



## DEER HUNTIN'<sup>TM</sup> GAME

Model 9920

### 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

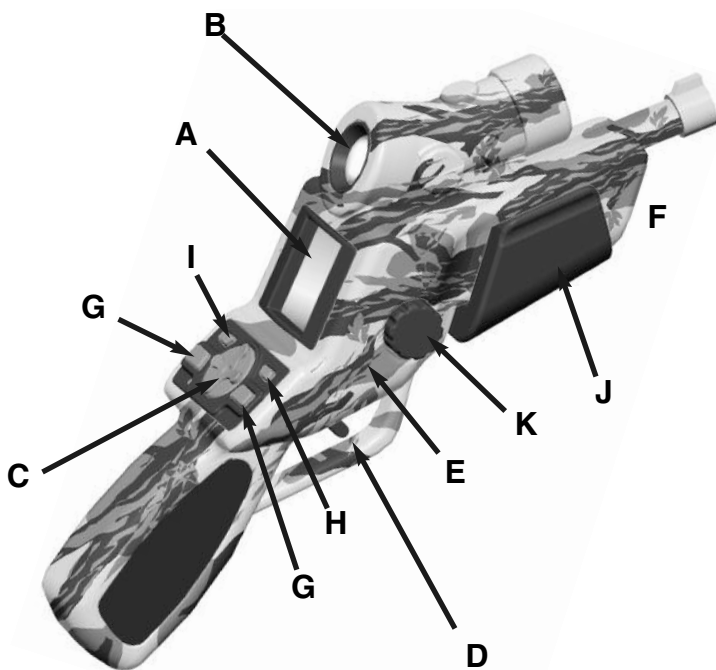
Successfully track and shoot the top trophy buck during an 8-day hunt full of dangers and obstacles.

## GAME SUMMARY

In this challenging 8-day hunt, you will be tracking the big bucks on 4 adjacent terrain maps. You will hunt in 2 modes: Track Mode (moving, scanning for clues, and scoping to sight deer), and Aim and Shoot Mode (setting shooting distance, aiming and firing). 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, avoid bears and other hunters — and don't spook those 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. TRACKING SCREEN

Displays terrain maps, game strategy, tracking clues, conditions window, message window and score. Used in Track mode.

### B. SCOPE SCREEN

Displays deer, bear, other hunters, range and time indicators, hit/reload/safety messages. Used in Aim and Shoot mode.

### C. DIRECTION PAD

Press to select strategy when game begins. Press to move 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.

### E. 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 deer when a clue is found, press and hold while pressing the direction pad.

### G. CALL AND RATTLE BUTTONS

Press these decoy buttons to lure deer you can see while scoping. Press either button, or alternate buttons to find a combination that works!

### 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. (Overall top score is erased when the batteries are removed)

### J. RELOAD

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

### K. 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.

## 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 attacked by a bear before the automatic shutoff).

## STARTING A NEW GAME

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

### 1. Choose Your Strategy

The "COVER SCENT" message will flash on the tracking screen. Press the DIRECTION pad to choose one of three strategies (Scents), then pull the TRIGGER to enter it.

**COVER SCENT:** The easiest level of play. 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.

**ATTRACTANT SCENT:** Tougher than the COVER SCENT strategy, because you must move with the wind at your back or side. This level allows you to lure in the large bucks (common bucks, prize bucks and record bucks), but not the top trophy buck.

**NO SCENT:** The most challenging strategy — you must always move with the wind directly in your face. You will be rewarded for finding the large bucks — and you may even get a crack at the top trophy buck!

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

### 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 deer nearby. Any one of 4 different clues may appear:

### DROPPINGS



### SCRAPES



### RUBS



### BEDDING

"BEDDING" (No picture)

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

### 3. Scope

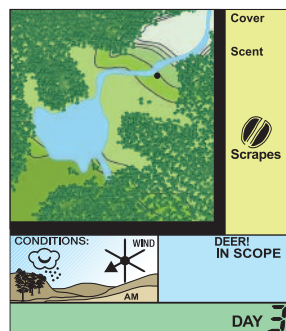
If clues appear, scope the area by pressing the SCOPE button *and* pressing a direction on the DIRECTION pad at the same time. As you do this, check the message window located to the right of your weather conditions for the DEER! message.

If the DEER! message appears, refer to AIM AND SHOOT MODE for next step. If no message appears, either continue moving or use the CALL/RATTLE button(s) to try to attract the deer.

### Using CALL and RATTLE Buttons:

If you do not see any deer while scoping, try using one or more decoy sounds before scoping again. Press the deer CALL button or the RATTLE button once — or press them alternately. Certain numbers or combinations of decoy sounds are effective in luring deer, depending on the clue type. It is worth experimenting to see which ones work best — decoys can be the key to a successful hunt! You must rescope an area to see if you have lured any deer into that area.

If there is still no DEER! message after you have used the decoy(s) and rescoped the area, the deer have probably moved away — or were spooked by too much noise. (i.e. too many calls and/or rattles.)



If you see the "DEER!" 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.

