

SETUP

Position the Light Sensor on top of the TV screen.

BIG BUCK HUNTER (1 to 4 Players, single gun, turn based)
Use Green Gun only. Do not plug in Orange Gun.

BIG BUCK SHOOTOUT (2 Players, two guns, head-to-head)
To prevent game malfunction, be sure to plug the Orange Gun into the Green Gun (as shown) before turning the power on.

CONTROLS

Trigger – Fire / Select in menu
Pump – Reload
Menu Button – Pause Game

GUN CALIBRATION STEPS

- Turn on the Light Sensor. Stand back 3 to 4 feet from the TV. Turn on the Green Gun controller.
- When the calibration screen comes up, follow the instructions on the screen.
- Aim for the target on the upper left side of the screen.
 - If the shot does not register after 3 attempts, take a step back and try again.
 - If the shot does register, the target will move to the lower right side of the screen.
- Aim for the target on the lower right side of the screen.
 - If the shot does not register after 3 attempts, the game will ask the player to step back again and the calibration process will start over.
 - If the shot does register, the game will tell the player to try not to move.
- If the player does end up moving, they can calibrate the gun again by going to the Options menu.
- After selecting Big Buck Shootout mode, then calibrate the Orange Gun.

GUN SELECT

Choose between:

BIG BUCK HUNTER (1 to 4 Players single gun turn based)

BIG BUCK SHOOTOUT (2 Players two guns competition)

MAIN MENU

Designate menu selections by aiming and firing at any one of the following selections:
1 Trek, 3 Trek, Bonus Only, Records/Options, or Gun Select.

1 TREK

Choose between a single Eastern Adventure or Northern Adventure. Each Hunting Adventure consists of 5 different hunting sites and one bonus game.

3 TREK

Select 3 Trek to play one of the two Whitetail Adventures. Each Whitetail Adventure consists of 3 different Hunting Treks.

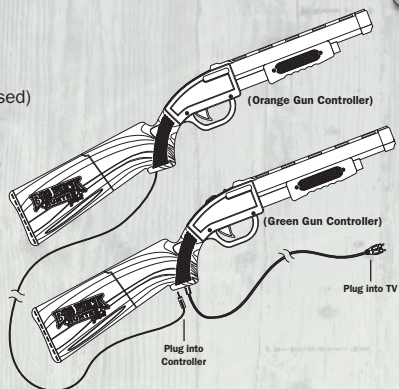
OPTIONS/RECORDS

Pick Options/Records to toggle the game's music and sound effects OFF/ON, view records for each of the hunting locations or read the game's credits.

HOW TO PLAY

Shoot Bucks, Wolves, Birds, Squirrels and every other critter in the forest — but don't shoot the Does! (Does are female deer. They don't have antlers like Bucks.) Shooting Does instantly ends the round. As many as 3 Bucks will appear at each Hunting Site. In Big Buck Shootout, 6 Bucks will appear at each Hunting Site.

Players who bag the most Bucks and other critters with the fewest shots (Remember, don't shoot the Does!) score the highest point awards and may become Hunter Heroes if they have the highest recorded score at the Hunting Site.

**HUNTING TIPS**

Bag the Bucks with the fewest shots by aiming for vital organs. Shooting the head or heart will kill most Bucks with one shot. Bonus points for plugging critters will not be awarded without at least one Buck kill in the round. Players who drop 3 bucks with only 3 shots earn the coveted Marksman Award.

Points are also awarded for distance. Players earn more points for taking Bucks down that are further away. Players can score more points by waiting for the Buck to turn and run away before taking him down.

Players who drop 3 Bucks at a Hunting Site are awarded a Perfect Site. If 2 or more Perfect Sites are achieved in a row, players start a Perfect Streak and receive Streak Bonus points for the length of the Perfect Streak.

If either player shoots with 50% accuracy or better in Big Buck Shootout, they will be awarded with a Precision Bonus.

THE BONUS GAMES

Choose Bonus Game Only to play any one of the game's 6 bonus rounds. Players must shoot as many of the targets with pinpoint accuracy and the least amount of ammo to score the highest possible points.

