



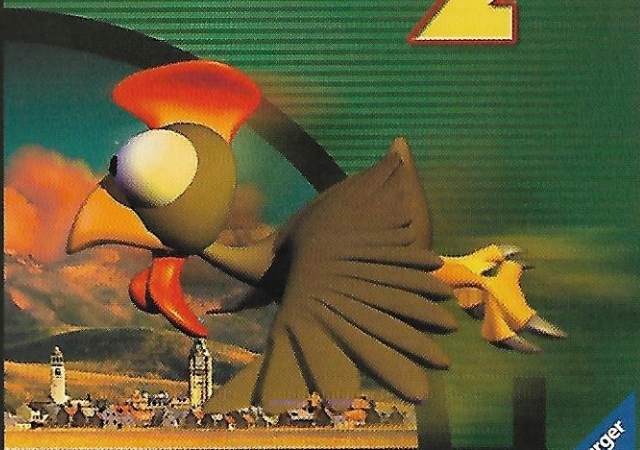
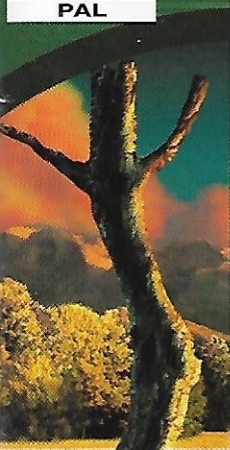
PlayStation

PAL

# MOORRHUHN<sup>TM</sup>

## 2

THE HUNT CONTINUES



Ravensburger

# PlayStation®

## Please note

This is a CD ROM for the PlayStation® video game console. It is only suitable for playing on a PlayStation® that meets European specifications. Please read the operating instructions for your PlayStation® carefully before using the device. Always insert the CD-ROM with the label side up. Hold the CD ROM by the edges and avoid touching the black surface of the CD ROM. The CD ROM must always be kept clean and must not be scratched. Only use a soft cloth for cleaning. Do not store the CD ROM near heat sources, direct sunlight or extreme humidity. Never use a creased, bent or broken CD-ROM as this may cause operational errors.

## Health Advice

- For longer games, a break of about 15 minutes should be taken after every hour. Please do not play when you are overtired. Play in a sufficiently bright room and sit as far away from the screen as possible. A very small percentage of people may experience epileptic seizures when exposed to certain lighting effects or light patterns that are commonly encountered today. Sometimes these people experience an epileptic fit when they view certain television images or play video games. Even players who have never had a seizure before may have previously unrecognized epilepsy. If you suffer from epilepsy, please consult your doctor before playing video games. Consult your doctor immediately if you experience any of the following symptoms while playing: dizziness, blurred vision, muscle twitching or any kind of uncontrolled movement, loss of consciousness, disorientation and/or convulsions.

**Ravensburger hotline: 0751-861944**

Monday Friday from 4 p.m. to 7 p.m. -

Email: [hotline@ravensburger.de](mailto:hotline@ravensburger.de)

<http://www.ravensburger.de/interactive>

The phone number for Switzerland is: 08 48-83 08 33

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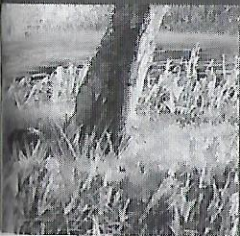
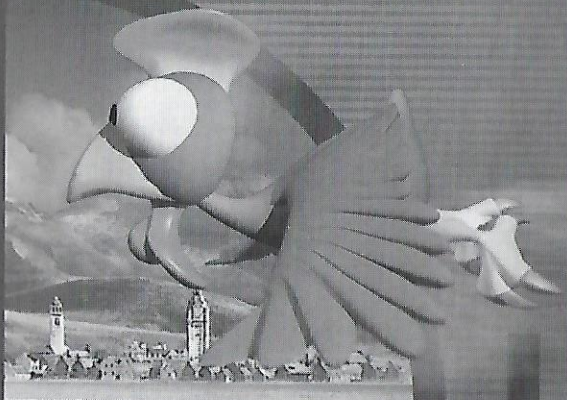


**DUAL SHOCK**

# GROUSE

THE HUNT CONTINUES

2



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## Installation

Install your PlayStation® console according to the user guide and make sure the console is turned off when inserting or removing a CD-ROM. Insert the "Moorhuhn 2" CD-ROM and close the CD compartment. Connect the controller and switch on the console. We recommend that you do not insert or remove any peripheral devices or memory cards as soon as the device is on. Follow the on-screen instructions to start the game.



