

COMING FALL 2006!

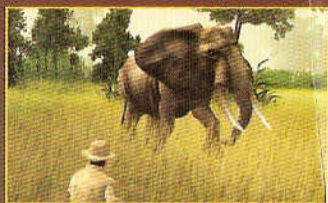


PlayStation 2

Cabela's AFRICAN SAFARI

TEEN T

ACTIVISION



Cabela's

Alaskan

ADVENTURES™



ACTIVISION
 activision.com

Cabela's
 www.cabelas.com

PlayStation 2

EmuMovies

Activision Publishing, Inc. P.O. Box 67713, Los Angeles, CA 90067 75267 226 US
 ©2006 Activision Publishing, Inc. African Safari is a trademark of Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All rights reserved. Cabela's and the Cabela's logo are registered trademarks of Cabela's Incorporated. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the property of their respective owners. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the properties of their

TEEN T BLOOD VIOLENCE
 ESRB CONTENT RATING www.esrb.org

TEEN T
 CONTENT RATED BY ESRB

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

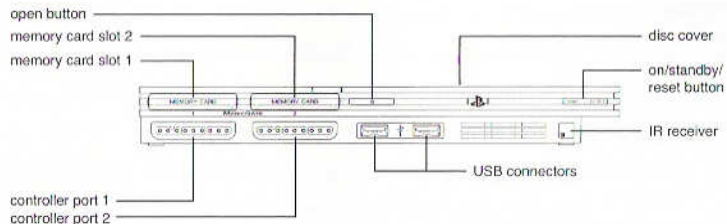
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



| | |
|---|----|
| Getting Started | 2 |
| Starting Up | 3 |
| Default Controls | 3 |
| Base Controls | 3 |
| Hunting Controls | 4 |
| Driving Controls | 4 |
| Fishing Controls | 4 |
| Menu Navigation | 5 |
| Profile Screen | 5 |
| Main Menu | 5 |
| In-Game Menu Navigation | 7 |
| PDA Menu | 7 |
| Game Paused Menu | 8 |
| Outpost Areas | 8 |
| Hunter Creator | 10 |
| Attributes & Skills | 10 |
| Reputation Rank & Attribute Points | 11 |
| Difficulty Level | 11 |
| Playing the Game | 12 |
| The Hunting Screen | 12 |
| Locations in Cabela's Alaskan Adventures | 16 |
| Western Arctic Region | 16 |
| Interior Region | 17 |
| South Central Region | 18 |
| Southeastern Region | 19 |
| Items in Cabela's Alaskan Adventures | 20 |
| Wildlife in Cabela's Alaskan Adventures | 26 |
| Big Game | 26 |
| Small Game | 27 |
| Birds | 27 |
| Fish | 28 |
| Credits | 29 |
| Customer Support | 32 |
| Software License Agreement | 33 |



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Cabela's® Alaskan Adventures disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

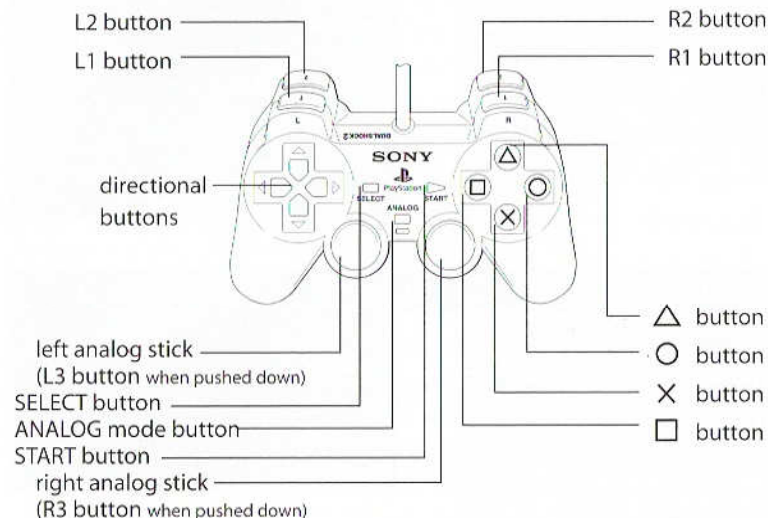
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

| BASE CONTROLS | |
|--------------------|---------------|
| left analog stick | Move |
| right analog stick | Look |
| L3 button | Jump |
| R3 button | Last Item |
| SELECT button | Inventory/PDA |
| START button | Pause Menu |
| X | Use |
| △ | Back |
| ○ | Crouch |



HUNTING CONTROLS

| | |
|-----------|---------------------------------|
| ↑/↓ | Zoom In/Out |
| ←/→ | Change Firearms/Bows |
| ↑/↓/←/→ | Sighting (when in Target Range) |
| R1 button | Fire |
| R2 button | Aim/Scope View |
| L1 button | Hunter's Sense |
| L2 button | Show Tracks |
| □ | Reload |

DRIVING CONTROLS

| | |
|-------------------|---------------|
| left analog stick | Steering |
| L3 button | Reset Vehicle |
| ←/→ | Steering |
| × | Accelerate |
| □ | Brake/Reverse |

FISHING CONTROLS

| | |
|--------------------|--------------|
| left analog stick | Move Rod |
| right analog stick | Rotate |
| R1 button | Cast/Reel In |
| R2 button | Reel Out |
| × | Use |
| △ | Exit |
| □ | Reset Line |
| ○ | Alt Use |

MENU NAVIGATION

PROFILE SCREEN

When you first play Cabela's Alaskan Adventures, you are asked to choose from creating a new profile or selecting a previously saved profile to load.



SELECT PROFILE

To load a previously saved profile, choose Select Profile. After selecting and loading a saved profile, return to the Main Menu to continue.

CREATE PROFILE

Creating a new profile allows you to choose a profile name. To save your newly created profile to a memory card (8MB) (for PlayStation®2), select Save. After you select Continue, you are brought to the Main Menu.



In the Main Menu, when you select Adventure, you can create a hunter and select the difficulty level at which you would like to play Adventure mode.

Every time you create a new profile, all options are set to their default settings for the difficulty level selected (see DIFFICULTY LEVELS). If you do not select a difficulty level when creating a profile, the Greenhorn difficulty level is selected by default.

MAIN MENU

From the Main Menu screen, you can: begin your Alaskan adventure in **Adventure** mode, jump right into a hunt or fishing challenge in **Open Season** mode, **Load/Save** a profile, see info on your current **Profile**, go into **Options** to adjust the game's settings, learn more about playing the game in **Help/Tutorial**, or view the game's **Extras**.



ADVENTURE MODE

This is the main mode of the game. When you first enter Adventure mode with a newly created profile, you will be asked to create a hunter and select your difficulty level. This will be the hunter you will use for the profile you have created. When you are ready to head north into Alaska, you must first complete the Tutorial to get your hunting skills ready.

You will then be transported into the first region of Alaska—the Western Arctic region! When you enter the Outpost area for this region, head into the Outpost Building to buy the necessary gear and tags you will need to go hunting in one of the sub-regions.

To go fishing or if you want to enter a contest, head over to the Fishing Board and Contest Board outside of the Outpost Building in each Region.

There are four main regions in Alaska that you will have to complete in Adventure mode. In each region, you must complete the three Main Hunts (one in each hunting sub-region) and the first Fishing Challenge. Once you have completed these, you can enter the Outpost Building and select Travel to move into the next main region. But once you travel, you can no longer return to the previous region!

In each main region, the Special Hunts, the second Fishing Challenge and the Contests are optional. But these allow you the chance to earn Cabela's Credits (cc) to buy gear, to unlock new gear items to buy and to win Cabela's Medals.

IMPORTANT! When out in the field, try not to break any hunting regulations. Disregard for the law will result in penalties.

OPEN SEASON MODE

This is the quick, pick-up-and-play mode of the game. When you select Open Season mode, you can create a hunter and set your difficulty level. When you enter a hunt or go fishing, a gear set will be automatically equipped.

Hunting: Pick a sub-region to hunt in and select tags for the animals that you would like to hunt. Four hunting sub-regions are available to enter right away. More hunting sub-regions become available as their Main Hunts are completed in Adventure mode.

Fishing: Choose a fishing sub-region and the fishing objective you would like to compete against in that sub-region.

LOAD/SAVE

Save your current profile, load a previously saved profile or create a new profile.

PROFILE

See general info for your current profile.

Game Status: See general info for your current profile like the game completion stats and region-specific completion stats.

Player Status: View your hunter's Attribute and Skill levels for your current profile.

High Scores: For any saved profile, check out your best overall scores for any animal that you have hunted or caught, your longest shot and any Cabela's Medals that you have won.

Exhibition: Select to view the Exhibition Room (your trophy room) and see any animal trophies that you have achieved.

OPTIONS

Choose controller sets or change controller, audio and gameplay options here.

HELP/TUTORIAL

Read instructions and tips for the hunting, fishing and contests you will encounter in Alaska. Here, you can also select to play the Tutorial level from Adventure mode at any time.

EXTRAS

Check out the game's Artwork, a Cabela's® African Safari™ Preview or the Cabela's Alaskan Adventures credits.

IN-GAME MENU NAVIGATION

PDA MENU

Access the PDA by pressing the SELECT button during gameplay. In the PDA, you can equip gear from your **Backpack**, view a map of your location in the **GPS**, see **Region Info** about the area that you are in, view info for your hunter in **Player Stats** and see tracks you have analyzed in **Tracking**.

Backpack: Access your equipped gear here. Just pick the item you want to equip.

GPS: Displays a map of the area that you are in with other important info.

Region Info: Here you can see what your current objectives are, what game animal tags you have to fill when hunting and general info about the environment of the area that you are in.



Player Stats: View your Attribute and Skill levels for your hunter. You can also assign Attribute Points to your hunter here if you have any.

Tracking: The last five tracks you have analyzed are recorded here.

GAME PAUSED MENU

Access the Game Paused Menu by pressing the START button during gameplay. Here you are able to Restart, change Options or return to the Main Menu.

GAMEPLAY OPTIONS

Change gameplay options by selecting Options and then Gameplay Options from the Game Paused Menu.

HUD: When set to ON, all on-screen indicators and meters are displayed.

Subtitles: Turn on-screen subtitles ON or OFF.

Bullet Camera: When set to ON, the camera will follow a bullet or arrow until impact for each shot that you take.

Tip-Up Timer: When set to ON, your Tip-Up Timers will be displayed when Ice Fishing.

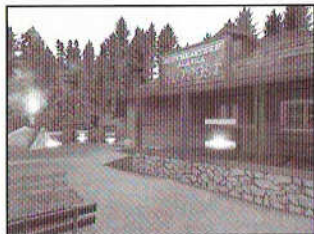
Animal Radar: Part of the Mini Map. It displays where the animals are in the area. If it is set to OFF, only its compass and wind indicator remain.

Aim Help: When set to ON, your aim will slow when it moves across a game animal.

Auto Claim: When you kill an animal, the trophy is automatically awarded to you the moment it dies.

OUTPOST AREAS

In Adventure mode, there is an Outpost Area at the center of each main region. While in these areas, there are many things you can do.



SAVE/LOAD TENT

At this tent outside of the Outpost Building, you can save your current profile or load a previously saved profile. When you load a previously saved profile, you will be brought back to the Main Menu.

CONTEST & FISHING BOARDS

At these boards outside of the Outpost Building, you can enter the available Contests and Fishing Challenges for the main region that you are in.

TARGET RANGES

At these outdoor ranges, you can sight and test your firearm for better aiming. Targets are set at different distances so that you can adjust the Windage and Elevation settings of your firearms at these distances.

OUTPOST BUILDINGS

This is the first place you will want to visit when traveling into a new Outpost Area in Adventure mode.

