

**GAME BOY ADVANCE**

AGB-BOAE-USA

# OPEN SEASON™



**INSTRUCTION BOOKLET**

**UBISOFT**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO<sup>®</sup> HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

** WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Eye or muscle twitching**

**Loss of awareness**

**Altered vision**

**Involuntary movements**

**Disorientation**

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

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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# GETTING STARTED

To begin play, insert the Open Season™ Game Pak into your Game Boy® Advance system and flip the POWER switch to the ON position.

L Button

R Button

Control Pad UP

On/Off

Control Pad LEFT

A Button

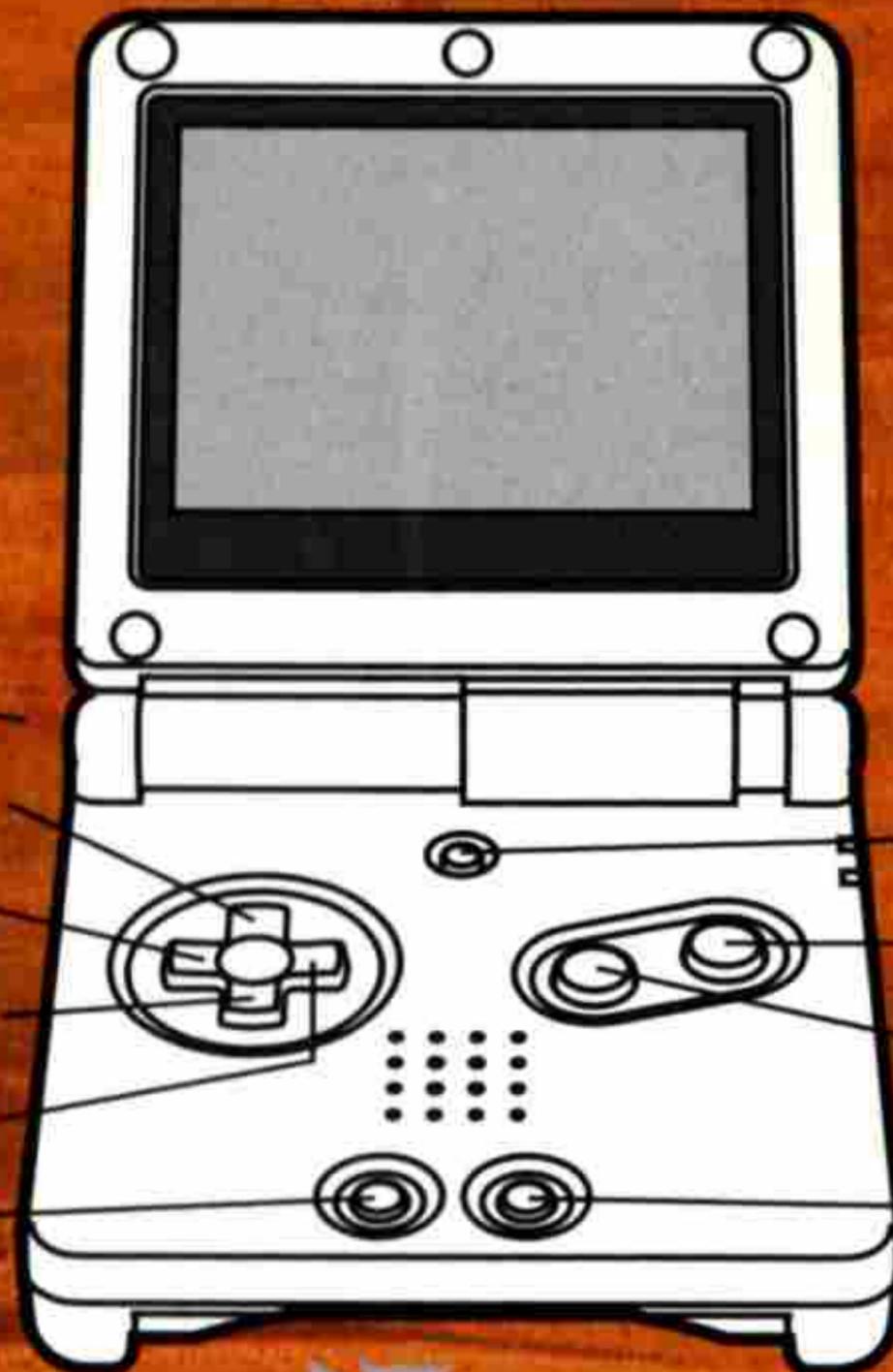
Control Pad DOWN

B Button

Control Pad RIGHT

START

SELECT



# CONTROLS

Control Pad

Move

A Button

Jump/Climb

B Button

Attack

L Button

Switch Animal Pals

R Button

Roar/Grab

START

Pause Menu

SELECT

Use Whistle/Enter Elliot Shop  
(if available)



# STORY

Boog, a friendly 900-pound grizzly bear, lives with Park Ranger Beth in the town of Timberline. The domesticated bear spends his days performing in Beth's wilderness show, riding in her truck, and sleeping comfortably in her garage. Boog lives the good life — until a pesky, but fun-loving, one-horned deer named Elliot comes into his life and changes it forever.