# Moorhuhn 2 - The game principle

Welcome to Moorhuhn 2.

The game principle of Moorhuhn 2 is quickly explained: you are here and the chickens are right in front of you! So out with the gun and away with the grouse! But wait, it's not that simple after all.

This Moorhuhn game includes Moorhuhn 2 Original, as well as various new mini-games, which we hope will captivate you as long as we do.

To make it as easy as possible for you, Moorhuhn 2 can be played with different input devices. These different options, as well as the controls and key assignments, are explained on the next page.

All the different game modes of Moorhuhn 2 are explained in detail later in this guide. We

would therefore like to suggest that you read these game instructions thoroughly so that you can get the most out of your Moorhuhn 2 game. Keep this manual for future reference.

Ravensburger Interactive wishes you lots of fun and good luck...



# Controller

All Moorhuhn 2 game modes use the same controller assignment.  
Please note the information on the various other input devices.

Please note:

There must be a controller in controller port 1 of the console when you start Moorhuhn 2.

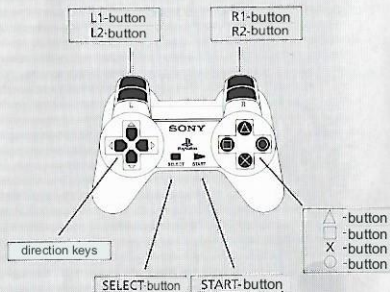
home screen	
START-Taste	= start game
X-button	= start game
main menu	
direction keys	
X-button	= select
□-button	= no function
△-Taste	= no function
○-button	= no function
R1-button	= Scroll screen to the right
R2-button	= crosshair moves faster (hold button down)
L1-button	= scroll screen to the left
L2-button	= crosshairs move slower (press and hold button)

game modes

START button = pause game  
Arrow keys = move crosshair

X-button	= fire weapon
□-button	= no function

△-button	= no function
○-button	= reload weapon
R1-button	= screen to the right scroll
R2-button	= crosshair moves faster (hold button down)
L1-button	= scroll screen to the left
L2-button	= crosshairs move slower (press and hold button)



### Playing with the mouse

Moorhuhn 2 can also be played with the mouse. Simply connect the mouse to the desired controller port. Of course, with Moorhuhn 2 you can also operate two mice at the same time.

Left mouse button

= fire weapon/start game

Right mousekey

= reload weapon

Left & right mouse button simultaneously

= pause game

### Playing with the synced light gun (Namco G-Con45™)

If you connect a synchronized light gun (Namco G-Con45™) to your PlayStation®, Moorhuhn 2 will recognize this automatically. Please follow the on-screen instructions. Please adjust the brightness of your TV set first. The brightness can also be set in the Options menu of Moorhuhn 2. Light guns work best when pointed directly at the screen and the room is as dark as possible.

After that, please calibrate the synchronized Light Gun (G-Con45™) by following the on-screen instructions again. Of course, with Moorhuhn 2 you can also operate two synchronized light guns (G-Con45™) at the same time.

### Playing with the Analog Controller (DUAL SHOCK)

Moorhuhn 2 can also be operated with the analogue controller (DUAL SHOCK). To do this, please activate analog control with the ANALOG mode switch on your analog controller (DUAL SHOCK).

You can also activate the "Vibration" setting in the Options menu.

You also need an analog controller (DUAL SHOCK) for this setting.

