
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00873
BASS LANDING
agetec

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Thank you for purchasing BASS LANDiNG, software designed for use with the PlayStation® game console. Please read this manual carefully before you play the game, especially those sections that cover operating instructions and safety considerations.

Menu Screen

Left Stick	Select items, move the cursor
⊗ button	Confirm
○ button	Cancel

Fishing Screen

○ Moving the boat

Right stick up	Move the boat forward (acceleration)
Right stick down	Move the boat backward
Left stick right	Rotate the boat to the right
Left stick left	Rotate the boat to the left
Left stick right + right stick up	Move the boat forward while turning to the right
Left stick left + right stick up	Move the boat forward while turning to the left
Left stick right + right stick down	Move the boat backward while turning to the right
Left stick left + right stick down	Move the boat backward while turning to the left
Select button	Change the display in the information window (Depth Finder, GPS)
Start button	Bring up the MENU Screen
⊗ button	Move to the CASTING Screen

○ Casting Screen

At the CASTING Screen, you may select from the following: Before and after casting, Electric Motor mode, and easy tackle select.

*** Before Casting**

Left stick	Move the casting cursor
L1 button	Change the casting method (cycle forward through the selections)
L2 button	Change the casting method (cycle backward through the selections)
Select button	Open/Exit the Marker Buoy placement/retrieval option
Start button	Bring up the MENU Screen
△ button	Access the easy tackle selection screen
⊗ button	Confirm the position of the casting cursor, confirm the casting meter, drop a marker buoy
○ button	Return to the Boat Movement Screen or recover a marker buoy
R1 button	Increase the drag
R2 button	Decrease the drag
□ button	Bring up the Electric Motor mode

*** After casting/during a fight**

Left stick	Move the rod/set the hook
○ button	Change the spool status (spool free/clear spool free)
⊗ button	Thumbing (only when a lure is in flight)/Reeling at normal speed (after a lure is in the water)

L1 button + ⊗ button	Slow reeling (after the lure is in the water)
L2 button + ⊗ button	Fast reeling (after a lure is in the water)
Right stick	Reeling
Start button	Pause the game
R1 button	Increase the drag
R2 button	Decrease the drag
○ button + ⊗ button	Line is reeled in completely, return to casting (not available during a fight)
△ button	Set the hook (raising the rod sharply)
L3 button	Set the hook (raising the rod sharply)
Reeling with the right stick:	When reeling with the right stick, the speed at which the line is retrieved changes depending on how far the stick is moved towards the edge.
Setting the hook with the left stick:	Setting the hook can also be done by sharply tilting the left stick and pulling up on the rod. Using the L3 button will probably help when you are having trouble getting the hook to set.

Note: Reeling when the spool is free will automatically clear the spool free state.

Note: Casting automatically places the spool in "Spool Free" state (this is a state in which the spool will feed line without resistance when any load is placed on the line). It occurs when the catch is off on a BAIT REEL, or when the bail is raised on a SPINNING REEL.

*** Electric motor mode**

Left stick	Move the boat
L1 button	Strafe to the left
R1 button	Strafe to the right
□ button	Exit the Electric motor mode

*** Easy tackle selection**

Left stick	Select the tackle set
△ button	Confirm the tackle set
⊗ button	Confirm the tackle set
○ button	Cancel the selection of the tackle set

*** Replay screen**

⊗ button	Fast-forward (frame advance when paused)
□ button	Rewind (frame reverse when paused)
△ button	Pause/playback
○ button	End replay

Note: When using the DUAL SHOCK™ analog controller, the R3 button functions are identical to the ⊗ button.

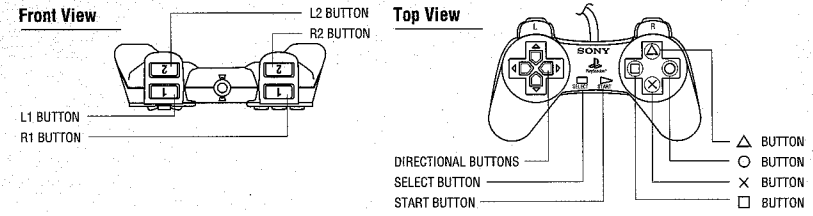
*** Switching the analog mode On/Off**

Analog mode switch:	Switches between analog and digital modes

Note: When the LED is lit, the unit is functioning as an analog controller. When the LED is not lit, the unit is functioning like a standard controller (pg. 3). Also, this game supports the vibration function of the DUAL SHOCK™ analog controller. The vibration function can be turned On/Off at the OPTION menu (pg. 20). Vibration occurs regardless of whether or not the LED is On or Off.

Using the Standard Controller

Controller



Menu Screen

Directional buttons	Select items, move the cursor
⊗ button	Confirm
◎ button	Cancel

Fishing Screen

◦ Moving the boat

▣ button	Move the boat forward (acceleration)
◎ button	Move the boat backward
⇨	Rotate the boat to the right
⇦	Rotate the boat to the left
⇨ + ▣ button	Move the boat forward while turning to the right
⇦ + ▣ button	Move the boat forward while turning to the left
⇨ + ◎ button	Move the boat backward while turning to the right
⇦ + ◎ button	Move the boat backward while turning to the left

Select button	Change the display in the information window (Depth Finder, GPS)
Start button	Bring up the MENU Screen
⊗ button	Move to the CASTING Screen

◦ Casting Screen

At the CASTING Screen, you may select from the following: Before and after casting, Electric Motor mode, and easy tackle select.

*** Before Casting**

Directional buttons	Move the casting cursor
L1 button	Change the casting method (cycle forward through the selections)
L2 button	Change the casting method (cycle backward through the selections)
Select button	Open/Exit the Marker Buoy placement/ retrieval option
Start button	Bring up the MENU Screen
△ button	Access the easy tackle selection screen
⊗ button	Confirm the position of the casting cursor, confirm the casting meter, drop a marker buoy
◎ button	Return to the Boat Movement Screen or recover a marker buoy
R1 button	Increase the drag
R2 button	Decrease the drag
▣ button	Bring up the Electric Motor mode

*** After casting/during a fight**

Directional buttons	Move the rod
◎ button	Change the spool status (spool free/clear spool free)
⊗ button	Thumbing (only when a lure is in flight)/Reeling at normal speed (after a lure is in the water)
L1 button + ⊗ button	Slow reeling (after the lure is in the water)
L2 button + ⊗ button	Fast reeling (after a lure is in the water)
Start button	Pause the game
R1 button	Increase the drag
R2 button	Decrease the drag
◎ button + ⊗ button	Line is reeled in completely, return to casting (not available during a fight)
△ button	Set the hook (raising the rod sharply)

Note: Reeling when the spool is free will automatically clear the spool free state.

