

# Prairie Dog Hunt 2: Judgment Day

## ***Copyright 1994 Diversions Software***

They're back and they're more elusive than ever! Welcome to Prairie Dog Hunt 2: Judgment Day. Better graphics. Faster P. Dogs. Gruesome exploding animation. New sounds.... ooooh, looks like fun!

The object of the game is, basically, to kill helpless Prairie Dogs. They don't deserve it, they didn't do anything wrong, but Hey! it's fun!

Each round in the game consists of a certain number of P. Dogs that you decide. Select the speed at which the P. Dogs move from burrow to burrow. From easy and slow, to Dog Master level for those with a quick mouse hand and a keen eye.

Points are awarded depending on which weapon is used and the difficulty setting of the game. The smaller the gun, the more accurate you must aim to score a hit, thus generating more points.

Click below to view the controls used in the game.

[Game Controls...](#)

or to configure the game...

[Configuration...](#)

## ***Important Information...***

Prairie Dog Hunt 2: Judgment Day requires that a 'Small Font' video driver be loaded for resolutions of 800x600 or higher. Some video card manufacturers (Western Digital and Diamond especially) distribute incorrect Small Font drivers with their cards, causing graphics problems to occur. If the game behaves erratically, or looks funny, switch to standard VGA. If this clears up the problem, then the drivers are at fault. Contact your video card manufacturer for their latest drivers.

# Game Controls

[Main...](#)

[Configuration...](#)

The Status panel displays the currently selected weapon as well as the number of P. Dogs and skill level.



The LEFT and RIGHT movement panels scroll your view around the playing area. Target Prairie Dogs by aiming the gunsight over them. Left Click to fire the selected weapon. Right Click when you run out of ammo, or wish to change weapons, to open the Weapon Selection Panel (shown below). After selecting a weapon you may need to reload it, click on the Reload panel to do so.

Below the main playing window is the Peripheral View Window and Scoring Counters. The Peripheral Window displays the location of Prairie Dogs that are out of your immediate view. This option can be turned off for a more challenging game via the Configuration Screen.



Your current Kills, Misses, Ammo and Score are displayed at the bottom of the screen.



Four weapons are available in PDH2:JD.

The Pellet Gun holds 20 rounds but must be fired accurately to drop a P. Dog.  
The .44 Mag holds 6 rounds, but causes P. Dogs. to explode in a gory mess.  
The Rifle holds 8 rounds, and is a little more accurate than the .44  
The SPAS-12 Shotgun holds 12 shells and can really mess up a P. Dog .

After selecting a weapon you may have to reload it. Click the Reload panel and you are ready to go.

# Configuration

[Main...](#)

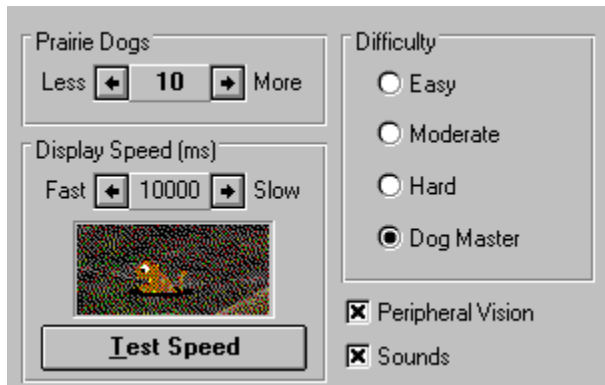
[Game Controls...](#)

Use the slider control to adjust the number of P. Dogs in the game from 10 to 100.

Select the difficulty of the game under the Difficulty section of the [configuration](#) screen. [Dog Master](#) is very difficult!

[Peripheral](#) Vision can be turned off to increase the challenge of the game.

Check the Sounds box to enable gunshots and screams (highly recommended!)



Adjust the Animation speed to your liking, by increasing or decreasing the delay speed between frames. Click the Test Speed button to view your new settings.

## **configuration**

Select Configuration from the menu to select game parameters.

## **Dog Master**

The supreme Prairie Dog Hunter !!!

**P. Dog**

Prairie Dog. noun Any of several burrowing rodents of the genus *Cynomys* in the squirrel family, having light brown fur and a warning call that sounds similar to a dog's bark. The prairie dog lives in large colonies, chiefly in the Great Plains of North America.

## **PDH2:JD**

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**Peripheral**

Perceived or perceiving near the outer edges of the retina: peripheral vision.