Outpost Manager: Get tags for the different hunting objectives for the main region that you are in. For each hunting sub-region listed, you must first complete the Main Hunt before you can enter a Special Hunt.

Store: Buy and sell all the gear you will need for hunting and fishing while playing Adventure mode.

Locker: Equip any gear that you have bought in the Store.

Profile: See general info for your current profile.

Travel: When you have completed all three of the Main Hunts and the first Fishing Challenge for the main region that you are in, you can select Travel to move into the next region.



HUNTER CREATOR

Hunter selection in Cabela's Alaskan Adventures is very important. Select Male or Female and then select their age to see each hunter's different default Attribute levels.



ATTRIBUTES & SKILLS

There is a series of five Attributes that you should look for in each hunter. Each Attribute type has specific Skills that can be increased by performing certain hunting and fishing actions in the game.

STRENGTH SKILLS

Casting: Determines how far your hunter can cast depending on what kind of fishing rod is equipped.

Retrieving: Affects how fast your hunter can reel in a fish depending on which fishing reel is equipped and how hard the fish will generally fight when it is on the line.

ENDURANCE SKILLS

Resilience: Affects how much damage your hunter takes when they are being attacked by an aggressive animal.

Stamina Recovery: The higher this skill is, the faster the Stamina Meter will refill while resting after running, walking and swimming.

AGILITY SKILLS

Stealth: Your hunter's ability to move undetected by animals.

Moving: The general speed your hunter moves around while running, walking and swimming.

PERCEPTION SKILLS

Accuracy: The general amount a firearm or bow will sway when it is being used.

Tracking: Affects how far away your hunter can detect an animal's track and the amount of information about that track that is displayed in the Tracking screen in the PDA.

DEXTERITY SKILLS

Hook Setting: Affects the chances of successfully hooking a fish when it is nibbling on the line.

Medical Aid: The higher this skill is, the more effective Med Kits are at restoring your hunter's health.

REPUTATION RANK & ATTRIBUTE POINTS

There are four different Reputation Ranks that your hunter can achieve in Adventure mode. In order from lowest to highest rank they are: **Pellet, Bullet, Magnum and Slug.**

When a new Reputation Rank is reached, you will be given five Attribute Points to put into to any of your hunter's five Attributes. By assigning Attribute Points to your hunter, you can increase how high each Skill can go. Skills have a limit on how high they can go depending on how many Attribute Points are assigned. You may not be able to take advantage of an increase until you assign more Attribute Points to that Skill's Attribute.

Check the Player Status screen often in Profile on the Main Menu. Here you can assign your Attribute Points when you have reached a new Reputation Rank.

DIFFICULTY LEVELS

Greenhorn

On Greenhorn, you can benefit from animal tracking aids. The Animal Radar in your Mini Map shows the position of animals within your area. Use Show Tracks to lead the way to where they are hiding. For shooting, the Drop Dot is available to show you where your bullet is going to hit when you are looking through a firearm's scope at an animal. Hunter's Sense can also slow down time to allow you to get a better shot on your target. Game animals are more responsive to calls and have less acute senses. Fish are the easiest to catch.

Starting Cabela's Credits (cc): 2,000 cc

Sportsman

Sportsman is for more experienced hunters. Game animal and fish frequency is decreased out in the wild. Luring in a game animal or getting a fish on your line is more difficult and requires more patience. Tracking can still be aided by the Animal Radar and Show Tracks function. For shooting, the Drop Dot is available, but Hunter's Sense is not.

Starting Cabela's Credits (cc): 1,500 cc

Simulation

Simulation is a true Alaskan experience! Lures, calls and decoys are much less effective out in the wilderness. The Animal Radar, Bullet Camera, Drop Dot, Hunter's Sense and Show Tracks functions are all completely disabled. Experienced hunters play on this difficulty level.

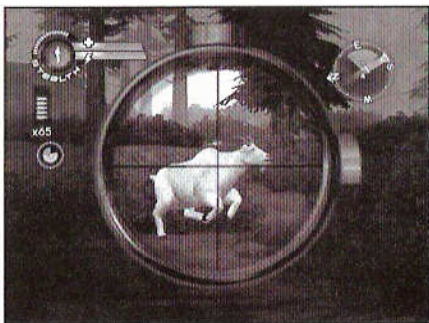
Starting Cabela's Credits (cc): 1,000 cc



PLAYING THE GAME

THE HUNTING SCREEN

On the hunting screen, there are a few elements that you should always check if you desire a successful hunt and want to stay healthy out in the wilderness.



Basic HUD Elements

Health Meter

This green meter tells you the condition of your hunter. When it reaches a critical level, you will have to restart your current objective. Restore health with a Med Kit or by sleeping in a tent.

Stamina Meter

This blue meter impacts your hunter's ability to move. Just stop to rest for a while to recover stamina.

Stealth Meter

This yellow meter tells you how likely an animal is to sense your hunter's presence. Moving cautiously will keep this meter at a higher level.

Hunter Stance

This icon shows whether your hunter is crouching, running or sprinting.

Mini Map

It is a blue compass and contains a green wind speed and direction indicator. When available, the Animal Radar also shows the direction to all animals in the area shown by the small dots in the radar's area.

Ammo Count

The bullets or arrows tell you how many you have until you must reload. The number below this tells you how many total arrows or bullets you have for the firearms or bows you have in your Backpack.

Hunter's Sense Timer

This timer shows you how much time you have to use the Hunter's Sense. It appears only when you are using the Hunter's Sense and takes time to refill when it is empty. This effect slows down time for a brief period allowing you to get a more accurate shot.

Scope View HUD Elements

Drop Dot

This green dot displays where your bullet will drop to when your scope's crosshairs are centered over an animal.

Yardage Display

When your scope's crosshairs are centered over an animal, the distance to it is displayed.

HUNTING GAMEPLAY

Using Firearms & Bows

There is a wide assortment of hunting arms available, ranging from pump shotguns and lever-action rifles to handguns and archery equipment. Each firearm and bow has different characteristics like its rate of fire, its effective range, its damage that it can inflict and how fast it can be reloaded.