Note: Casting automatically places the spool in "Spool Free" state (this is a state in which the spool will feed line without resistance when any load is placed on the line). It occurs when the catch is off on a BAIT REEL, or when the bail is raised on a SPINNING REEL.

*** Electric motor mode**

Directional buttons	Move the boat
L1 button	Strafe to the left
R1 button	Strafe to the right
□ button	Exit the Electric motor mode

◦ Easy tackle selection

Left and right buttons	Select the tackle set
△ button	Confirm the tackle set
⊗ button	Confirm the tackle set
◎ button	Cancel the selection of the tackle set

◦ Replay screen

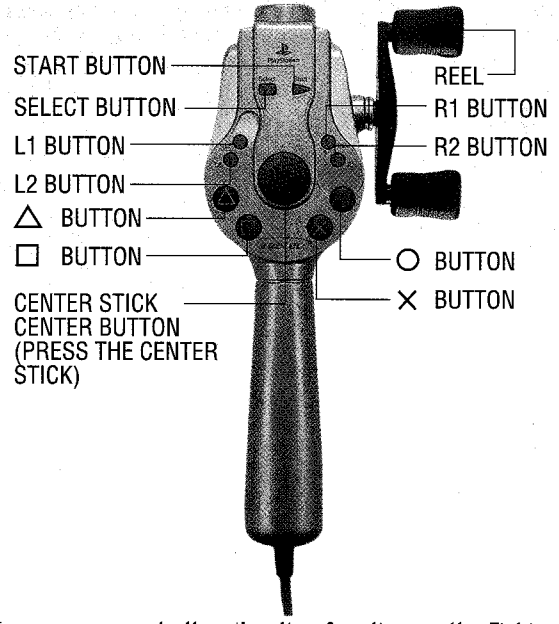
⊗ button	Fast-forward (frame advance when paused)
□ button	Rewind (frame reverse when paused)
△ button	Pause/playback
◎ button	End replay

Terms

Bass Boat	A boat specifically for bass fishing.
Depth Finder	(See pg. 35)
GPS	Device that uses satellites to determines one's location. Used for navigating.
Cast	Launching the lure forward.
Tackle	Fishing equipment, fishing tools.

Marker buoy	A marker put in the water when a good spot is found using the Depth Finder.
Drag	A mechanism that prevents line breaks in the reel; when pulled at above a set tension, the line will feed automatically.
Reel	The device secured to the rod for winding the line.
Rod	A fishing pole.
Spool	A part of the reel onto which the line is wound.
Lure	A mock bait made of wood, metal, or plastic and used to catch fish.
Thumbing	An action in which a finger is used to control the line as it feeds from the spool during a cast. (When a BAIT REEL is being used, thumbing is required or more line will feed than the spool rotation can handle, causing a BACKLASH).
Backlash	A problem in which line feeds from the spool faster than the spool can spin when casting using a bait reel.
Reeling	Winding in the line using the reel.
Line	Fishing line.
Setting the hook	Pulling back firmly on the rod in order to securely set the hook in a fish's mouth.

Using the Fishing Controller



Note: This game supports the vibration function on the Fishing Controller. The vibration function can be turned On or Off at the OPTION menu (pg. 20).

Menu Screen

Center stick up, down, left, and right	Select items, move the cursor
⊗ button	Confirm
◎ button	Cancel

Fishing Screen

○ Moving the boat

Center stick up	Move the boat forward (acceleration)
Center stick down	Move the boat backward
Center stick right	Rotate the boat to the right
Center stick left	Rotate the boat to the left
Center stick up + right	Move the boat forward while turning to the right
Center stick up + left	Move the boat forward while turning to the left
Center stick down + right	Move the boat backward while turning to the right
Center stick down + left	Move the boat backward while turning to the left
Select button	Change the display in the information window (Depth Finder, GPS)
Start button	Bring up the MENU Screen
⊗ button	Move to the CASTING Screen
Center button	Move to the CASTING Screen

○ **Casting Screen**

At the CASTING Screen, you may select from the following: Before and after casting, Electric Motor mode, and easy tackle select.

* **Before Casting**

Center stick	Move the casting cursor
L1 button	Change the casting method (cycle forward through the selections)
L2 button	Change the casting method (cycle backward through the selections)
Select button	Open/Exit the Marker Buoy placement/retrieval option
Start button	Bring up the MENU Screen
△ button	Access the easy tackle selection screen
⊗ button	Confirm the position of the casting cursor, drop a marker buoy
◎ button	Return to the Boat Movement Screen or recover a marker buoy
R1 button	Increase the drag
R2 button	Decrease the drag
□ button	Bring up the Electric Motor mode

*** After casting/during a fight**

Center stick	Move the rod
Turning the reel	Reeling
◎ button	Change the spool status (spool free/clear spool free)
⊗ button	Thumbing (only when a lure is in flight)
Start button	Pause the game
R1 button	Increase the drag
R2 button	Decrease the drag
◎ button + ⊗ button	Line is reeled in completely, return to casting (not available during a fight)
Pulling up on the Fishing Controller	Set the hook (raising the rod sharply)

Note: Reeling when the spool is free will automatically clear the spool free state.

Note: Casting automatically places the spool in "Spool Free" state (this is a state in which the spool will feed line without resistance when any load is placed on the line). It occurs when the catch is off on a BAIT REEL, or when the bail is raised on a SPINNING REEL.

*** Electric motor mode**

Center stick	Move the boat
L1 button	Strafe to the left
R1 button	Strafe to the right
▣ button	Exit the Electric motor mode

*** Easy tackle selection**

Center stick left and right	Select the tackle set
△ button	Confirm the tackle set
⊗ button	Confirm the tackle set
◎ button	Cancel the selection of the tackle set

○ Replay screen

⊗ button	Fast-forward (frame advance when paused)
▣ button	Rewind (frame reverse when paused)
△ button	Pause/playback
◎ button	End replay

○ Casting and setting the hook when using the Fishing Controller

*** Casting sequence**

1. Press the center button and set the position of the casting cursor.
2. Move the Fishing Controller forward (as though actually casting).
3. The graphic of the angler will go through an animation of casting, and the lure will be cast.

*** Setting the hook sequence**

When the bait is taken, pull up and back on the Fishing Controller.

