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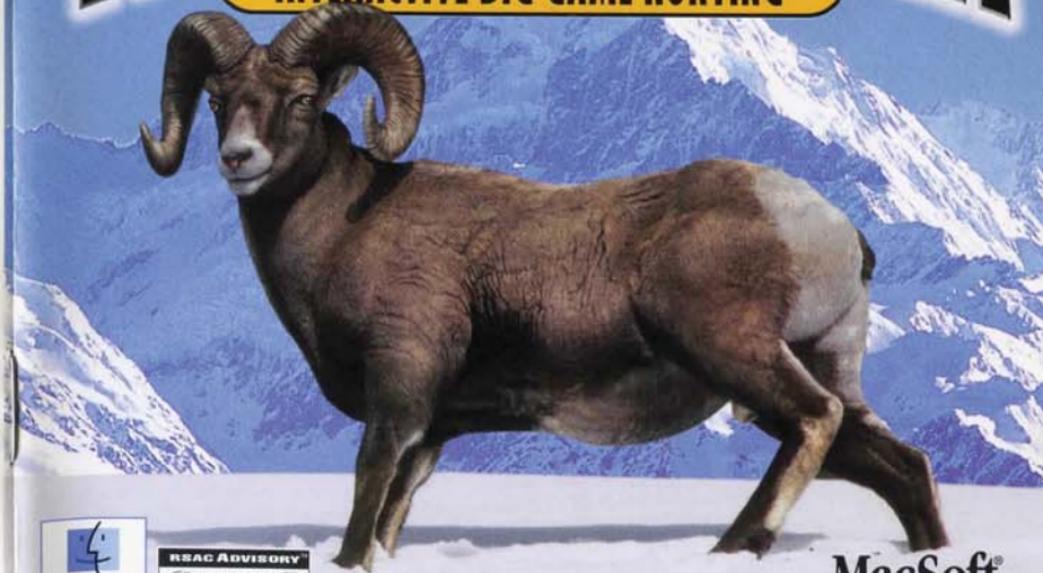
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ROCKY MOUNTAIN
TROPHY HUNTER™
INTERACTIVE BIG GAME HUNTING

Mac OS

RSAC ADVISORY
VIOLENCE
Rewards injuring non-threatening creatures

MacSoft®

Welcome to Rocky Mountain Trophy Hunter, the premier big game hunting simulation from Sunstorm Interactive and MacSoft. We hope you enjoy the most realistic big game hunting experience available on a computer system!

System Requirements

PowerPC Macintosh (or compatible), System 7.1 or later, 16 MB RAM, Color Monitor, CD-ROM Drive, 80MHz or faster processor recommended.

Installation

1. Close all open windows on your computer.
2. Place the Rocky Mountain Trophy Hunter CD in your CD-ROM drive. The CD-ROM window will automatically open.
3. Double-click on the "Installer" icon to install Rocky Mountain Trophy Hunter.
4. Follow the on-screen instructions.

Starting the Program

Double-click on your computer's Hard Drive icon to open the Hard Drive window. You will see a "Rocky Mountain Trophy Hunter" folder. Double-click on the Rocky Mountain Trophy Hunter folder to open the folder window. Double-click on the Rocky Mountain Trophy Hunter application icon to start the program.

Main Menu

When the program starts you will see the main menu. This menu allows you to choose from the following options.

Go Hunting – Begin a game of Rocky Mountain Trophy Hunter.
Trophy Room – See the biggest trophies from the forest and all the hunting details.
Help – View information on how to play Rocky Mountain Trophy Hunter.
Credits – See the talented individuals who created this great game.
Back To Work – Exit Rocky Mountain Trophy Hunter.
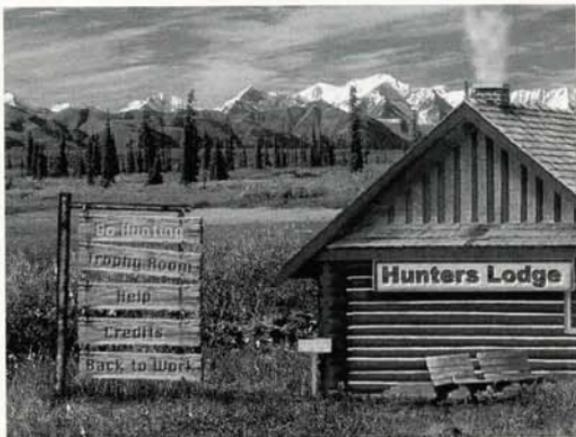
Screen Shots

If you'd like to take a screen shot of that big buck off in the distance, just hit [⌘'] - [Shift] - [3]. It will take a screen shot of the current screen and save it on your hard drive.