Sighting in a Firearm

In Adventure mode, you should always sight in your firearm at the Target Range in each Cabela's Outpost area to ensure an accurate shot. Mount the Cabela's Laser Bore Sighting Kit when you are inside the sighting booth at the range. With this item attached, you can change the Elevation and Windage settings for your firearm.

Tracking

Tracking game animals in the hunting sub-regions can help lead you to where they are hiding.

Show Tracks: When available, this will make the tracks near your hunter start to glow and easier to find.

Analyze Tracks: Tracking gives you valuable information on the movement of game animals in the hunting sub-regions. You can analyze a track that you have found to see information for the animal that left it. Your hunter's radius of tracking vision may be large or small depending on their Perception Attribute and its Tracking Skill. The amount of information that the track can give in the Tracking screen in your PDA depends on your hunter's Tracking Skill as well.



FISHING GAMEPLAY

On the fishing screens, there are some basic elements to keep aware of when playing any of the three fishing types: Ice Fishing, Spin Fishing and Fly Fishing.

Line Tension Meter: When a fish is on the line, keep the white bar in the center as best you can by reeling in when the fish is not fighting and reeling out when the fish is fighting and trying to swim away.

Underwater Cam: This secondary view appears when you have a fish on your line. Use it to watch what the fish is doing and to switch between reeling in and reeling out.

Line Distance Meter: This meter displays how far your line is out in the water.

Setting the Hook: When a fish has taken your lure or bait, you will need to set the hook. Watch for the arrow that appears—you only have a few moments to set the hook in the direction of the arrow or the fish will get away.

The first time you try each fishing type in Adventure mode or Open Season mode, follow the on-screen instructions to learn how to do each one. Each fishing type will introduce new fishing techniques to master and on-screen HUD elements to watch.

Ice Fishing

To go Ice Fishing you will need to equip the Ice Pack and at least one Tip-Up tool in your Backpack. First, find a place where you are allowed to drill a hole in the ice, select your bait and then deploy a Tip-Up tool. Monitor your Tip-Up tools and their on-screen Tip-Up Timers for bites. When you have a bite, run over to it to set the hook and bring in your fish. You can deploy up to three Tip-Up tools. No casting is necessary in Ice Fishing.

Spin Fishing

To go Spin Fishing you must equip the Spin Pack, a Spin Rod and a Spin Reel in your Backpack. For this type of fishing, you must learn to spin cast. After you have taken your boat to any spot on the water, cast out your line. Place your line in the desired spot by rotating your hunter and controlling your casting distance. Watch the Casting Distance Meter to see how far your line will be cast out.

Fly Fishing

To go Fly Fishing, you must equip the Fly Pack, a Fly Rod and a Fly Reel in your Backpack. This is the hardest type of fishing because its fly casting technique can be tough to master. Walk to the spot you would like to fish on the river and then cast out your fly. To cast, you must use the Fly Casting Meter. The Fly Casting Meter has a white hook icon that you must move up and down in rhythm with a moving rectangle. The longer you keep the hook icon in the rectangle, the more line you can draw out. When you have drawn out more than 6 feet of line, you can cast. The more line you draw out determines how far you will be able to cast. If the hook icon leaves the rectangle, you have to restart casting.

CONTEST GAMEPLAY

When playing Adventure mode, you can challenge yourself to different Alaskan contests. Each main region has a different contest type to play. Win a gold, silver or bronze Cabela's Medal if you get one of the top spots.

Dog Sledding

Contest 1 – Resilience: Try to get the best score possible while keeping your sled dogs' stamina up and not tiring them out. If the dogs' green Stamina Meter is emptied, you will fail the contest. If your dogs' Stamina Meter is low when you have finished the race, your total time will be penalized and the final race score will be lower.

Contest 2 – Speed & Techniques: Try to get the best score possible while keeping your dog sled undamaged. Damage to the sled occurs when you steer it over rocks on the race course. If the dog sled's blue Damage Meter is emptied, you will fail the contest. If the Damage Meter is low when you have finished the race, your total time will be penalized and the final race score will be lower.

Waterfowl Shooting

Contest 1 – Free Ride: Shoot down as many Ducks and Geese as quickly as you can at each checkpoint. When you reach each checkpoint in your boat, how quickly you get a hit and how many birds you bring down with each shot determines your score.

Contest 2 – Countdown Timer: You must still try to shoot down as many birds as possible, but now each checkpoint is timed. When the timer runs out, you will be sent to the next checkpoint no matter how many shots you have taken.

Upland Bird Shooting

Contest 1 – Free Ride: Shoot down a Ptarmigan or Grouse with each shot at a checkpoint. How quickly you get a hit and how many birds you bring down at each checkpoint determines your score.

Contest 2 – Countdown Timer: You must still try to shoot down as many birds as possible before the timer runs out. When the timer runs out, you will be sent to the next checkpoint no matter how many shots you have taken.

Shooting Marathon

Contest 1 – Survival: Make it through alive with the best score possible. Each checkpoint has different dangerous animals that you must take down to increase your score.

Contest 2 – Time Attack: You must still survive to win, but each checkpoint is timed and you must take down as many animals as you can before they run away or the timer stops. The more animals you bring down, the higher your score will be.



THE TROPHY SCORING SYSTEM

Scoring your game animals and fish trophies is an important part of hunting and fishing. The game provides automatic measuring and accurately tells you the score for your trophy. Every time you claim an animal or a fish, a screen will appear that displays various information about the trophy.

LOCATIONS IN CABELA'S ALASKAN ADVENTURES

WESTERN ARCTIC REGION



North Slope - This area contains some of the state's largest oil reserves, and it is also home to the Arctic National Wildlife Refuge. It would be wise to dress warmly here as this is the tundra. You'll be able to find Hare and Fox in some of the low-lying areas but keep an eye out for Musk Ox. They've been reintroduced to the state and you should come across a few to hunt. If they're threatened, they're likely to bolt. Don't get too close to them—they can become a little defensive.