Elliot gets Boog into some trouble, which forces Beth to send them both to the forest for good. Boog's lost in the wilderness and to make matters worse, he and Elliot suddenly realize that hunting season is now open! All Boog wants to do is get back to his comfy garage in Timberline, and to do so, he must now learn to make friends with the other animals and get their help to scare away that nasty Shaw and the other hunters. Help Boog become a wild grizzly bear so he and Elliot can defeat Shaw and return the forest to nature's control!



# STARTING THE GAME

Press **START** and select a slot:

- Empty slot: Give it a name. Use the Control Pad to select a letter, and the **A Button** to choose the next one.
- Saved slot: Load a previously saved game.

There are three slots available. If you need a new one, you can select an old slot and erase it. Once erased, the data in a slot is lost completely.



# VIEWING THE SCREEN



**Roar Meter . . . Shows how much power is available in Boog's roar.**

**Health Meter . . .** Shows the number of filled hearts. The filled hearts indicate how many chances are left before Boog loses a life.

**Number of Lives . . .** Shows the number of lives left. If Boog loses a life, he will start at the beginning of the level or from the last place Elliot marked with a flag. When Boog loses all his lives, the game is over.

**Number of Woo**

**Hoo Bars . . . . .** Shows the number of Woo Hoo bars Boog has collected.

**Animal Pal Count .** Shows how many units of the selected Animal Pal are available.

**Animal Pal Type . .** Shows what Animal Pal is selected.

**Whistle . . . . .** Appears if Boog carries a whistle. See the "Elliot the Salesman" section.



# BOOG'S MOVES



**Walk:** Press the Control Pad Left or Control Pad Right. Boog can throw while walking.



**Crouch:** Boog can crouch low to avoid danger. Press the Control Pad Down. Boog can't throw, roar, grab, or jump while crouching.



**Roll:** Boog can curl into a ball and roll forward. Crouch (Control Pad Down) and press the A Button. Boog can't throw, roar, grab, or jump while rolling.



**Jump:** Press the A Button. Boog jumps in the direction he is walking. If he isn't moving, he jumps straight up. He can throw objects while jumping.





**Throw or Swing:** Press the B Button. Boog throws or swings in the direction he is facing.



**Grab:** Boog can collect some items and animals to use later. Stand near them and wait for the arrow to show up, and then press the R Button.



**Roar:** Press the R Button. Boog can slow his enemies down for a few moments by roaring at them. As Boog gets wilder, his roar gets stronger, and he can do it again sooner.



**Climb:** Jump toward the obstacle, and press the A Button to climb up. If Boog stops climbing before he's all the way up, he will start sliding down. He can throw objects while climbing.



**Drop:** Press the Control Pad Down twice to have Boog hop down off a platform.

## THINGS TO WATCH OUT FOR

### Territorial Animals

You'll want to make friends with them soon — these animals are dangerous!

- **Beaver Whack:** Watch the beaver's tail and get ready to jump before the ground shakes.
- **Duck and Cover:** Once ducks spot you, they'll dive right at you.



- **Hop Hits:** Jump or crouch to avoid these leaping rabbit menaces.
- **Skunk Patrol:** Don't get too close to the stinky clouds the skunks leave behind.
- **Acorn Pitchers:** When squirrels lift an acorn above their heads, they're about to throw it right at you.

## Other Animals

- **Kung Fu Salmon:** In the water, the fish know martial arts, so watch out for them!
- **Porcupines:** Don't touch them, and stay away from their shooting quills.
- **Wolf:** He runs in a straight line, biting everything that gets in his path. Hit him before he gets you!



## Hunters

The forest is full of hunters who would love to add a big grizzly bear to their collection of trophies. Watch out — different hunters have different strengths!



## Boss Hunters

Including Shaw, these are the most dangerous hunters of all. There is one Boss Hunter in each animal's territory. Prevent Boog from being caught by the Boss Hunters, and use his bear powers to scare them away from the forest.



## Caged Animals

Some animals have been trapped and are found in cages. If you break their cages, the animals will help you:

- **Beavers:** Will help with trees that block Boog's way.
- **Ducks:** Will carry Boog across unreachable areas.
- **Rabbits:** Will help Boog cross large pits.
- **Skunks:** Will drop a stinky payload, scaring away hunters for good!
- **Squirrels:** Will stay with Boog for a while to help him scare the hunters away.



## Animal Pals

When Boog defeats the Boss Hunter in a specific territorial animal's home, that animal becomes friendly. Boog can then pick those animals up to use against his foes.