Caution: Be careful not to hit your face or body with the Fishing Controller when casting or setting the hook.

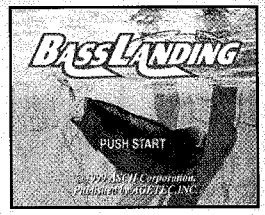
Note: The center button performs the same functions as the ⊗ button.

Terms

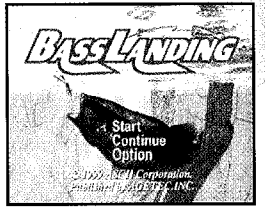
Angler	A person who fishes.

Title Screen

Press the START button to begin the game.



From the TITLE Screen, you can start a new game, continue a game, or adjust the game options.



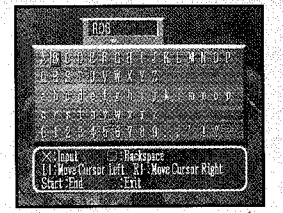
Start
Start a game from the beginning. (See pg. 19)

Continue
Continue a saved game. (See pg. 19)

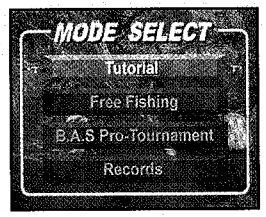
Option
Adjust various game settings. (See pg. 20)

Name Screen

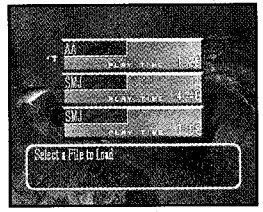
Enter the name and gender of the player here. Enter the information by following the on-screen instructions.



Next, select a mode.



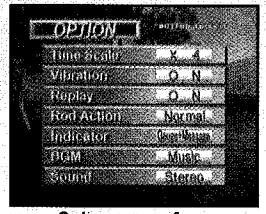
Here you can load game data from a MEMORY CARD and continue a previously saved game. If there is no game data, NEW will be displayed. If so, enter your name and then start the game from the beginning.



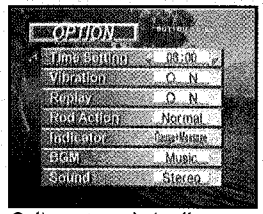
Option Screen

The various settings for the game can be changed freely.

Pressing the ⊗ button will confirm the settings.



Option screen from the title screen



Option screen during the game

Time Scale
Sets the progression of time while fishing. Can be set from the TITLE Screen, and before beginning free fishing mode.

Time Setting
Adjust the time of day in the game. This can only be set during the game.

Vibration
Turn the vibration function of the DUAL SHOCK™ analog controller or the Fishing Controller On/Off.

Replay
Set whether or not the replay option will be available after landing a fish.

Rod Action
Sets the controls for the rod in the CASTING Screen.

⊙ Normal	Rod moves down when pressing up on the controller, and up when pressing down on the controller (Flight Controls).
⊙ Reverse	Rod moves up when pressing up on the controller, and down when pressing down on the controller.

indicator
Sets the format for the message displays and gauges in the CASTING and AFTER CASTING Screens.

⊙ Gauge + Message	All gauges/messages are displayed.
⊙ Gauge	Message displays are turned off.
⊙ OFF	Messages, the tackle set, the depth of the lure, the line meter, and the line tension meter are not shown on screen.

BGM
Sets whether or not to use Background Music during the game.

⊙ Music	BGM is used.
⊙ Natural	Natural environment sounds are heard.
⊙ OFF	Only sound effects are heard.

Sound
Select between Stereo and Monaural.

Terms

Landing	Bringing in a fish.
Tackle set	The fishing equipment available for use.
Line tension	The load placed on a line when a fish is caught or an object is snagged.

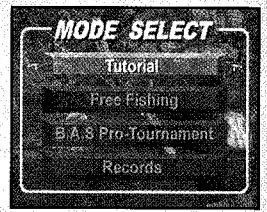
Mode Select Screen

Tutorial Mode
The Tutorial Mode is a step-by-step introduction to fishing to be used before either the B.A.S. Pro Tournament Mode or the Free Fishing Mode.
(See pg. 23)

Free Fishing Mode
In the Free Fishing Mode, you can freely select the lake, season, weather, and time, and then enjoy some bass fishing as your mood dictates. (See pg. 24)

B.A.S. Pro Tournament Mode
In the B.A.S. Pro Tournament Mode, you can compete in six tournaments sponsored by the B.A.S. (Bass Angler's Society) organization, fulfilling specific conditions in each and aiming for the final "B.A.S. All-Star Classic". (See pg.28)

Record Mode
In the Record Mode, you can view the record fish caught in either the B.A.S. Pro Tournament or Free Fishing Modes, as well as view any saved replays. (See pg. 31)



Tutorial Mode

The Tutorial Mode is a step-by-step introduction to fishing, to be used before the B.A.S. Pro Tournament Mode or the Free Fishing Mode. It is particularly useful as a way for first-time users and casual users to enjoy the game quickly without reading the manual. Even for people who have never actually gone bass fishing, this mode will give you a feel for the experience. It is not only useful for this game, but may also enhance your actual fishing experiences. Exit the Tutorial by pressing the Start button.



You begin by entering the fishing school.



You move through classes step by step.


After each lecture, there is a practical exam.

Follow the on-screen directions and try to do well.

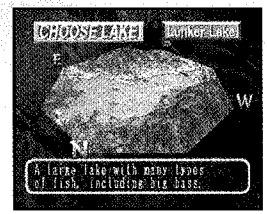
Terms

Basser	A person who fishes for bass.

Free Fishing Mode

Free Fishing Mode

In the Free Fishing Mode, you can freely select the lake, season, weather, and time of day and then enjoy bass fishing as your mood dictates. Here you first select the lake where you will fish, the season, the day's weather, and the starting time for your fishing trip, as well as the time scale. Then you go fishing in the environment you have customized.



- **Choose Lake**

Select the lake where you will fish.



Setup the environment for the lake where you will fish.

- **Setup Lake Environment--**

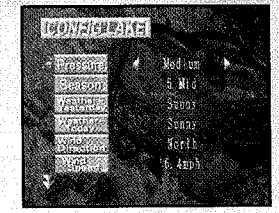
Make your choices from the available SETTINGS.

- **Random--**

The available SETTINGS are chosen at random, and the game moves to Tackle Box Screen 1. (See pg. 50)

Config Lake Settings

The following items can be set when configuring the lake environment.



