the automatic shutoff).

## STARTING A NEW GAME

Press and hold NEW GAME until you hear a short beep. Then follow these steps:

### 1. Choose Your Strategy

**NOVICE MODE:** The easiest level of play featuring more elk on each map. A total of 8 elk can be found on each map. The Trophy Bull cannot be found in this mode.

**EXPERT MODE:** This is a more challenging mode with only 5 elk per map. The Trophy Bull can be found in this mode.

### 2. Starting Location

If the "SAFETY" message is flashing in the SCOPE screen, move the safety back, so that you can move. If the "SCROLL" message is flashing beside the map, turn the SCROLL KNOB until the correct map shows. The "SCROLL" message will stop flashing when you are on the correct map.

Your position on the screen at the start of each game is in the lower right corner.

## TRACK MODE: MOVING, SCANNING AND SCOPING

### 1. Moving

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 6 directions. Note: You will get an error message if you try to move onto bodies of water or off the current map. If you reach the top or bottom of the map, the "SCROLL" message will flash. Just turn the SCROLL KNOB until the adjacent map appears.

### 2. Scan

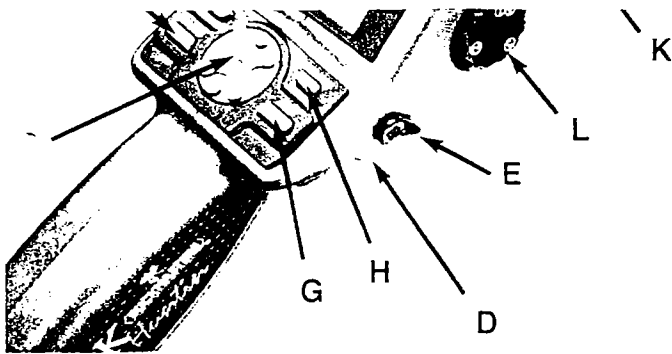
After every move, pull the trigger to scan for clues on the tracking screen. Clues tell you that there are elk nearby. Any one of 8 different clues may appear:

OLD DROPPINGS:

FRESH DROPPINGS:

OLD TRACKS\*:

NEW TRACKS\*:



## GAME FEATURES

### A. TRACKING SCREEN

Displays terrain maps, game strategy, tracking clues, conditions window, message window and score. Used in track mode (safety on).

### B. SCOPE SCREEN

Displays elk, bear, other hunters, range and time indicators, hit/reload/safety messages. Used in aim and shoot mode (safety off).

### C. DIRECTION PAD

Press to select strategy when game begins. Press to move through terrain and to set shooting distance.

### D. TRIGGER

Pull to enter strategy and location when game begins; in Track Mode, pull after each move to scan for clues; in Aim and Shoot Mode, pull to fire a shot.

### SAFETY

Move back when in Track Mode (Safety ON); move forward when in Aim and Shoot Mode (Safety OFF).

### F. SCOPE BUTTON

To scope for elk when a clue is found, press and hold while pressing the direction pad.

### G. BUGLE BUTTON

Press to sound your bugle and listen for a return sound from an elk.

### H. SOUND/GAME ON BUTTON

Press to "wake up" the game, and to turn the sound on or off.

### I. TOP SCORES

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

### J. NEW GAME

Press to start a new hunting trip, starting on Day 1.

### K. RELOAD

Pull back and release to replenish your ammo when "RELOAD" flashes on the scope screen. Be sure to reload after each shot.

### L. SCROLL KNOB

Turn to access the adjacent map when you reach the top or bottom of the current map. ("SCROLL" will flash beside the map, as a reminder.) If you turn to the wrong map, the game will pause until the correct map is found.

FUR:



BEAR:



MUSKY SCENT: "SCENT"

ELK BUGLE\*: "BUGLE"

\*NOTE: If you see tracks or hear the bugle of an elk, look at the direction indicator. It shows the direction the tracks are heading, or the direction from which the bugle came. Also, old tracks are decoys — try not to follow them.



If no clues appear, you may continue moving and scanning. If clues appear, stay where you are and scope for elk.

### 3. Scope

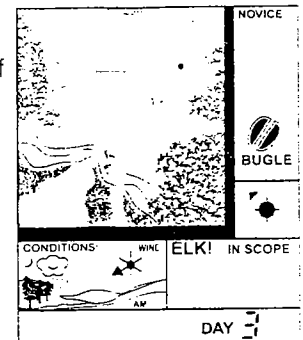
If clues appear, scope the area by pressing the SCOPE button *and* pressing a direction on the DIRECTION pad at the same time. As you do this, check the message window located to the right of your weather conditions for the ELK! message.

If the ELK! message appears, refer to AIM AND SHOOT MODE for next step. If no message appears, either continue moving or use the Bugle to try to attract the elk.

### Using BUGLE Button:

If you do not see any elk while scoping, try using the Bugle before scoping again. Press the BUGLE button once. Listen for a returning bugle sound which could be from an elk or another hunter. Rescope the area to see if you have lured any elk into that area.

If there is still no ELK! message after you have used the bugle and rescoped the area, the elk have probably moved away — or were spooked by too much noise. (i.e. too many calls)



If you see the "ELK!" message, follow directions in aim and shoot mode.

## AIM AND SHOOT MODE

### 1. Ready!

**Reload:** First, make sure your gun is loaded! If the RELOAD message is flashing in the scope window, pull and release RELOAD now.