Animals to hunt: Musk Ox, Arctic Fox & Snowshoe Hare



Seward Peninsula - There aren't many people out here on the Seward Peninsula. That means it's a great place to hunt but still mighty cold. You are pretty close to the Arctic Circle up here. You'll see more Musk Ox here as well as some Caribou. Be careful you know which gender of Caribou you're shooting at—females will often be with calves. Keep an eye out, they will roam all over this area.

A set of Caribou antlers is an imposing sight and will make a wonderful trophy. But make sure you are carrying the proper tags.

Animals to hunt: Barren Ground Caribou & Musk Ox



Koyukuk - The Koyukuk area may be quite different from what you've hunted before. It's mostly made up of frozen wetlands and forest area. Moose are plentiful here—there are stats that say this place supports between 5 to 10 moose per square mile. Careful you don't step on one! This place is also wet. There are fourteen rivers and over 15,000 lakes in the region—but everything is frozen over

this time of year. Lots of other wildlife lives here too, including Wolves and Lynx.

Animals to hunt: Yukon Moose, Arctic Wolf & Wolverine

Frozen Lake, Seward Peninsula - This shallow lake provides some of the best ice fishing around when it freezes over. You should be able to locate some Arctic Char under the ice. These puppies can reach 15 pounds or more and go after Shrimp bait! Also, record-sized Silver Salmon and Northern Pike have been caught here. Silver Salmon like Shrimp too. Pike are aggressive and eat almost anything—but they really go for Herring bait. Make sure to bring in your Tip-Ups!



Fish to catch: Arctic Char, Northern Pike & Silver Salmon

INTERIOR REGION



Yukon Delta - This area is one of the largest river deltas in the world, where the Yukon and the Kuskokwim flow out of the vast tundra and give their life to the many species of wildlife that live here. You will find many animals to hunt in the flat, low-lying areas and in tree-covered terrain. But there are also some forested uplands you should explore. For there is more than just Coyote and Fox to be found here. Some say there are even Grizzlies roaming out there.

Animals to hunt: Grizzly Bear, Coyote, Red Fox & Lynx



Delta Junction - In the 1920's, Bison were brought up to Alaska from the lower 48 states because they were worried about extinction. They let the animals run loose here and used to call this area Buffalo Center. It should have been called "Bison Center", of course, but those were different days. Now the herds are well managed and hunting tags are available to keep their numbers under control. Bison can be dangerous. If they feel threatened, they may charge you. They're not slow either, so stay alert.

Animals to hunt: Bison



Kuskokwim Mountains - The Kuskokwim are not the highest mountains in Alaska. They only reach about five thousand feet, but they can still be tough to maneuver. Near water, in the alpine meadows and on the rocky slopes is where you will find Dall's Sheep roaming. They are named for the man who discovered them. The male Dall's Sheep stick together and avoid the females until mating season in the fall. The male's horns are a little nicer and larger than the female's, and make for a substantial trophy.

Animals to hunt: Dall's Sheep, Coyote & Gray Wolf



Alpine Lake, Kuskokwim Mountains - This lake in the Interior Region of Alaska is one of the finest anywhere in North America. It's a little warmer here than on the North Slope, so you will be able to use your spinning gear and tackle to catch some nice fish. The big Northern Pike might go after the Spinner lures. Try this lure for the Dolly Varden too. For Lake Trout, maybe try a nice Crankbait

Lure for the largest specimens.

Fish to catch: *Dolly Varden, Northern Pike & Lake Trout*

SOUTH CENTRAL REGION



Cordova - If you've ever had Copper River salmon at a restaurant, you have a connection with Cordova. The Grizzlies here like to eat them too, but watch out for these big fellas. The other fine export from this region, at least for trophy big game hunters, is the Mountain Goat. These animals usually like to stay above the timberline here on the mountain slopes in this area. Hope you're ready to

hike!

Animals to hunt: *Mountain Goat, Grizzly Bear & Beaver*



Kenai Peninsula - Just southwest of the Chugach Mountains is the Kenai Peninsula. Terrain here shifts from the watery flatlands to the big Kenai Mountains. You'll find plenty of game here including Caribou and Moose. You might want to take a special look for the Stone Sheep. The Stone's a little darker than a Dall's Sheep. They can be tricky to hunt. They've got great sight and a sense of smell.

Look for them in the high country.

Animals to hunt: *Stone Sheep, Yukon Moose & Barren Ground Caribou*



Kodiak Island - Where better than Kodiak Island to hunt the Kodiak bear? These things are huge, up to ten feet tall and some have weighed almost a ton. While a well-placed shot may be impressive, you don't want to be packing light if one of these beasts comes charging at you. If so, it was nice knowing you! You'll want to head into the high ground and the especially the forested areas. Both Kodiaks and

Black Bears like these spots.

Animals to hunt: *Kodiak Bear, Black Bear & Sitka Black-Tailed Deer*



Alaskan Coast, Rapid River - You're fishing where the river meets the ocean and since you're spin fishing in the Pacific, you might as well go for the biggest salmon in these waters, the King. King Salmon usually like a Saltwater Spoon lure. You can also go for the Silver Salmon which prefer a Crankbait lure. Sockeye Salmon are also available this time of year—they bite on Rubber

Shrimp Saltwater lures. This is a big stretch of water to explore so patience will be rewarded.

Fish to catch: *King Salmon, Sockeye Salmon & Silver (Coho) Salmon*

SOUTHEASTERN REGION



Sitka - Welcome to the Alexander Archipelago. To be more precise, this here is Sitka. Densely forested and tough to travel through, this area presents a tough hunting challenge. Keep your eye out for Sitka Black-Tailed Deer. This is a deer you won't find in the lower 48 states. Another favorite big game here is Elk. The Roosevelt Elk here make for some of the biggest elk trophies in North

America. Just be careful around any females and their calves because they may get protective.