## home screen

After you have started Moorhuhn 2, the start screen with the Moorhuhn 2 logo will appear after a short time. Now please press the START button or the X button to get to the main menu of Moorhuhn 2.

### main menu



From the main menu you can select the various game modes, which will be described in detail further on in this manual.

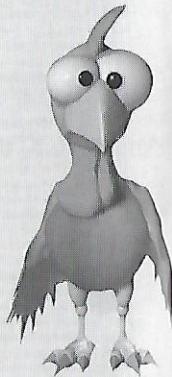
Optio At the bottom right of the screen, a grouse flies over which you can see whether the one- or two-player mode is activated. To change the setting, move the crosshairs to the Moorhuhn and press the X button.

Please note that two controllers must be connected to your PlayStation® in order to activate two-player mode.

You will surely notice that one of the menu items consists of three question marks. There's a secret behind them! Try enabling the hidden menu. I wish you success!

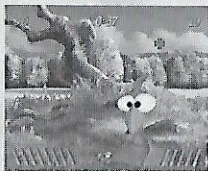
### demo mode

Moorhuhn 2 includes a demo mode that is activated automatically after a short time if you are not playing. The different game modes are shown in demo mode. To exit demo mode, please press the X button on your controller.





# Moorhuhn 2 Original



There it is again! The Moorhuhn is finally flying on your PlayStation®. You have 90 seconds to score as many points as possible. Your ammo is limited, don't forget to reload. Different grouse give different scores. But not only the grouse give points. Experiment and discover the many secrets of Moorhuhn 2.

How do you get the stronger ammo?

How do you get more game time?

Can you sink the rowing boat?

There is a lot to discover! The hunt has only just begun.

Of course, you can also play Moorhuhn2 Original with two people. Player crosshairs have different colors to help you distinguish them. Each player has their own ammo pool and scoreboard. The player who has more points at the end of the game is a real Moorhuhn hero. Sign up for the high score list after the game.

## Weidmannshuhn



The trigger must glow here! A veritable plague of grouse is flooding the fields. It should don't get too many, otherwise the oven will be off! The energy bar at the top of the screen drops continuously, and as the game progresses, it gets closer and closer to zero. He is charged by shot grouse, so hurry up!

You can also play this game with two people. By shooting grouse, the energy bar moves to the shooter, when it reaches the end on your side, you win! But be careful, your opponent is holding! The longer the game lasts, the more the hits affect the energy bar.

Sign up for the high score list after the game.

## The spiders, the spiders



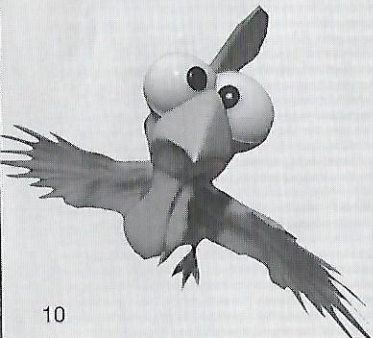
So many cute little spiders! Be careful, these little animals must not remain motionless for too long, otherwise they will get bored and simply disappear.

To prevent this, you need to keep the spiders moving. After each hit, they'll spin around several times, then hang around in a daze. But this disorientation only lasts for a short time, because soon they start climbing again. After a round of 50 seconds, however, the spiders, like you, need a short break

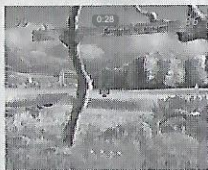
to recover (after which they will regain strength and often appear with reinforcements!). Sometimes the tuft of the turnip chicken shows up too, if you're quick you can kill it!

Leave a spider hanging too long and you'll lose a grouse from your chicken meter at the bottom of the screen. When all moorhens are used up, the game is over. PS: Brave exterminators wait until the spiders hang around groggy before sending them on their journey again, because that earns you more points. The braver you are, the more points you get.

You can also play this game with two people. Things are easier with two people, watch your points, but don't be too selfish! Only perfect teamwork leads to triumph here. Sign up for the high score list after the game.