- **Pressure** — The level of pressure for the lake can be selected from: None, Low, Medium, High, and Random.
- **Season** — The season in which you are fishing can be selected (by month; then by beginning, middle, or end of the month)
- **Weather** — The weather can be selected for the day before and the day of your fishing at the selected lake. The symbol (/) indicates "some times" (ex. Cloudy/Sunny). Cloudy, sometimes sunny. The symbol (>) indicates "later" (ex. Cloudy>Sunny). Cloudy and later sunny.
- **Wind Direction** — The wind direction at the lake can be selected. The wind speed for the day can be selected in set increments or at random.
- **Water Temperature** — The water temperature for the lake can be set in increments, or at random.

◦ Water Quality	The water quality (clarity) in the lake can be selected from: Muddy, Murky, Clear, or Random.
◦ Start Time	You can select the time of day at which you start fishing from: 6:00 A.M. ⇨ 5:30 P.M. in increments of 30 minutes, or the time can be selected at Random. Also, fishing is finished when the game time reaches 6:00 P.M. (weigh in).
◦ Time Elapsed	You can set the time scale for the game to: x1, x2, x4, x8, or None (time does not advance from the start time). This feature has no Random setting.
◦ End Setup	The content of the environmental settings is con firmed, and the game moves to Tackle Box Screen 1. (See pg. 50)

Note: Pressing the △ button during settings will set it at random. Holding the ✕ button while pressing the left or right Directional buttons will cycle through the settings more quickly.

Note: Wind direction, speed, and water temperature are set for the beginning of the game, and will change while fishing, as time progresses.

◦ Fishing Results Display after Weigh in

After the fishing is complete and you weigh in, the information pertaining to the fish you've caught is shown in a tabular format.

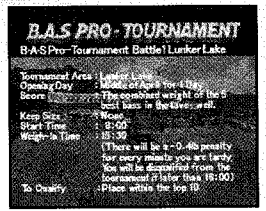
◦ Type of fish	The name of the fish caught is shown.
◦ Length	The length of the fish caught is shown.
◦ Weight	The weight of the fish caught is shown.
◦ Time	The time when the fish was caught is shown.

Terms

Pressure	Fish are wary of lures because of the many fishermen in the area.
Muddy	No clarity due to the waters being cloudy.
Murky	About 3ft of visibility then the water gets cloudy.
Clear	The clarity of the water is high.
Weigh in	Bringing fish in for weighing after a tournament or such is over.

B.A.S. Pro-Tournament Mode

B.A.S. Pro Tournament Mode
Here you can compete in one location after another while satisfying the conditions set for six tournaments held by the group known as the B.A.S. (Bass Angler's Society), ultimately aiming for the B.A.S. All Star Classic, which is the last tournament.



Tournament Area	Selected from: Lunker Lake, Alpine Lake, Crystal Lake, and Mirror Lake.
Opening Day	Season and number of days (one or two).
Score	Determined by the total weight of the best five "Black Bass" kept in the Live Well.
Keep Size	A size is determined for each tournament, and you are only allowed to keep fish that are above this size.
Start Time	The time the tournament starts.
Weigh-In Time	The time limit to bring in fish for weighing. If you exceed this time limit, you will be assessed a penalty or disqualified.

⊙ About Scoring

⊙ The "Black Bass" noted in the Score section refers collectively to Largemouth Bass, Smallmouth Bass, Spotted Bass, and Florida Bass.

⊙ The maximum number of Black Bass that can be kept in the Live Well for competition in any of the tournaments is five.

⊙ If you land a Black Bass that is below the keep size determined for a tournament, it will automatically be released. (If the tournament has no defined size limit, or if you land a Black Bass that exceeds this size, select catch or release.)

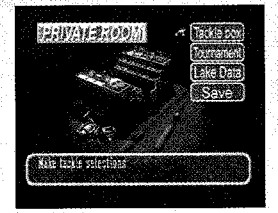
⊙ If you land a fish other than a Black Bass, it will automatically be released.

⊙ Some tournaments total the weight over two days for the Black Bass caught on each day. In such tournaments, weight is calculated as follows.

First day: Total weight of the five fish kept for the first day
Second day: Total weight of the five fish kept for the second day
(First day's Total Weight) + (Second day's Total Weight) = Total weight for the two days

⊙ The game ends if the conditions to advance to the next tournament are not met.

⊙ Private Room
Here you can make pre-tournament preparations, such as preparing your tackle, saving game data, and deciding to enter a tournament.



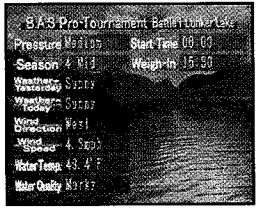
Tackle Box
Setup tackle sets from the available tackle.
(See pg. 50)

Tournament
Tournament's name and details are displayed after the decision to participate. The game then moves to the Fishing Screen. (See pg. 34)

Lake Data
Check the available data pertaining to the lake on which the tournament will be held. (See pg. 30)

Save
Save current game data to a Memory Card.
(See pg. 54)

⊙ Lake Data Display Screen
Here detailed data for the lake where a tournament is to take place is shown. You should make your tackle selections based on this information.



Record Mode

Record Mode
In the Record Mode you can view the record fish you've caught in the B.A.S. Pro Tournament or Free Fishing Modes, as well as view any saved replays.



⊙ Records
Load data to view the record fish you've caught.
(See pg. 31)

⊙ Replay Data
View saved replays. (See pg. 33)

⊙ Exit
Return to the Mode Select Screen. (See pg. 22)

⊙ Record Select
Select the type of record to be displayed.

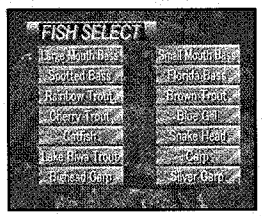


⊙ Tournament Records
View the record fish caught in the B.A.S. Pro Tournament Mode.

⊙ Free Fishing Records
View record fish caught in the Free Fishing Mode.

• Fish Select Screen

Here you can select the record fish by fish type. Move the cursor over a type of fish and press the ⊗ button. You will then be able to see the best ten fish caught for that fish type.



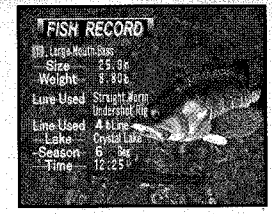
• Fish Record Screen

Here you can view the best ten fish for the type of fish selected in Record Screen 1. Once you have made a selection with the cursor and confirmed it, the Detailed Fish Record Screen will appear, and you will be able to view additional data pertaining to that fish.