Animals to hunt: *Sitka Black-Tailed Deer & Roosevelt Elk*



Juneau - In this area, there's only one word that scares most hunters: "Grizzly". Tough, rocky terrain makes this location a tough one to move through, much less hunt. The Grizzlies tend to stay near water. Also be on the lookout for Mountain Goats. They like the steep terrain in this area. You might even see a few Red Squirrels run across your path. Look for the old wooden paths left in some parts of

this location to help get from spot to spot.

Animals to hunt: *Grizzly Bear, Mountain Goat & Red Squirrel*



Ketchikan - The Ketchikan area is located on the southern tip of Alaska. It's made up of islands, rivers and forested low-lands. Some of the largest Wolves in the state live here—some over a hundred and twenty pounds! There is a lot of water in this area to maneuver around to find a good spot to hunt for these guys. Black Bear, Yukon Moose and even Wolverines can be found here at

certain times.

Animals to hunt: *Gray Wolf, Black Bear, Yukon Moose & Wolverine*



Ketchikan, Rapid River - Here you can select your fly and set it down in the water just right. Head into this shallow river to cast out your fly. Fish here are tough to find and even tougher to catch. Rainbow Trout like Egg Cluster Flies. Cutthroat Trout bite on Dry and Cricket Flies. Arctic Grayling go for Trout Streamer and Cricket Flies. Sockeye Salmon love Dry Flies!

Fish to catch: Rainbow Trout, Cutthroat Trout & Arctic Grayling

ITEMS IN CABELA'S ALASKAN ADVENTURES

FIREARMS, BOWS & SCOPES

Hunting in Alaska calls for the best and toughest gear around. Below are some examples of the firearms, bows and firearm scopes you can acquire in your journey across Alaska. In Adventure mode, different hunting objectives call for different firearms and bows to be used. Make sure you have bought and equipped the correct ones while in the Outpost Building before you head out on one of the Main Hunts or Special Hunts.

RIFLES



.30-30 Lever Action Rifle

Your basic rifle and an old standard when it comes to hunting. It takes awhile to reload but it can cleanly take down small and medium-sized game animals. You are given this rifle at the beginning of your journey in Adventure mode. It stays yours to keep and cannot be sold.



.270 Custom Bolt-Action Rifle

The rifleman's rifle. Big game rifles don't get any more classic than a bolt-action .270. This custom .270 really shines as a flat shooting, accurate rifle for medium-sized game. From Sheep to Mountain Goats, it is hard to go wrong with the venerable .270.



7mm Pump-Action Rifle

The flat bullet trajectory and the quick follow-up shot potential of this semi-automatic rifle are the main advantages of this gun. The 7mm pump uses a cartridge that is capable of pushing a 140-grain bullet at almost 3,200 fps (feet per second), making deadly shots at long distances look easy.



.350 Custom Bolt-Action Rifle

This is a great custom rifle for the biggest Alaskan game animals. Powerful and accurate, not many rifles can match this old favorite for hunting animals like Grizzlies, Roosevelt Elk, and Yukon Moose. Its knock-down power at extreme ranges is excellent.



SHOTGUNS



12-Gauge Over/Under Shotgun

Light, agile, well balanced and fast to the shoulder, this over and under shotgun is ideal for bird shooting and small game animals. Two shots are at your disposal with super quick reloads. It cannot be equipped with a scope.



12-Gauge Pump-Action Slug Shotgun

This pump shotgun comes equipped with a 20-inch fully rifled barrel and it uses big sabot slugs. It is the shotgun you will want to equip for hunting medium-sized game. And it's powerful with a fairly flat trajectory out to 75 yards. A shotgun scope can be mounted.

MUZZLELOADER



.50-Caliber Muzzleloader

This is the muzzleloader you want for accuracy out to 100 yards and it packs a nice punch. The very slow time to reload a muzzleloader challenges the hunter to one-shot only encounters with game animals.

HANDGUNS



Single-Shot .44 Magnum Pistol

An extremely accurate handgun. The 14-inch barrel and single-shot, break-open design combine to make this handgun an excellent hunting firearm for most medium-sized Alaskan game animals.

BOWS



Recurve Bow

A good introductory bow that features a 60 pound weight at a 28 inch draw. No let off means you can't hold the bow drawn for very long. There are no sight pins on this bow, so practice is essential in developing a good shot.

AMMO

Ammo for firearms and bows can be found in the Outpost Building in each Region's Outpost area. Bullets can be used for each firearm and Arrows for each bow. Keep an eye on the amount of ammo that you have equipped. If you run out, you will have to go back and get more. Sometimes, boxes of Bullets and Arrows can be found in the different hunting areas.



SCOPES



Cabela's Alaskan Guide™ Compact Rifle Scope

This riflescope is reduced in size and weight. It is a great riflescope for shorter-barreled rifles, but can work well on any rifle. You are

given this scope at the beginning of your journey in Adventure mode. It stays yours to keep and cannot be sold.

Cabela's Alaskan Guide Shotgun Scope

The shotgun scope has a camo finish and is great for quick target acquisition when hunting with a shotgun. It can only be mounted on the 12-Ga Pump Shotgun!

Handgun Scope

For those serious about handgun hunting, this scope is a must. Designed to take a beating, it also extends the handguns' ranges past the 25 yards typical with regular iron sights.

FOOD, WATER & HEALTH

Items to keep you in good health and ready for the Alaskan outdoors.



Standard Med Kit

Stay in shape with this basic med kit. It restores up to 25% of your health, depending on your Dexterity attribute and Medical Aid skill.

Canteen

When you are thirsty out on the field, make sure to use this Canteen. Using a Canteen every so often will keep your health from dropping.

Cabela's Beef Jerky

A tasty, affordable source of food and it keeps well in your Backpack. Eating Beef Jerky periodically will keep your health from dropping.

OPTICS

Gear for finding what's out there in the Alaskan wilderness.



Cabela's Full-Size Alaskan Guide Binoculars

Use these binoculars to scan an area for animals and anything else you might need to see from a distance. Cannot zoom in/out.