Preparing for the Hunt

Choose the equipment you'll use on the hunt! When you start a new hunt, you'll be required to setup the following information:

Hunters Name – Enter your name! Just put the pointer over the line and then type.

Choose your hunting weapon and equipment. To choose a weapon, simply click on its button. The default values for all equipment will be the equipment you last hunted with. The first time you play, the rifle will be selected by default.

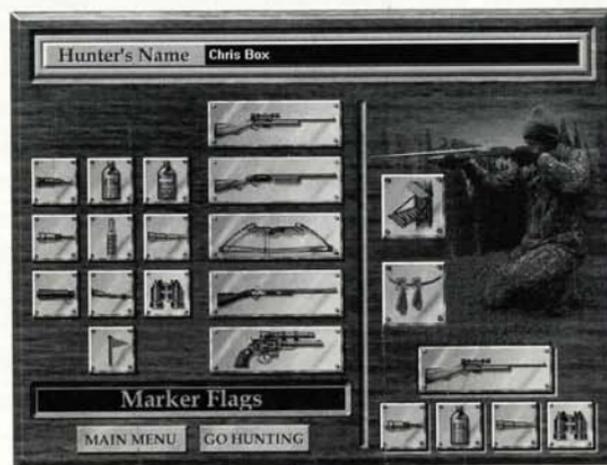*Rifle* – This .30-06 caliber rifle has a longer range but you must be more accurate with your shot. It's very loud and will definitely scare off the animal when fired. Make your first shot a good one.

Shotgun – A sturdy 12 gauge pump shotgun. The shotgun has a shorter range but can fire up to 5 shots before you need to reload. Also very loud so it will scare off the animal when fired.

Bow – A comfortable yet powerful compound bow that has the shortest range of all the weapons. You may be able to get a second shot off before scaring the animal away.

Muzzle Loader – The muzzle loader is a challenge to use—it has one shot and takes some time to reload, giving the animals plenty of time to escape.

Revolver – This .44 magnum is the only weapon besides the rifle with a scope. It has six shots, but is less accurate and has a shorter range than the rifle.

Tree Stand – Use a tree stand to hunt from. Hunting from the tree stand means the animals are less likely to see the hunter. But, the tree stand does get in the way when turning around to aim at an animal on the horizon. The tree stand also gives you a higher viewing platform when using the Spotting Scope.

Bear Bait – Use the meat bait to help attract black bears.

Accessories are grouped together on the left-hand side of the equipment screen. Only four of these items can be taken hunting at one time. The selected items appear in your inventory on the right hand side of the screen under your selected weapon. To select or deselect an item, just click on the button that corresponds to that item. Accessories in your inventory will be removed left to right from your inventory to accommodate new items you select. Place the pointer over an item for a description.

Elk Attractant Scent – Use elk cow scent to attract the big bull elk.

Moose Attractant Scent – Use moose cow scent to attract the big bull moose.

Cover Scent – Use a cover scent to mask your human odor. By using the cover scent, it is less likely that you will be noticed if you are hunting up wind from an animal.

Spotting Scope – You can use the spotting scope in the map view to briefly view animals in your surrounding area.

Bear Call – This call is capable of attracting a bear when used properly. Bears have short attention spans, so repeat the calls often. But not too many times in a row.

Elk Bull Call – The elk bull call is used to attract bull elks. Elk have long attention spans, so don't over-call them. Large bulls are more attracted to calling.

Elk Cow Call – The elk cow call is also used to attract elk bulls. It can attract the large elk bulls when used in a quick, repeated manner. Like 3 to 4 times in a row.

Moose Cow Call – The moose cow call is used to attract moose bulls. Moose have short attention spans, so repeat the calls often, in bursts of 2 to 4 times.

Marker – You can use these flags in the map view to mark the locations in which you find animal markings. This allows you to easily find them again later. You have an unlimited number of flags.

Binoculars – Using the binoculars allows you to see much farther into the distance in the hunting view. The binoculars can be particularly useful in the Target Range for determining where you are hitting at various distances. When you have an animal in your binoc view, click the mouse button to help identify the animal's size.

After you've selected these options, click 'Go Hunting' to continue or 'Main Menu' to return to the main menu screen.

Map View

Here, you'll need to choose the ideal spot to hunt from in the Colorado wilderness. This top view map represents a 100 square kilometer plot of land. It is populated with animals that roam freely following their natural habits. The animals move along paths from location to location and react as they do in the wild. You should choose a hunting location in the top view map just like you would in a real hunting situation.