**Locate the deer:** A second dot will show on the map on the space the deer occupies. Using wind direction to your best advantage, move onto that space. Now look at the scope screen to see the deer.

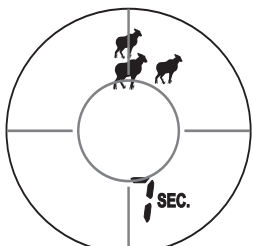
Get within range: Press down (south) on the DIRECTION pad to get within firing range — 50 to 130 yards in the forest; 150 to 300 yards on the plains; 130-230 yards on the high/low lands. (Try not to get any closer, or the deer will spook and escape!)



As you move south, you will get closer to the deer. Check the yardage message in the scope screen until you are close enough to fire.

### 2. Aim!

Turn off the safety by pushing it forward. Then use the DIRECTION pad to aim until a deer appears in the crosshairs. Quickly check for antlers, to make sure it's a buck. There is a penalty for shooting a doe (see "SCORING"), so always let does escape! The illustrations below show an aiming sequence example.



### 3. Fire!

Once you have targeted a deer, you have only half a second to fire. If the deer is a buck, pull the trigger while it's in the crosshairs. You need only one shot to harvest a deer.

If you miss the deer, it will escape. Switch back to Track Mode by moving the safety back, and continue hunting.

If you hit the deer, the HIT! message will appear on the scope screen. The type of deer will appear on the message screen, and your score will be recorded there, based on the type and size.



Continue your hunt by pushing the safety back to return to Track mode.

## SCORING

Each time you hit a deer, you will be awarded points as shown in the chart below. If the rack on the deer is considered a record according to the Boone and Crockett (B&C) score, "RECORD" will flash on the screen.

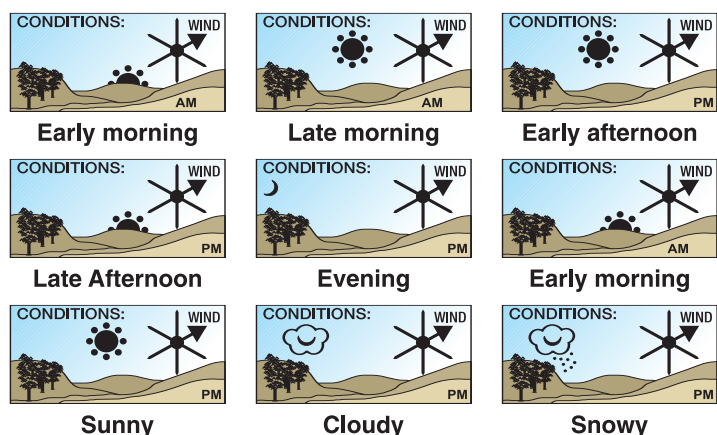
The B&C score indicates the size of the buck. B&C is the recognized scoring system for big game hunting. The score represents the size of the deer's rack.

Deer Type	B&C Score	Weight Score	Antler Point Score
Small bucks	100-130	150-250 lbs.	4-7
Common bucks	131-160	250-299 lbs.	8-11
Prize bucks	161-190	300-349 lbs.	12-14
Record bucks	191-240	350-400 lbs.	15-17
Trophy buck	250	410 lbs.	19

**Doe penalty:** If you shoot a doe, you will lose all of your points and 3 days will be subtracted from your hunt. If you have reached Day 6 when this happens, the hunt will automatically end.

## 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, and even the trophy buck!



### Weather

Weather conditions and time of day appear in the conditions 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. Wind direction may be north, south, northeast, northwest, southeast or southwest.

Terrain, as seen on the maps, 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 may find shelter in the afternoon, especially when it snows. The practiced hunter will frequently check the conditions window, especially for time of day and wind direction.

### Evening

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.

### Wind direction

Depending on which strategy you chose, wind direction is critical in tracking deer. For example, if you chose the attractant scent, the wind must be at your back or your side when you enter a deer-occupied space. 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 BEARS AND OTHER HUNTERS!

You may encounter a bear at any time during the game. The bear print will appear beside the map, and the BEAR! message will appear on the message screen. You will also hear the bear growl.



When the bear approaches, switch to Aim and Shoot mode. Aim at the bear and shoot as you would for deer, except that you must shoot the bear 3 times within 20 seconds, or the bear will attack you and the game will end. You score no points for shooting the bear.

At random times in the game, you may see another hunter on the scope screen. Never aim and fire at the hunter! Move away from other hunters in the area.

## ENDING THE GAME

The game automatically ends when any of the following happen:

- You shoot 5 deer.
- Time (the 8th day) runs out.
- You are attacked by the bear.
- You shoot a doe on the 6th day or later.

When the game ends, the GAME OVER message will flash beside the map. Your total score (if any) will be displayed on the bottom message screen.

## RESTARTING THE GAME

Hold **NEW GAME** down for 3 seconds to start the hunt over at Day #1.

## 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. Slide the battery cover out. Remove the old batteries.
2. Insert 2 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.

### 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 mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable 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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