DUCK HUNT BONUS

Trusty hunting dogs have scampered into the brush to root out the Ducks! Shoot the Ducks as they fly out of the thicket.

PAPPY'S PORCH

Pappy's three sheets to the wind and needs some excitement. Shoot the jugs around Pappy's porch.

PIE IN THE SKY

Loveable Chloe and Ethyl are pooping up a storm on the back 40 again. Shoot the "cow pies" as they fly out of the Cows.

GOPHER GARDEN

Pesky Gophers have invaded Granny's carrot patch! Shoot the varmints as they pop their heads up out of their holes.

FROG FLIPPIN'

Frogs are gently floating on lily pads, and you just happen to be hankering for some hillbilly fun! Shoot the Frogs as they pass. Each Frog can be flipped up to 4 times by pumping another round into it while it's still in the air.

MARS NEEDS CATTLE

Flying saucers are after the Cows again! Shoot the Spaceships before the aliens abduct your Cows for nefarious experiments and steak dinners.

**IMPORTANT SAFETY INSTRUCTIONS**

1. Read these instructions.
 2. Keep these instructions.
 3. Heed all warnings.
 4. Follow all instructions.
 5. Do not use this apparatus near water.
 6. Clean only with dry cloth.
 7. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
 8. Only use attachments/accessories specified by the manufacturer.
 9. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
 - (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation.
- Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- < Reorient or relocate the receiving antenna.
 - < Increase the separation between the equipment and receiver.
 - < Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - < Consult the dealer or an experienced radio / TV technician for help.
- Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

SEIZURE WARNING: A 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 TV Games unit, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic seizure or symptoms in these individuals or 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 or anyone in your family 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.

- To reduce the likelihood of a seizure while playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games in a well-lit room and on the smallest available screen.
 3. Do not play if you are tired.
 4. Take a 10 to 15 minute break every hour.

REPETITIVE STRAIN WARNING: Playing video games continuously can make your muscles, joints or skin hurt after a few hours. To avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

1. Take a 10 to 15 minute break every hour, even if you don't think you need it.
2. If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
3. If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING: BATTERY SAFETY INFORMATION: Battery acid leakage can cause personal injury and cause damage to the product and surrounding property. If battery leakage occurs, thoroughly wash any affected skin, making sure to keep battery acid away from eyes, ears, nose and mouth. Immediately wash any clothing or other surface that comes into contact with leaked battery acid. Leaking batteries may make "popping" sounds. Dispose according to Local, State or Federal Laws.

NEVER mix old and new batteries or different brands of batteries.
NEVER mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
NEVER use rechargeable batteries with this product.
NEVER dispose of batteries in fire, as they may leak and explode.
NEVER disassemble, modify, or attempt to short circuit the battery compartment.
NEVER leave batteries in the product for long periods (a week or more) of non-use.
NEVER leave the product on after the batteries have lost their charge.
NEVER put batteries in backwards by placing the negative (-) battery pole into the positive (+) receptor slot.
NEVER attempt to charge non-rechargeable batteries.
NEVER expose the batteries to excessive heat such as sunshine, fire or the like.
ALWAYS have an adult install and change the batteries.
ALWAYS remove exhausted batteries from toy.
ALWAYS have an adult install batteries consistent with installation instructions.
ONLY use batteries specified by manufacturer.

WARNING

This product may be mistaken for an actual firearm by law enforcement officers and others. Altering any state or federal required markings or coloration in order to make product appear more realistic and/or brandishing or displaying the product in public is dangerous and may be a crime.

WARRANTY > For warranty information, visit www.jakks.com/warranty

TROUBLESHOOTING > If you cannot get the product to work with your audio/video devices, please contact the device manufacturer.

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ATTENTION! Remove and Discard packaging ties and fasteners before giving toy to child.