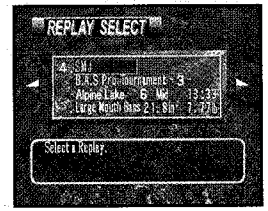
• Detailed Fish Record Screen

View additional data for the fish selected in Record Screen 2.

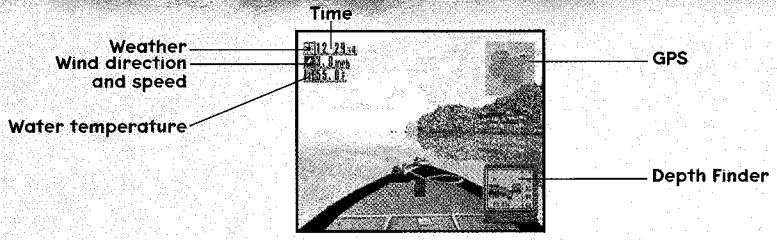


• Replay Select

Here you can view the replays saved to a Memory Card. Move left or right and select the replay you want to view. (See pg. 43)



Fishing Screens (Boat Movement)



Boat Movement Screen
This screen will appear after the Tournament Regulation Screen (B.A.S. Pro Tournament Mode) is displayed or after you finish with the Tackle Box Screen (Free Fishing Mode). From this screen you are able to move the boat around the lake.

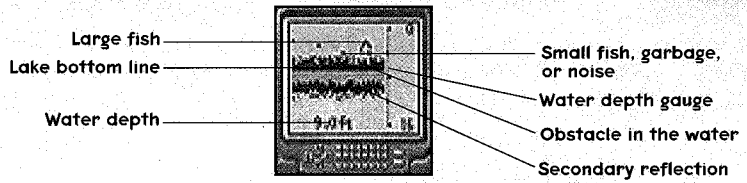
Pressing the ⊗ button after bringing the boat to a stop in the Boat Movement Screen will take you to the CASTING Screen. (See pg. 36)

Pressing the START button while in the Boat Movement Screen will call up the MENU Screen.

- See pg. 47 (B.A.S. Pro Tournament Mode)
- See pg. 49 (Free Fishing Mode)

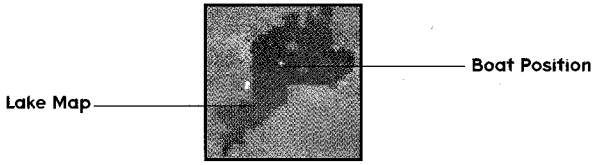
- **Adjust the GPS and Depth Finder Displays by using the SELECT button:**

GPS & Depth Finder ⇨ GPS only ⇨ Depth Finder only ⇨ No Display ⇨ GPS & Depth Finder. The initial default setting will display both the GPS and Depth Finder.



- **Depth Finder**

The Depth Finder is a system that emits ultrasonic waves (radio waves) from the boat through the water and then catches the signals that are reflected off the lake bottom or other objects, displaying the conditions of the lake in a graph format.



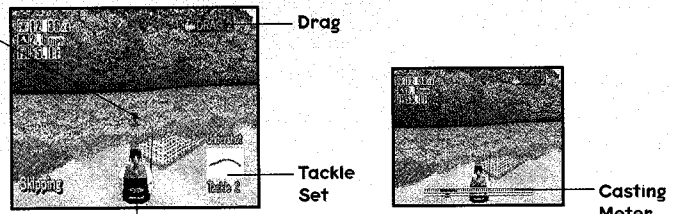
- **GPS**

The GPS in this game is a satellite to display an overall map of the lake (from above) as well as the current position of your boat.

Fishing Screens (Casting)

Casting Screen

This is the main screen where you fish (everything from casting to reeling and landing) as well as dropping and retrieving marker buoys, and also moving the boat using the electric motor (Electric Motor Mode).



◎ Before casting

When you enter the CASTING Screen, first determine where you will cast by moving the cursor over the water. The cast will be executed differently depending on the controller being used, see below for more information.

*** Casting with a standard controller or a DUAL SHOCK™ analog controller**

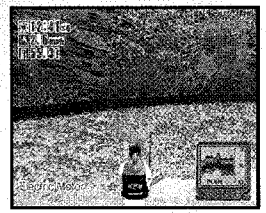
1. Move the casting cursor to a point on the water and press the ⊗ button to confirm the location.
2. The casting meter will activate. Confirm the timing for release by pressing the ⊗ button.

*** Casting with the Fishing controller**

1. Position the casting cursor with the center stick.
2. Press down on the center stick (or the ⊗ button) to enter the SWING screen.
3. Tilt the Fishing controller back slightly, then move it forward (as though actually casting). The stronger the forward force, the further your cast will travel.

Pressing the L1 or L2 buttons prior to casting will allow you to cycle through the different casting methods (Overhead, Side-Hand, Pitching, Skipping). The height and distance that the lure will travel depends on the casting method selected. Pressing the △ button before casting will allow you to select from available tackle sets (rod, reel, lure, and line comprise one set) without calling up the menu screen.

Pressing the ■ button before casting allows you to move the boat using the Electric Motor mode for when you want to make slight changes to your position.



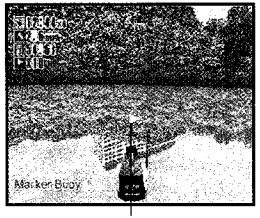
*** Moving the boat in Electric Motor mode**

1. Press the ■ button before casting.
2. Move the boat using the Directional buttons (left stick on the DUAL SHOCK™ analog controller, center stick on the Fishing controller).
3. Exit the Electric Motor mode by pressing the ■ button.

Pressing the R1 button prior to casting will increase the drag, and pressing the R2 button prior to casting will decrease the drag.

DRAG1 loose
⇩
DRAG5 tight

Pressing the SELECT button before casting will allow you to drop/retrieve marker buoys. The buoys are used to mark spots on the lake (ex. a good fishing area, underwater objects, etc.) They are indicated on the GPS by small blinking dots.



Marker buoy

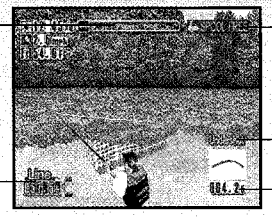
*** Dropping/Retrieving marker buoys**

1. Press the Select button prior to casting.
2. The casting cursor will change to a marker buoy.
3. Move the marker buoy cursor to the location where it is to be dropped.
4. Press the ✕ button to place the marker buoy. Move the cursor over a previously placed marker buoy and press the ● button to retrieve it.

