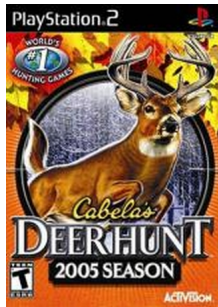


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By: Andrei Dumitrescu, Games Editor



[Cabela's Deer Hunter 2005 Hints II \(PS2\)](#)

How to make long distance shots

Cabela's Deer Hunter 2005 is a hunting video game that was produced by Sand Grain Productions and released by Activision Value Publishing for the Playstation 2 console, for the Xbox and the PC. The title was launched in 2004 and is classed as a hunting simulation game played from a first person perspective. There are some role playing and third person view elements. The game allows the player to explore places like British Columbia, Colorado, New Mexico and the rest of North America and hunt in those regions as you embark on the hunting adventure of a virtual life time. The structure of the game makes it so that the player begins all the areas and all the missions in an outpost. This allows you to customize his gear using thousands of real world pieces of equipment so that you are better prepared to confront the challenge ahead. There are 157 pieces of trophy game that you can pursue. They include well-known species like the Whitetail, the Mule Deer and the Columbian Blacktail to more exotic species such as Coues, Fallow and Sika. Each animal you hunt will present a unique challenge and hunt environment. The game is a hunter's dream because it also features real video of all the creatures you can hunt to give you a better idea of what you are looking for and to provide you with information on your kills.

GAMEPLAY HINTS
Finding transportation When starting a new level in Career Hunt, look around your cabin before leaving. You should find some form of transportation.
Long distance shots When trying to shoot deer at long range, it is best to try and find a long range rifle such as the 300 BA and pre-test shooting something (like a tree) to see how much you have to compensate for wind and drop. Here's a video: