

REDNECK DEER HUNTIN'™

Instruction Manual

Table of Contents

Introduction	2
How to Install	2
How to Set Up	3
How to Start Play	3
Main menu	4
Beginning the Hunt	5
Weapons	5
Ammo	7
Going Huntin'	7
Target Range	8
Controls	8
Keyboard Controls	8
Tracking the Prey	9
Credits	11
Troubleshooting and Customer Service	12
Customer Support	12
Limited Warranty	13
Interplay Website	16



INTRODUCTION

Thanks for purchasing Redneck Deer Huntin'! We hope you enjoy this 3D hunting experience.

Minimum System Requirements: Pentium 90 or better microprocessor, 16MB RAM, about 80MB hard disk space, SVGA 1MB PCI or LocalBus video card, Sound Blaster or 100% compatible sound card, CD-ROM drive, and either Windows 95, Windows 98, or DOS 5.0 (or later), 100% Microsoft compatible mouse.

Recommended System: Same as above, but with a Pentium 133 or faster and 32MB RAM or more.

HOW TO INSTALL

From Windows 95/98, just insert the CD-ROM disc and when the window appears, click "Install" to begin. If Autorun is turned off, from Windows 95/98 double-click "My Computer", then double-click the CD-ROM icon, then double-click the "Install" icon. Then follow the on-screen instructions.

From DOS, type D:\INSTALL and follow the on-screen instructions.
(Or substitute a different letter for "D" if your CD-ROM drive is a different letter.)



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2**

HOW TO SET UP

When installation is complete, you will be taken to the CONFIG program so you can tell Redneck Deer Huntin' about your sound card and other hardware. If you ever need to run CONFIG again, you can find it in the installed directory which defaults to C:\INTRPLAY\HUNTIN



CONFIG Program

Use the up and down arrow keys to highlight which option in the CONFIG program you would like to choose. When you have used the arrow keys to highlight an option, press Enter to set up that option. Additional windows will appear with more options that you can choose in the same way. You can go back to the previous window by pressing ESC. When you're done, choose "Save and launch Redneck Deer Huntin'" to save all your configuration selections and to play the game.

HOW TO START PLAY

From Windows 95/98, just insert the Redneck Deer Huntin' CD-ROM and click "Play" in the window that appears. Or, from the Start menu, go to "Interplay Productions" and pick "Redneck Deer Huntin'".



From DOS, to start playing, a game from the default directory, type:

```
C:  
CD \INTRPLAY\HUNTIN  
HUNTIN
```

MAIN MENU

The main menu of Redneck Deer Huntin' gives you several options. Use the up and down arrow keys on your keyboard and press Enter to select the option you want.



Main Menu

GO HUNTIN': Begin a new hunt.

TARGET RANGE: Practice at the range with any weapon.

TROPHIES: View the stats for the best bucks or other game you've ever bagged.

OPTIONS: Adjust the brightness and your mouse controls.

HELP: You don't need no help.

QUIT: Hide, the boss's coming.

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4

BEGINNING THE HUNT

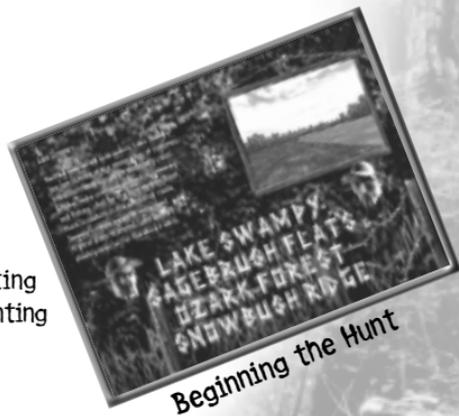
After you choose GO HUNTIN' by pressing Enter, you will get to choose from a list of four places to hunt:

LAKE SWAMPY: Duck hunting

SAGEBRUSH FLATS: Deer and turkey hunting

OZARK FOREST: Deer, turkey, and boar hunting

SNOWBUSH RIDGE: Deer hunting



WEAPONS

After you choose the place you want to hunt, you may choose from four weapons. See the on-screen descriptions of the different ammo you have to choose from for each weapon – you can load different ammo out in the field whenever you want.

PISTOL: A six-shot .44 Magnum. Never tried handgun shooting before, have you? Give it a try. You get six shots before you have to reload. The bullets travel less quickly than a rifle bullet and have a shorter range.



RIFLE: Your trusty bolt-action 30-06 deer rifle has longer range than a shotgun, and fires a single bullet rather than lots of shot. You will have to reload after each time you fire. You'll be taking the rifle hunting with you for deer and boar.



RIFLE WITH SCOPE: Stick a scope on top of the rifle and you've got a more accurate long-range weapon. Easier to aim and hit game from far away, and perfect for deer hunting – especially if you're a big fatso with footsteps like Paul Bunyan, and can't walk to half a mile of a deer without it bolting.



SHOTGUN: A 12-gauge, pump shotgun. Each time you pull the trigger, about a billion small lead shot pellets are fired, scattering once they emerge from the shotgun's barrel. Due to the scattering of the pellets, it is easier to hit a target with a shotgun than with a rifle. You can fire once before you have to reload. Shotguns are used in duck and turkey hunting, and sometimes in wild boar hunting as well.