You'll notice that in the bottom left hand corner of the map is a bulls–eye representing the target range where you can take some practice shots to get a feel for the drop and effective range of each weapon. To clear the targets, just hit the reset button.
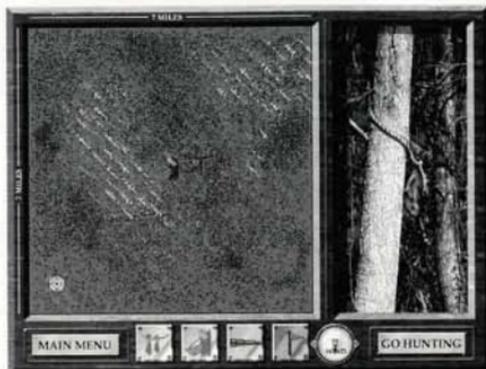
Moving Around the Map – In this view you control a cross–hair surrounded by a circle. First, you click the mouse button to begin moving the cross–hair around the screen. The cross–hair draws a line from your current location to the new location indicating the path along which you will travel. You then click the mouse button again to select the new destination, and you automatically begin moving, or press the **[Escape]** key to cancel the move.

Choosing a Hunting Spot – You'll want to choose a hunting location where animals travel along paths to and from other areas. Look for the sign in the window at the right.

Types of Terrain - There are several types of terrain - Mountain Region, Upper Hills Region, Lower Hills Region and Meadow Region - which affect the travel of various animals.

Signs of Traffic - When you click on a new location, you may see signs that animals frequent this area. These signs include Droppings, Tracks of each animal, Rubbings, and Bedding areas. If you do not see any sign, you can still hunt from this location but may not be in an area that has much animal traffic. You can choose a new location, continuing to look for these markings that indicate the presence of big game. Areas that have a higher concentration of animal markings are much more likely to be ideal hunting locations.

Using the Spotting Scope – While in the Map Mode, if you chose the spotting scope as part of your inventory, you may click on the button to quickly get a view of animals close to you. A representation of the animal (the animal's head) will appear on the map, giving you an idea of where to find the animal (and what type it is). It has a more effective range if used from a high position looking down into a lower area. Don't be too discouraged if you don't spot anything the first few times you use it. The effect of the spotting scope lasts only a few seconds.

Using the Tree Stand – The tree stand can only be placed once, and cannot be placed in the mountainous region because of a lack of sturdy trees. While on the tree stand in the map mode, the spotting scope is more effective.

Using the Bear Bait – Like the tree stand, the bear bait can only be placed once and can only be placed when there are trees available in the area where you are hunting. You cannot place the bear bait in the mountains.

Wind – At the bottom of the screen is a wind direction indicator. It points in the direction the wind is blowing. When choosing a location for hunting, if at all possible you'll want to hunt downwind from the game.

Hunting View

Once you are sure that you have found a good hunting location, you'll go to the Hunting View. Between the map view and the hunting view is a progress indicator represented by a bullet moving from left to right under the picture of the bear and the ram and above the words "LOADING GRAPHICS." When the bullet has come fully into view, loading is finished and the hunting view will be displayed. Don't worry—while the hunting view is loading, the entire game is stopped so that even on slower systems, the animals won't run off between screens. From this view, you'll be looking through the eyes of the hunter.
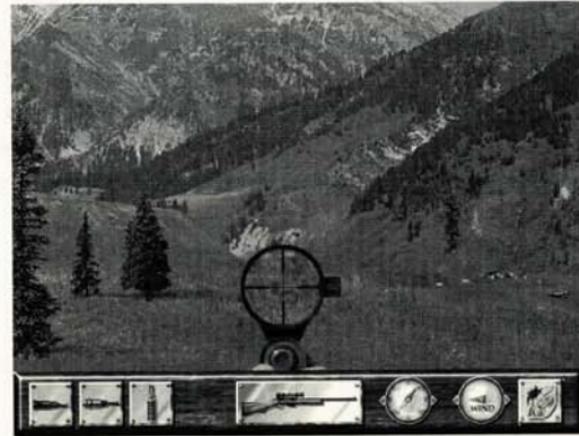
Looking Around – You can look around the scene in a 360° panoramic view. Move the mouse to the far right or left to cause your view to scroll right and left. Move the mouse to the top and bottom of the screen to cause you view to scroll up and down.

Map View Button – This button will take you back to the map view allowing you to choose a new hunting spot.

Item Buttons – You can use any of the items you chose to bring at the start of the game. If it is gray, you already used it, or you didn't choose it.