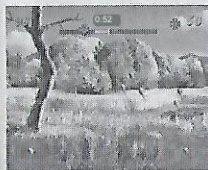
## Hit the Moorhuhn Classic



Load and fire! The aim is to kill as many grouse as possible in 90 seconds. But these chickens are not exactly cowards, they literally feel when a true master is sitting opposite them, because then they really step on the gas! So if you want to achieve the only true high score, you have to be on the trigger for 90 seconds! But sometimes even the good moorhens get too cocky and dare too much: "The Wave"! Of course, there's a bonus for a completely cleared La Ola!

You can also play this game with two people. Try to get more points than your opponent. Sign up for the high score list after the game.

## 98 Moorballons



"I'll think about the chicken and let it fly!" Better not here! The balloons in the color shown in the box at the bottom of the screen are approved for shooting! Not only do they score points, but also prevent the energy meter from dropping. The more balloons you shoot in a row of one color, the more points you score. A color change is indicated both visually and acoustically, so you don't miss anything! Shortly before the change (as a warning!) the sound of an empty magazine will be heard and the balloon will disappear, during this time you can keep shooting for the last color.



Be careful, as soon as the change is made with the reload sound, a new color applies and the old one only brings penalties! Keep an eye out for the balloon with the "2" because it scores a lot of points! The longer the game lasts, the faster the changes occur!

Here, too, there is the possibility to play for two. The aim is to draw the energy bar to your side by getting as many correct hits as possible! But this time it's going to be really mean, because there are magic balloons! (The one with the iridescent rainbow color). If you shoot them down, (usually) nothing good happens to the other person. But beware! This shot can also backfire, so caution is advised. A short text on the screen describes what a magic balloon does. Enter yourself in the high score list after the game.

## memory chicken



This is the department for young Einsteins and everyone who always wanted to be one. The chickens appear in a different order and must be shot down in exactly this order. But wait, you can only start after all the chickens have shown themselves. Jumping starts are punished with the loss of a Moorhuhn in the same way as a mistake when shooting down. Extra points are awarded for a correctly matched series. How many grouse can you remember?

Two people take turns playing here. The players take their turn one after the other. Who can last longer than the opponent?

Sign up for the high score list after the game.





## shoo shoo



With all these scarecrows, no grouse dares to appear on the screen!

Here it is important to clear away the scarecrows as quickly as possible so that the poultry can once again circle undisturbed.

Attention, there are extra points for artificial shooters who shoot scarecrow parts in special patterns. Oh yes, should one or the other Moorhuhn appear: Fire at will!

In a two-player game, it's about who scores more points.

Sign up for the high score list after the game.

## options



The following settings can be made in the Options menu:

### music volume

Shoot the "plus sign" or the "minus sign" to change the setting.

### effects volume

Shoot the "plus sign" or the "minus sign" to change the setting.

### controller sensitivity

When a synchronized Light Gun (G-Con45TM) is connected, this setting regulates the stabilization of the crosshairs. "Fast" means that the reticle will follow your movements faster, in return the reticle will jitter a little more. Use "Slow" if you want to hit small objects more easily.

### Lightgun calibration

This menu can only be selected when a synchronized Light Gun (G-Con45TM) is connected to Controller Port 1 or Controller Port 2 on your PlayStation®. Calibrate your synchronized Light Gun (G-Con45TM) by following the on-screen instructions.

image position

Here you can move the image position of Moorhuhn 2 in the horizontal and vertical axis.

### **Vibration**

Choose between "Vibration On" or "Vibration Off" for the respective player. Activated vibration is marked by a frantically flying grouse. If the vibration is deactivated, there is a red cross over a gently floating grouse. In order to be able to activate the vibration, you need an analog controller (DUAL SHOCK).

brightness

You can increase the brightness here if your television does not have sufficient control options in this regard. Choose between three levels of brightness, identified by the three differently bright grouse. The selected brightness level is marked by the larger grouse flying in the foreground.