### Beavers

**Held:** An overhead smack to scare hunters away.

**Thrown:** Bounce off obstacles, destroying traps and scaring away hunters.



### Ducks

**Held:** Protect Boog from his foes.

**Thrown:** Home in on targets.





## Rabbits

**Held:** Boog spins them around himself, blocking projectiles.

**Thrown:** Thrown in a straight line at foes and obstacles.



## Skunks

**Held:** Spray Boog's foes.

**Thrown:** When they land, they spray and scare Boog's foes.



## Squirrels

**Held:** Boog performs a whip-like motion to scare the hunters away.

**Thrown:** Run and climb over things, scaring away any hunters they come across.



## Good Things

Pick these up whenever you can.

Fishy Cracker  Gives Boog back 1 filled heart.

Woo Hoo Bar  Collect these to trade with Elliot the Salesman.

Sugar Packet  The sugar high makes Boog temporarily invincible.

Bear Cracker  Gives Boog an extra life.

## Elliot the Salesman

In every level you can find Elliot with items to trade for Woo Hoo bars. Select an item and the cost will be shown. Press YES to buy, NO to not buy, and the B Button to leave.



**Bubble Gum:** Fun to throw at hunters and scare them away.

**Dinkelman Pocket Extension:** Increase the number of animal pals and bubble gum pieces you can carry in your Dinkelman backpack.

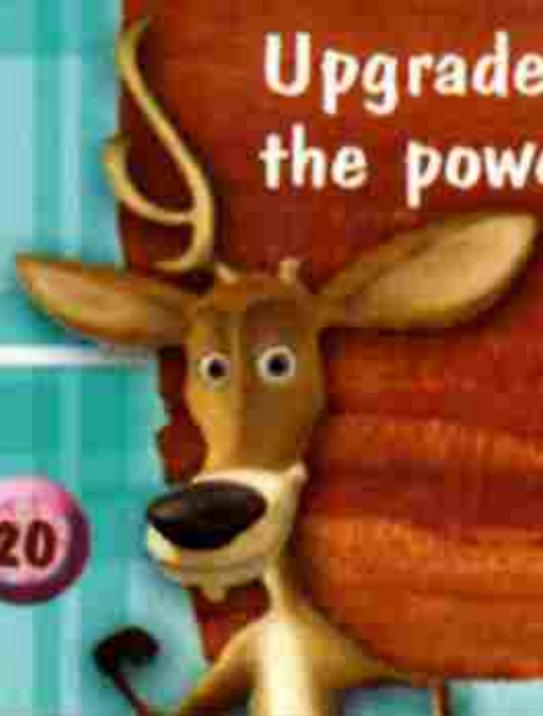
**Nail File:** Sharpens Boog's nails so he will slide less when climbing.

**Metal Fingercaps:** Once Boog's nails are sharpened (see Nail File), he can buy these and will no longer slide when climbing.  
Push Control Pad Down to slide.

**Fishy Cracker:** Gives Boog back 1 heart.

**Going Wild Guidebook:** After Boog reads this, his Roar Meter will increase faster.

**Upgrade your animal pals:** Upgrade your animal pals to increase the power and effectiveness of your arsenal.



**Whistle:** Calls Elliot (riding Mr. Happy, the propane tank), who'll clear out all the enemies on-screen!

## **GOING WILD**

As Boog spends more time in the woods, he will be less mild and improve his wild animal skills. Here are the basics:

**Health:** As Boog progresses through the different animal territories, his health meter increases.

**Animal Pals:** When Boog defeats the Boss Hunter in a specific territorial animal's home, that animal becomes friendly, and Boog can pick those animals up to use against his foes.

**Roar:** As Boog gets wilder, his roar gets stronger. Boog has three levels and starts the game at level one.



# HINTS

- Different attacks have different effects and consequences — test them out!
- Stop the shield hunter from using his shield by roaring or throwing a skunk.
- Extinguish dynamite with Boog's bear breath.
- Stand on top of the trap hunter when he hides underground.
- Distracted hunters have trouble catching their own boomerangs.



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Thanks,

The Ubisoft Team

# Open Season™

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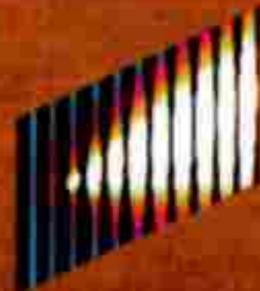


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# NOTES



# NOTES



## TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand. Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

### Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support  
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Morrisville, NC 27560

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*If we determine a return or replacement is necessary:*

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## Replacement Fees

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Hours: 9 am–9 pm (EST), M–F

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# Dogz & Catz



**UBISOFT**

**GAME BOY ADVANCE**

Everybody Loves



Comic Mischief

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