Pressing the START button before casting will call up the MENU Screen, where you can access in-game information and adjust various game settings. Your game progress can be saved from the SAVE option in the MENU Screen.

Terms

Casting	Throwing the line and lure onto the water.
Retrieve	Bringing in the lure by winding the reel.
Electric motor	A propulsion system that uses a battery. It allows for quiet approaches to good locations.
Releasing a lure	Removing the finger that controls the line when casting a lure.
Overhead cast	The most stable method of casting, in which the rod is raised directly overhead and then cast forward.
Side-hand cast	A casting method in which the rod is cast horizontally from the side of the body.
Pitching	A casting method that uses the concept of a pivot by snapping the rod forward from in front of and below the body.
Skipping	A casting method that uses the principle of skipping stones to send the lure on a low trajectory in which it will skip along the water's surface, to place it under overhangs, etc.



○ After casting

*** Thumbing**

You can thumb a cast by pressing the ⊗ button after casting. Pressing the button for about a half-second will allow you to slightly decrease the distance the lure will travel. Pressing the ⊗ button for more than one second will stop feeding the line and drop the lure into the water. When using a BAIT reel, thumbing is absolutely necessary before the lure hits the water. Otherwise a backlash will occur, and you will receive a time penalty.

*** Retrieval**

After the lure has hit the water, it can be controlled skillfully through a combination of reeling and rod action.

*** Snags**

Sometimes your lure will become snagged on an obstacle (ex. Overhangs, weeds, etc.). To free the lure from snags perform an action similar to setting the hook when a fish bites.

*** Bites**

You can tell that the fish are biting your lure when:

1. When the line races sideways
2. The line tension meter changes during retrieval
3. The lure pictured in the Tackle set bobs up and down

*** Setting the hook**

When you get a bite, you have to set the hook. If there is slack in the line, setting the hook will be difficult. As a result, you should always keep the line taut.

When using the vibration function found on the DUAL SHOCK™ analog controller or the Fishing controller you'll know that the fish are biting your lure when the controller shakes. There will be no vibration if there is slack in the line (no tension on the line).

Refer to the explanations for using each controller for details on setting the hook.

See pg. 3 for the Standard controller
See pg. 8 for the DUAL SHOCK™ analog controller
See pg. 13 for the Fishing controller

*** Fight**

If you successfully set the hook, your fight with the fish begins. You have to handle the rod skillfully to avoid LINE BREAKS or HOOK OFFS. If the line tension meter starts to flash white, it means that the line is about to break. Either stop reeling, or decrease the drag. Conversely, if there is no tension showing in the line tension meter, the fish is off the hook. Make certain to maintain a safe amount of line tension.

Pressing the R1 button after casting increases the drag, pressing the R2 button decreases the drag.

Pressing the ◎ button after casting will change the spool status (spool free, spool free cleared).

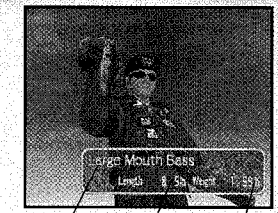
Pressing the ◎ button and the ⊗ button at the same time after casting causes the line to be reeled in.

Pressing the Start button after casting will pause the game.

Fishing Screens (Landing/Replay)

The Landing Screen

When a fish is caught and brought in on the CASTING Screen, the LANDING Screen will appear. Here you can view an image of the fish you've caught, as well as its name, length, and weight. Also, during the B.A.S. Pro Tournaments, you can decide whether or not to catch or release the bass that you landed.



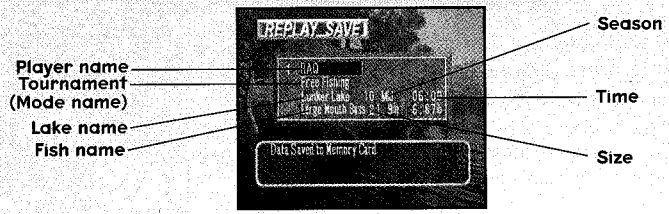
Fish name Length Weight

The Replay Screen

When WATCH REPLAY is selected from the LANDING Screen, the game will automatically go to the Replay, but only if Replay ON has been selected in the Option Menu.

The replay feature allows you to watch the fight with the fish you've just caught. The options available during the replay include: Fast Forward, Rewind, Pause or Frame Advance/Reverse.





◦ Replay save

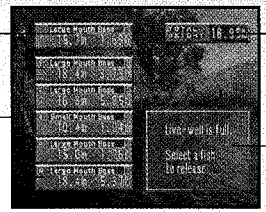
If REPLAY SAVE is selected in the Landing Screen or after a replay is finished, this screen will appear.

Here you can save the replay that you just viewed to a MEMORY CARD. Select the file on which to save the replay by using the left and right directional buttons and press the ⊗ button to confirm. If replay data is already present, its information will be displayed. Note that two empty MEMORY CARD blocks are required to save one replay.

Terms

Catch	Bringing in a fish that has been hooked.
Release	Letting go of a fish that has been landed.

Fishing Screens (Live Well Exchange/Weigh In)



Live Well Exchange

If a bass is caught (only during a B.A.S. Pro Tournament) when there are already five bass in the Live Well, the Live Well Exchange Screen will appear. Here you can exchange the bass that you've just caught with a bass already in the live well.

Terms

Live well	A fish preserve on the boat in which the fish (bass) that have been caught are held.

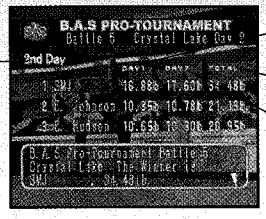
Weigh in

Returning to where each tournament begins (Weigh In) during a B.A.S. Pro Tournament will bring up the Weigh In Screen.

After a tournament, the weight of each bass kept in the Live Well for that day is measured, and the total weight of all the bass is calculated.



Fishing Screens (Ranking Announcement)



Day

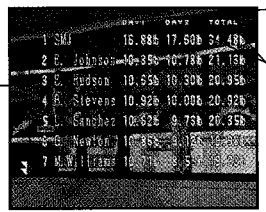
Weight for the first day

Total weight for both days

Weight for the second day

Ranking Announcement Screen 1

After the Weigh In is complete, the Ranking Announcement Screen will appear. Here, the rankings for the tournament are displayed. When the messages are completed Ranking Announcement Screen 2 (shown below) will appear, and the rankings from 1st to 20th place can be viewed.