Raising the Weapon – When you are ready to aim and fire you select this icon to raise the weapon. Aim for the kill zone – In order to kill an animal, you must hit it in the 'kill zone'. The 'kill zone' is the area from the front of its chest to just behind the front leg. Wounding an animal in any other location will not bring it down right away, and quite possibly not at all.

Aiming – With the weapons up, you are ready to take aim.

Rifle – The rifle will shoot close to where the scope cross–hairs are placed. At longer ranged shots the bullet will drop slightly. You have one shot before the gun is lowered to be reloaded.

Shotgun – The shotgun will shoot at the tip of the blade at the end of the shotgun barrel. The shotgun can take five shots in a row before reloading.

Compound Bow – The bow will shoot at the aiming pins. The top pin is sighted in for shooting at 20 yards and the bottom pin is sighted in for shooting at 40 yards. When aiming, keep in mind that each weapon has a maximum effective distance and a 'drop' over that distance. As you hold the bow drawn in the cocked position, the wobble increases as your arm tires.

Muzzle Loader – The muzzle loader will shoot at the tip of the blade at the end of the barrel. It is less accurate than some of the other weapons and has a slight chance of a misfire. The muzzle loader needs to be reloaded after every shot.

Revolver – The revolver will fire close to where the crosshairs are placed, but drops over long distances. The revolver has 6 shots before it must be reloaded.

Firing – Firing the weapons is as simple as clicking the mouse button

Lowering the Weapon – To lower the weapon, simply press the **[Escape]** key on your keyboard.

Reloading – Once a weapon is fired it must be reloaded. The rifle and the bow must be reloaded after taking a shot so they drop down, reload and raise into the firing position. The shotgun can fire up to five shots in a row before it must be reloaded. This reload function happens automatically as needed.

Using the Binoculars – You can use the **[Page Up]** and **[Page Down]** keys to adjust the binocular zoom level higher or lower respectively. The plus '+' and minus '–' keys adjust the binocular zoom level up and down more precisely. While looking through the binoculars at an animal, you can click the mouse button to try and identify the size of the animal.

Compass – The gold pointer of the compass indicates the direction that the hunter is facing. This is helpful in tracking an animal as it runs off into the distance.

Wind Indicator – The wind indicator points in the direction the wind is blowing. You'll want to adjust your hunting location so that you are always hunting downwind from the animal.

Listen to the Hunter! – If you are standing in an area for a long time and the hunter doesn't think an animal will come this way, then he will say something like "Where are they at?" This is an indication that you should consider moving to a new hunting spot!

Map Button – Returns you to the map view.

Trophy Room

When you down a new elk, moose, ram, or bear, you are taken to the trophy room to see if your kill was large enough to be displayed. If it was, then it's placed in the trophy room with red text used to indicate your most recent achievement.

The Settings Utility also allows you to save your current trophy room to a file by clicking the Export button or load a trophy room by clicking the Import button. Alternatively, you can Backup the current trophy room or Restore the trophy room previously backed up. You may want to backup your current trophy room before importing another so that your old trophy room isn't lost.

Strategies

There are some basic skills to successful RMTH hunting.

1. Find a path that is commonly traveled by the animals. To do this, keep looking around the map until you find a concentration of markings. This is a sure sign that animals frequent this area.

2. Lure the animals close to you by using the calls and scents. Use them in a realistic manner so you don't scare the animals off. Three to four calls in rapid succession is best.

3. Track animals using the map view and hunting view in combination with one another if you are a really skilled hunter. When you locate an animal in the hunting view and it leaves the scene, look at your compass and note the direction the animal is headed. Now, switch back to the map view and you can move in that direction as well. Now switch to the hunt view to relocate the animal and repeat this process. You are effectively tracking the animal as it moves around the map. When you have spooked an animal by firing at it, it will be almost impossible to track. You can follow it but it will run from you quickly.

4. Use that Spotting Scope to look for the animals you want to get. Go to the tops of the mountains so you get the best view. The Tree Stand is another good spot to scope from. Also, use the binoculars to help determine the size of the animals.

Tracking Wounded Game

When you don't get an accurate shot off, you may just have wounded the animal. If he runs off the screen, you will want to go to the Map View and search carefully for blood trails in the direction the animal ran. You will see a trail of blood marks just like other markings. Eventually this trail will lead you to the downed animal, but sometimes the shot was too poor and the animal will recover and keep wandering. Use the Spotting Scope when searching for downed game.

Technical Support

Technical support is available via telephone at 425-398-3085 between the hours of 10AM and 10PM Eastern Time Monday through Friday. Please be ready to describe your technical issue in detail, with full information regarding your computer and the problem you are encountering.