CROSSBOW: An exotic weapon, suitable for the worldly redneck. A crossbow can fire one bolt (an arrow for a crossbow) before you have to 'reload'. The semiautomatic crossbow has not yet been invented. Crossbow hunting is very challenging and can be used in any sort of hunting.



AMMO

While hunting, press F3 to switch between the two types of ammo available for each weapon.

PISTOL AMMO: Choose between the 210 gr. jacketed soft point bullet, or the heavier 240 gr. hollow soft point. You'll need the heavier bullet to penetrate boar hide.

RIFLE AMMO: 180 gr. hollow soft point bullets are designed for short- to mid-range impact, or you can switch to 150 gr. soft point boat tail rounds for those long shots.

SHOTGUN AMMO: Load up #4 bird shot to bring down any bird. Bird shot may not always penetrate boar or deer hide, though, so switch to 00 buck for the 4-legged critters.

CROSSBOW AMMO: The razor-tip arrow is ideal for most hunting, but you'll have to switch to the fast-tip to penetrate boar hide.

GOING HUNTIN'

After you choose a weapon, the game will load for a few moments and put you in the middle of the action!



TARGET RANGE

To bone up on your mouse marksmanship, visit the TARGET RANGE from the main menu. You can choose from two different ranges, and use any weapon. Try to get the highest score possible before the timer counts down to zero!

CONTROLS

Mouse: Aim
Mouse button 1: Fire your weapon
Mouse button 2: Walk forward

KEYBOARD CONTROLS:

F1:	Raise or lower your weapon	Arrows:	Walk (at a slow pace)
F2:	Load your weapon	Shift + Arrows:	Walk quickly (though this will scare the critters)
F3:	Change ammo type	Alt + Arrows:	Walk sideways
F4:	Spray attractant scent, or throw a duck decoy	A:	Jump
F5:	Deer Call	Ctrl:	Fire your weapon
F6:	Boar Call	Home/End:	Aim up/aim down
F7:	Duck Call	PgUp/PgDn:	Look up/look down
F8:	Turkey Call	ESC:	Menu options
F12:	Take a picture (.PCX format)	Z:	Crouch/Pick up decoys

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TRACKING THE PREY

Be cautious in your movements and footsteps when stalking an animal. If you step on a twig, don't be surprised if you spook your prey into the next county.

Use the crouch key (Z) while holding down the Forward Key (up-arrow) to crawl toward the animal. This makes it less likely you will scare off the animal with the noise of your footsteps.

The crouch key will also let you pick up decoys that you have previously deployed. If the ducks just aren't showing up, you should pick up all your decoys and try a different part of the lake.

When duck hunting, stay quiet. You may see ducks fly in or take off from the water's surface. Be sure to use the mouse to look up – or use the PgUp key to aim upward.

Ducks usually travel in flocks. For this reason, always make sure you have a clear shot before firing, as your shotgun will scare the rest of the flock.

Rushing a boar takes bravery, but it's a good technique. Boars aren't as sensitive or as swift as deer. Just make sure you have a potent enough gun to do the job.



Animals have a keen sense of hearing. Loading your weapon early may avoid scaring off a target, what with the noise of the barrel or the insertion of the shell.

Ducks know the difference between a duck and a human with a gun. If you throw out a decoy and stand ten feet away, then you might as well order a pizza for dinner, because you're going to come home empty-handed.

At Snowbush Ridge, you can track deer by following their footsteps in the snow.

If you see a deer, try to get upwind of it and deploy your attractant scent. The deer will get all excited and come toward you. When it gets close enough, shoot it.

Always keep an eye out for droppings – they're usually near an animal.

Watch for twigs on the ground – if you step on one, you might spook an animal.

Pay attention to the wind direction and your compass heading. Deer are like walking noses and they'll bolt if they sense your B.O.



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TROUBLESHOOTING AND CUSTOMER SERVICE

If you're experiencing problems running the game in Windows 95 or Windows 98, you should try rebooting to DOS from the Shut Down menu. Your system may have a conflict if it loads 16-bit drivers or resident programs from a config.sys or autoexec.bat file, like EMM386.

CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at: Interplay Productions, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at: (949) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you. If you have a modem, you can reach us at the following:

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You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

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**INTERPLAY
PRODUCTIONS
12**

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Interplay Productions
16815 Von Karman Avenue
Irvine, CA 92606



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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

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Once again, welcome.

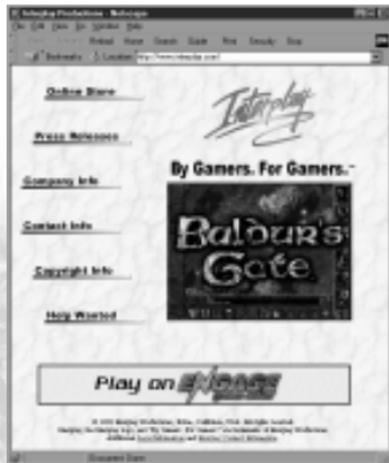
Brian Fargo
C.E.O.

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This site features our demos, upgrades, product information and ordering information.

HOW TO GET THERE

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INTERPLAY
PRODUCTIONS
16