Saving the settings in the Options menu (no menu item):

As soon as you have changed one or more options and exit the Options menu, you will be asked whether you want to save your settings. Confirm with YES if you want to save. Select NO if changes should not be saved.

To enable the saving process, there must be a memory card in memory card slot 1 of your PlayStation®. Please do not remove the memory card during the saving process, as this could result in the loss of your game data. Therefore, before starting the game, make sure that you have at least one free block of memory on your memory card.

Moorhuhn 2 automatically loads your previously saved Moorhuhn 2 data from memory card slot 1 when it starts.

### **Highscores**

The high score lists for the individual game modes are hidden behind this menu item. All one and two player results that made it into the high score list are noted here.

### **Credits**

Select this menu item and you can see who contributed to Moorhuhn 2 for the PlayStation®.

# Credits

## Ravensburger Interactive Media GmbH

project management

PR

thanks to

Similis Software GmbH

producer

Project management

programming

Head of QA

Tester

manual text

in-game texts

Layout

Special thanks to

**Friis Tappert**

Alexandra Wankum

Felix Aschauer

**Frank Heukemes**

**Holger Kree**

Christian Schneider

**Wolfgang Schwaiger**

Silke Weiser

Alexander B. Christof

Alexandra Gerb

Gerhard Seiler

**Harold Riegler**

Karsten Köper

Bodo Thevissen

Alexandra Gerb

**Martina Wostry**

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Alexandra Gerb

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"Moorhuhn-Father" Frank Ziemiński

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- **Australia** \_\_\_\_\_ 1902 262 662 \_\_\_\_\_

*Calls charged at \$1.50 per minute.*

Please call these Customer Service Numbers only for PlayStation Hardware Support.

- **Österreich** \_\_\_\_\_ 0900 970 111 \_\_\_\_\_

*Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.*

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

- **Belgique/België/Belgien** \_\_\_\_\_ 011 516 406 \_\_\_\_\_

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- **Suomi** \_\_\_\_\_ 0600 411911 \_\_\_\_\_

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- **Schweiz/Suisse** \_\_\_\_\_ 0900 55 20 55 \_\_\_\_\_ Ein Anruf kostet Fr. 1. -/min.

*Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen*

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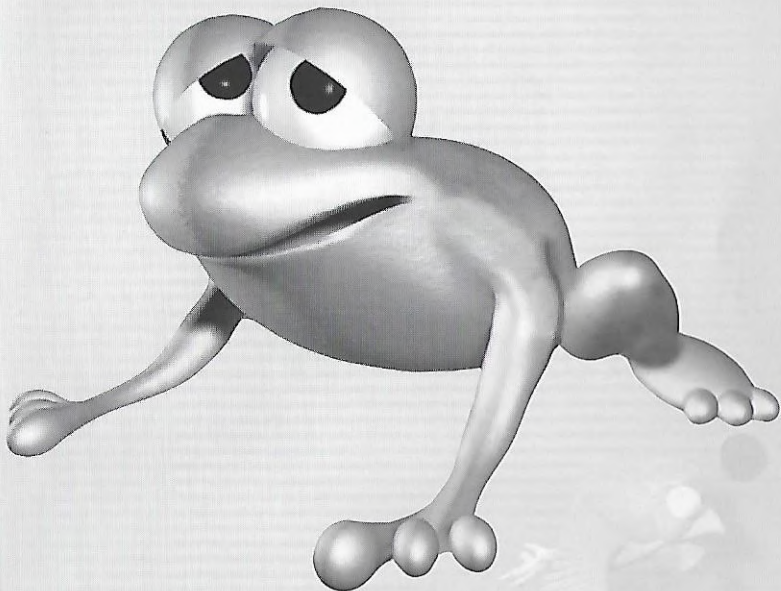
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We'll meet Again!



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„The settlers of Catan"  
with rule extension  
and new scenarios  
now available!



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