Rank

Weight for the first day

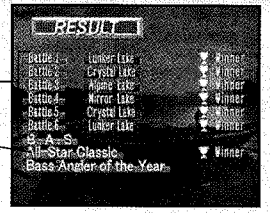
Weight for the second day

Total weight for both days

Ranking Announcement Screen 2

Here the rankings from 1 to 20 are displayed. If the player's rank is below 20, it will be listed separately.

Fishing Screens (Results/Menu)



Rankings for the six tournaments

Ranking for the B.A.S. All Star Classic

Result

When the season is over, the Result Screen will appear. Here the results for the six B.A.S. Pro Tournaments, and the B.A.S. All Star Classic are displayed.

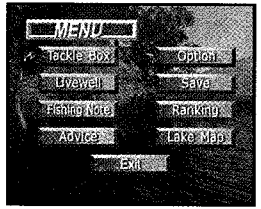
⊙ Winning the Bass Angler of the Year Award

The Bass Angler of the Year is an honor granted only to the competitor who fulfills the following two conditions:

- Victory in all six of the B.A.S. Pro Tournaments
- Victory in the B.A.S. All Star Classic

Menu (B.A.S. Pro Tournament Mode)

Pressing the Start button at the Boat Movement Screen or the Casting Screen when in the B.A.S. Pro Tournament Mode will bring up the Menu Screen. Here, you can select any of the items displayed. View various information, exchange tackle sets, adjust the game environment, and save game data.



* **Tackle Box**
Adjust/change current tackle sets. (See pg. 50)

* **Live Well**
View the bass being held in your Live Well (See pg. 53)

* **Fishing Note**
View data for all fish caught up to the present time. (See pg. 53)

* **Advice**
View fishing advice for the Lake you are currently on. (See pg. 54)

* **Ranking**
View the current tournament rankings. (See pg. 54)

* **Option**
Adjust various game options. (See pg. 20)

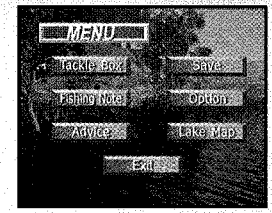
* **Save**
Save the current game to a MEMORY CARD. (See pg.54)

* **Lake Map**
View a map for the lake you are currently on. (See pg. 55)

* **Exit**
Exit the Menu Screen, and return to either the Boat Movement or Casting Screens.

Fishing Screens (Menu/Tackle Box)

Menu Screen (Free Fishing Mode)
Press the Start button at the Boat Movement or Casting Screens in Free Fishing Mode to access this Menu Screen. Here, you can select any of the items displayed. View various information, exchange tackle sets, adjust the game environment, and save game data.



* **Tackle Box**
Adjust/change current tackle sets. (See pg. 50)

* **Fishing Note**
View data for all fish caught up to the present time. (See pg. 53)

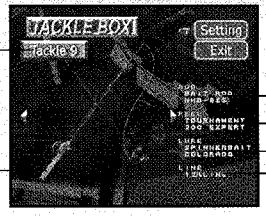
* **Advice**
View fishing advice for the Lake you are currently on. (See pg. 54)

* **Option**
Adjust various game options. (See pg. 20)

* **Save**
Save the current game to a Memory Card. (See pg. 54)

* **Lake Map**
View a map for the lake you are currently on. (See pg. 55)

* **Exit**
Exit the Menu Screen, and return to either the Boat Movement or Casting Screens.



Tackle Box Screen 1
Here you can select the tackle sets that you will use. A tackle set is composed of a rod, reel, lure, and line. Different types of each are available. You can create a total of ten different tackle sets.

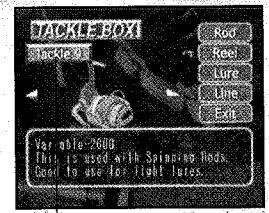
*** Setting**
This is where you can select from the different tackle components to create your tackle sets. (See pg. 51)

*** Exit**
Select this option when you are content with your tackle sets and you will be returned to either the Private Room or Menu Screens depending on which mode (Tournament or Free Fishing) you have selected.

Terms

Tackle box	A container for fishing equipment.

Fishing Screens (Tackle Box)



Tackle Box Screen 2
Here you can select and configure the tackle sets to be used while playing the game.

*** Rod**
Select a rod here.

*** Reel**
Select a reel here.

*** Lure**
Select a lure here.

*** Line**
Select line here.

*** Exit**
Return to Tackle Box Screen 1.

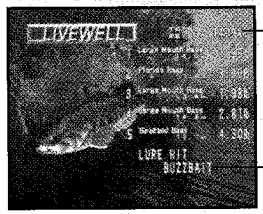
For rods, reels, and line, select each individual item to be used with the ◁ ▷ directional buttons, and confirm by pressing the ⊗ button. Then, confirm the entire tackle set by highlighting EXIT and pressing the ⊗ button again.

Select from the lures by placing the cursor next to the LURE MENU and then pressing the ⊗ button. Next select the type of lure desired by using the ◁ ▷ directional buttons. After pressing the ⊗ button to confirm the desired lure, use the ◁ ▷ directional buttons to select the lure color. After confirming the color by pressing the ⊗ button, use the ◁ ▷ directional buttons to select a rig to be used with the lure. (For lures that do not use a rig, the lure selection process is complete once the color is chosen.) Browse the different rigs using the ◁ ▷ directional buttons and make your selection with the ⊗ button. Lure selection is now complete. To finalize selection, press EXIT. To cancel a selection, press the ○ button.

Terms

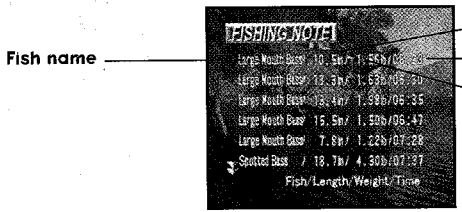
Rig	The way in which the hook, lure and line are assembled.

Fishing Screens (Live Well/Fishing Note)



Live Well

At this screen, the image, name, length, weight, and the lure used can be checked for all the fish in the live well during a tournament. The total weight of the fish in the live well can also be confirmed.



Fishing Note

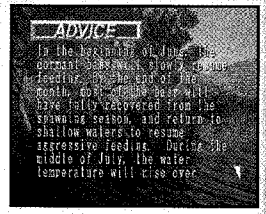
Here the name, length, weight, and time of capture for all the fish caught up to the present time can be viewed.