Cabela's Alaskan Guide Spotting Scope

This spotting scope has higher levels of magnification than the binoculars and it can zoom in/out. This scope is great for scanning areas from long ranges.

Cabela's CLR1200 Laser Rangefinder

This rangefinder accurately tells you the distance in yards to your target and magnifies your view. This is an invaluable tool when hunting with a bow or any firearm without a scope.

SCENTS & LURES

Items to fool animals' noses.



Cabela's Special Blend Deer Attractant

Cabela's Special Blend lure is an all-purpose deer attractant that works any time of the year.

Moose Lure

Use this scent to lure in bull Moose. This cow-in-estrus scent works great.

Bear Lure

A sweet smelling scent to use for luring in Bears.

Scent-Lok® Spray Killer Accessory Wash

A few quick squeezes of this spray will eliminate game-spooking odors from your clothing and gear and help you to be stealthier.

Salt Lick

A simple lure for all game animals. It is not as effective as Meat for predators or the Game Feeder for other game animals. Place it in a spot where you want your target animals to move to.

Meat

Lure in predator animals with this Meat. Put this where you want to take down a predator.

Cabela's Game Feeder

Entice non-predator animals like Deer, Moose and Elk by using this game feeder. Placing this feeder will cause them to begin feeding near it over a period of time.



GAME CALLS & DECOYS



Primos® Moose Horn™ Call

To bring in Yukon Moose bulls, use this item to reproduce the mating call of an estrus Yukon Moose cow.

Primos Coyote Bear Buster™ Call

Reproduces the bleat sound of a Deer in distress. It attracts Coyotes, Bears, Foxes, and other predators looking for an easy meal.

Primos Cow Girl™ (Elk) Call

Great for calling in Roosevelt Elk bulls by simulating the sound of a female Elk.

Yukon Bull Moose Decoy

Using this item will bring a Moose charging in and will improve your chances for a shot wherever you set it up.

Predator Decoy

This little decoy is great for attracting predators like Wolves, Coyotes, Big Cats, and even Foxes. Set it up and get ready to take your shot.

Sitka Buck Decoy

Using this decoy is a good choice for bringing in other bucks to its position and getting the shot.

TENTS

Use these for shelter, to replenish your health and to make the nighttime hours pass quickly. They can be set up where ever the ground is open and level.

CLOTHING

Picking out the right type of clothing for Alaska is important. As you move through the four main Alaskan regions in Adventure mode, you will want to buy lighter-weight clothes. Look for hunting clothing sets that include Scent-Lok odor-eliminating technology. These clothing sets can increase your Stealth level.

FISHING TACKLE

Each type of fishing—Ice, Spinning and Fly—requires a specific set of fishing tackle and baits or lures. Below are some of the items that you can use to fish in Alaska. Make sure you equip the right fishing tackle before entering a Fishing Challenge at one of the Fishing Boards in the Outpost areas. Otherwise, you won't be able to fish!



ICE FISHING



Ice Fishing Tip-Up

Essential for ice fishing. Attach your bait and place up to three of these on top of the ice next to a hole that you have drilled (one per hole). This Ice Fishing Tip-Up tool will spring up a flag when a fish starts nibbling on your bait.

SPIN FISHING



Cabela's TXS Series Spinning Rod

A good intro spinning reel. Best for use on Alaskan lakes.



Cabela's Tournament ZX Spinning Reel

A good intro spinning reel. Best for use on Alaskan lakes.

FLY FISHING

Cabela's XST Series Fly Rod

First choice for anyone who wants to learn fly fishing casting techniques.

Cabela's CSR Fly Reel

A nice first reel to equip when fly fishing on Alaskan rivers.

BAIT & LURES

Each type of fishing requires a special pack of bait or lures. When a pack is purchased in the Store in the Outpost Building, you will have an unlimited supply of the baits or lures contained in the pack.

Ice Pack

Shrimp and Herring pieces for bait in ice fishing.

Spin Pack

Lures for spin fishing include the Rubber Shrimp Saltwater Lure, the Saltwater Spoon Lure, the Spinner Lure, and the Crankbait Lure.

Fly Pack

Flies for fly fishing include the Dry Fly, the Trout Streamer Fly, the Cricket Fly, and the Egg Cluster Fly.

More items may become available in the Store in each Outpost Building as you progress through Adventure mode. Remember to stop by often to check out any new gear in stock.



WILDLIFE IN CABELA'S ALASKAN ADVENTURES

In Alaska, there are many game animals to hunt and fish to catch. Each species has its own individual traits and behaviors. Keep your eyes and your ears open if you want to discover how to track and hunt each animal or bring in each fish.

BIG GAME

Alaska has some of the most sought-after big game animals in all of North America. Everything from Kodiak Bears to Yukon Moose to Barren Ground Caribou. There are also many predators up here so be careful. They may go after you if you get too close!

Yukon Moose



Mountain Goat



Kodiak Bear



Musk Ox



Barren Ground Caribou



Sitka Black-Tailed Deer



And many more to be tracked and hunted...

SMALL GAME

Many small game animals can be found roaming through the various locations in Alaska—like Coyotes and Wolverines for example. You may come across some chances to hunt these smaller targets.

Coyote



Beaver



Lynx



Wolverine



Including more to find...

BIRDS

In some of the Contests in Adventure mode, you will be given the opportunity to shoot down different species of Alaskan game birds that include waterfowl and upland game species.

Canadian Goose



Spruce Grouse



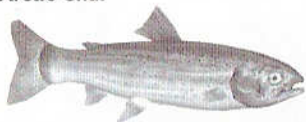
And a few more...



FISH

Fishing is big up here in Alaska. As you move from region to region, different fishing styles become available which have different species of fish to be caught. In each fishing location, species have specific behaviors and every one has a favorite bait or lure.

Arctic Char



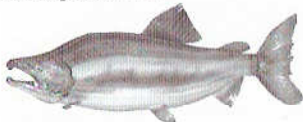
Silver Salmon



Arctic Grayling



Sockeye Salmon



With many more surprises....