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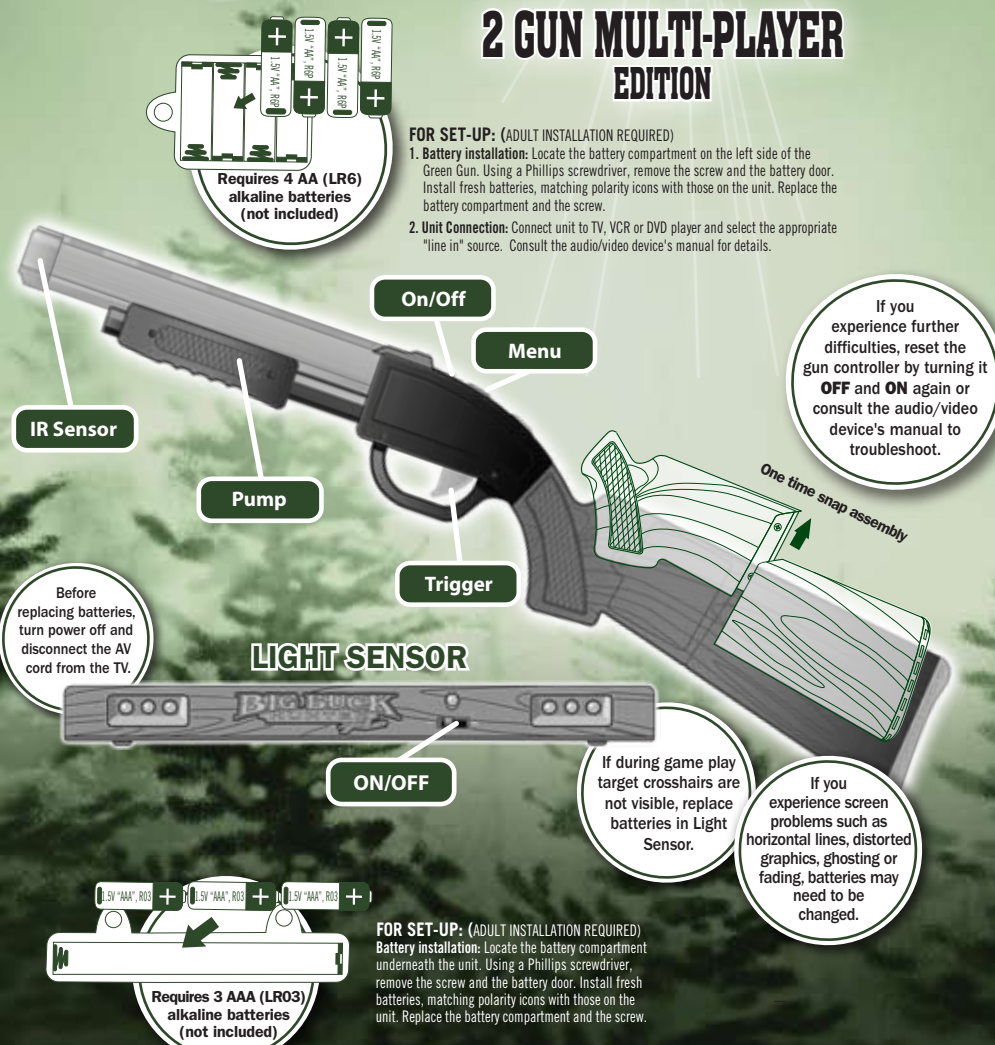
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**2 GUN MULTI-PLAYER EDITION**

FOR SET-UP: (ADULT INSTALLATION REQUIRED)

1. **Battery Installation:** Locate the battery compartment on the left side of the Green Gun. Using a Phillips screwdriver, remove the screw and the battery door. Install fresh batteries, matching polarity icons with those on the unit. Replace the battery compartment and the screw.
2. **Unit Connection:** Connect unit to TV, VCR or DVD player and select the appropriate "line in" source. Consult the audio/video device's manual for details.



We know you want to drop some Bucks right away, but don't run off all half-cocked just yet! Dropping Bucks sure is a whole heapin' lotta good fun, but experienced Buck Hunters abide by two hard and fast rules:

- 1) Never aim at your fellow Buck Hunters.
- 2) Always play Big Buck Hunter® Pro indoors only.

**BACK**

Big Buck Hunter_ INST

STANDARD

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Item

DIELINE

3.20.09

FRONT

Big Buck Hunter_ INST

PMS 350 C & Black

STANDARD

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Item

ARTWORK

3.20.09