CREDITS

ACTIVISION VALUE

General Manager

Dave Oxford

Vice President of Studios

Patrick Kelly

Vice President of Sales

Tim Flaherty

Vice President of Marketing and Creative Services

Mark Meadows

Legal

Joe Hedges

Producer

Andy Spohn

Director of Product Development

Chip Pedersen

Manager, Creative Direction and Design

Carlos Martin

Technology Manager

Chris Arends

Manager of Quality Assurance

Jason Lembcke

Supervisor of Quality Assurance

Rasheem Harris

QA Lead

Matt Reese

QA Team

Bob Paterson
Jeremy Huisheere
Dean Fingerholz
Paul Ference
Madison Meahyen
Brian Kuyath
Thanuvong Yang
Jeremy Andresen
Kyle Kleven
Justin Westplate

Adam Rogers
Stephen Crayton
Andy Owen
Nate Tyley
Brandon Gingerich
Tim Herzog
Par Widlund
Dan Gniady

TRG QA Manager

Chad Schilling

TRG Lead

Jon Pho

Technical Requirements Group

Matt McCullough
Steve Myers

SALES

Vice President of Sales

Tim Flaherty

Sales Director

Jennifer Mirabelli

Director Bus. Development

Brian Johnson

Sales/Marketing Coordinator

Robbin Livernois

Sales Assistant

Brynja Bjarnason

MARKETING AND CREATIVE SERVICES

Brand Manager and Director of Trade Marketing

Jeff Muench

Brand Manager and Director of Trade Marketing

Steve Williams

Senior Graphic Artist

Trevor Harveaux

Graphic Artist

Sean James

Marketing Communications Associate

Nicole Lindstrom



LICENSING

Senior Brand and Licensing Manager
Andy Koehler

OPERATIONS

Director of Operations and Planning
Mike Groshens

Information Systems Administrator

Bob Viau

WRITER

NPC Script Writer
Mark Rose

RECORDING STUDIOS

HamsterBall Studios

VOICE TALENT

"John Buckrum" - Artie Widgery
"Darren Smith" - Scott Robinson
"Samantha Talbot" - Teresa Giles
"Sourdough Jack" - Dan Osborne

VIDEO EDITING

Fischer Edit

SPECIAL THANKS

Amanda Brook
Rachael Crew
Laura Ford
Mike Foster
Todd Hicks
Donna Johnston
Randy Kramer
Randall Ryan
Brian Silva
Aaron Spohn
Bryan Stave
Brendan Stave
Ryan Wieser
Saul Villegas
Mark Vitello
Kathy Yerich

ADDITIONAL THANKS

Ann Beggs
Randy Beverly
Rachel Bongaarts
Mike Dalton
Jessyca Duerr
Jan Marek
Kurt Niederloh

Chris Owen
Janet Paulsen
Mike Roska
Aaron M. Thompson

SAND GRAIN STUDIOS CREDITS

PRODUCTION MANAGER

Patrick Moraras

PROJECT MANAGER

Eleodor Gherghinescu

GAME DESIGNER

Cristian Gabriel Radu
Deodar Popa

PROGRAMMING

Lead Programmer
Dragos Ababei

Programmers

Ionut Simion
Marius Haluca
Radu Bolovan
Andrei Tita
Zsolt Ivacion
Sabina Laura Tanase

2D ART

Lead 2D Art
Bogdan Petrica

2D Artist

Ingrid Juncanariu

3D ART

Lead 3D Art
Ileana Mantoiu-Baldovin

3D Artists

Mirel Aretu
Valentin Dumitriu
George Hibovschi
Raluca Cozma
Dana Noja
Alexandra Lup

LEVEL DESIGNERS

Lead Level Design
George Ilea

Level Design

Alexandru Popescu
Adrian Baboi
Vladimir Balas

FX Artist & Level Design

George Marinescu

SOUND EFFECTS & MUSIC

Ionut Deliu
Mihai Dumbraveanu

SYSTEM & NETWORK ADMINISTRATION

System Administrators
Costin Barzon

Network Administrator

Stefan Radulescu

ENGINE TEAM

Lead Engine Programmer
Daniel Delion

Senior Engine Programmers

Codrut Angelescu
Dragos Avramescu
Cristian Paun
Cosmin Sulea
Ionut Tudor
Constantin Tudor
Stelian Nicolae

Engine Tools

Cristina Maria Simion
Andrei Drexler
Ciprian Ponea

TECHNICAL DIRECTOR

George Batog

SENIOR 2D ARTIST

Tudor Popa

SENIOR LEVEL DESIGNER

Mihai Irimescu

SENIOR 3D ANIMATOR

Carmen Tanase

SENIOR 3D MODELER

Mihai Preda

SENIOR FX ARTIST

Dragos Stanculescu

SENIOR PROGRAMMER

Roxana Sin

Thanks to our families and all our beloved ones who supported us along this project.

Ana Irina & Lisa
Corina
Claudici
Roxana
Brindusa
Simona
Dora
Viorica
BruceLeeNa
Adina
Lili, Anca si Alecu
Bogdan & Luci
Adrian Popescu
Antonia Aretu
Ferkin Elias
Eva Ilesia
Paul Aretu
Codrut Angelescu
Dorina Aretu
Ovidiu Ion
Simion Ciprian
Vlad Stefan Noja
Viorel Noja
Maria Munteanu
Florentina Noja
Munteanu Dan
Gabi
Bob



CUSTOMER SUPPORT

Online Support

Internet: support@activisionvalue.com
or http://www.activisionvalue.com

Other Contact Methods

Fax
(952) 918-9560, 24 hours day

Mail
Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone
(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.



Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS, BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE: Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP: All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio/visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY: Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, misapplication, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photograph of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irretrievably damaged if the terms of this agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDemnITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omission to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. If it may be amended only by a writing executed by both parties, if any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2200, /Attn: Business and Legal Affairs, legal@activision.com.