Terms

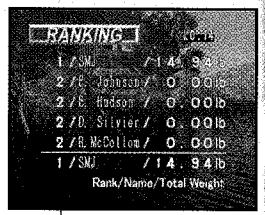
Lure Hit	The lure that was used to catch a fish.

Fishing Screens (Advice/Ranking/Save)

Advice
Here lake fishing advice (hints) can be viewed.

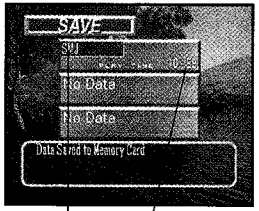


Ranking
Here, rankings for the tournament in progress are displayed, and can be checked. The ranking display is updated every two hours.



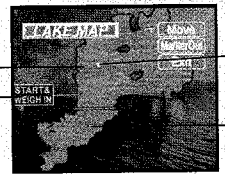
Player's rank

Save
Here the data for the current game can be saved to a MEMORY CARD. There are three files on which you may save your games. If no game data is present, [No Data] will be displayed. Note that three empty MEMORY CARD blocks are required to save game data.



Player name
Play time for the game

Fishing Screens (Lake Map)



Overall lake map
Starting point/ Weigh in
Marker buoy
Position of the player's boat

Lake map
Here an overall map of the current lake, the position of the boat, and the position of any marker buoys are all displayed. In addition, the boat can be moved and marker buoys can be retrieved from this screen.

◦ Moving the boat
From this screen, the position of the player's boat can be moved around the lake instantaneously. Note that the time required to move the boat will elapse in the game.

1. Select MOVE with the cursor and confirm the selection with the ⊗ button.
2. Use the Directional buttons, the left stick, or the center stick to place the flashing boat icon where you want it.
3. Press the ⊗ button to confirm the boat's placement, then select YES when the confirmation message appears. This completes the movement.

◦ Retrieving a Marker buoy
Select MARKER OUT with the cursor and confirm the selection with the ⊗ button.

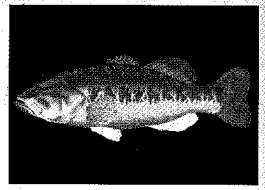
Use the ◁ ▷ directional buttons, or move the left stick/center stick left or right to select the marker buoy you wish to retrieve. Press the ⊗ button to confirm the marker buoy's retrieval, then select YES when the confirmation message appears. This completes marker buoy retrieval.

Documentation (Types of Fish)

Fish Types

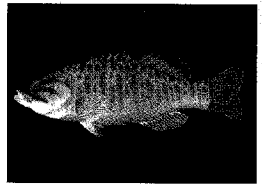
◦ Largemouth Bass

In general, when people refer to BLACK BASS, they are talking about Largemouth bass. These fish prefer calm, warmer waters. However, they are very adaptable to their environment and can be found in many different kinds of waters.



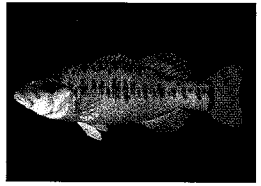
◦ Smallmouth Bass

One type of BLACK BASS that prefers clear, cold, moving water. These fish can be found in mountain lakes and other similar areas.



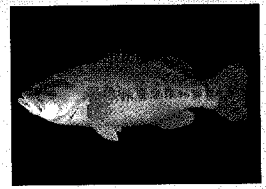
◦ Spotted Bass

One type of BLACK BASS that prefers comparatively cold waters. Because it does not like moving water as much as the Smallmouth bass, it falls somewhere between this and the Largemouth bass.



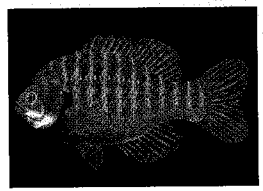
◦ Florida Bass

A sub-species of the Largemouth bass and the largest of any bass. Its habits are very similar to those of the Largemouth bass, but the Florida bass is said to be about three times smarter.



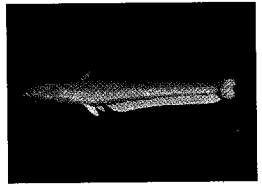
◦ Blue Gill

A kind of sunfish widely distributed through many regions. The largest blue gills are no more than 1 ft. long. However, they fight extremely fiercely, more than would be expected given their small size. They are therefore ideal as an introduction to game fishing.

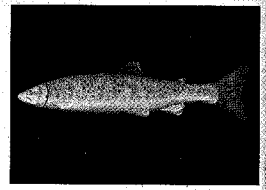


◦ Catfish

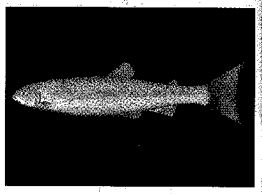
This fish is capable of reaching 1 1/2 to 2 ft in size. It is basically nocturnal and is a very poor eater, living off of small fish and frogs.



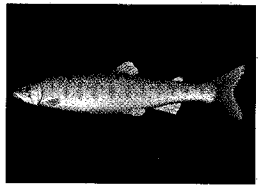
◦ Brown Trout
It proliferates in muddy waters that are cold and have lots of oxygen. As this fish grows larger, it tends to eat other fish. At 3 or 4 years of age, it reaches a size between 8 in. and 1 1/2 ft., and its maximum size has been confirmed at over 3 ft.



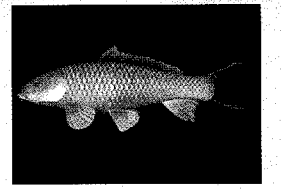
◦ Rainbow Trout
An easy fish to raise, Rainbow trout are known to multiply and grow better in warmer waters than other cold-water fish. Those that live in lakes tend to eat other fish as they grow larger. Rainbow trout are frequently seen at sizes exceeding 2 1/2 to 3 ft. in length.



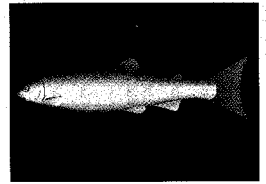
◦ Cherry Trout
The Cherry trout can reach sizes around 2 ft in length, and although it is a very nervous fish, it has little interest in its surroundings. Some of these reside in swampy waters, making it a good fish for lure fishing.



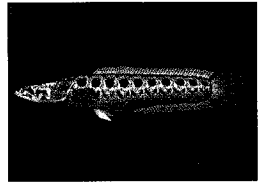
◦ Carp
Carp can live in a wide variety of environments and tolerate murky water well. Some carp can approach 5ft in length and can also weigh more than 77lbs. Because it eats a wide variety of things, including small fish as it matures, lures can be used when fishing for carp.



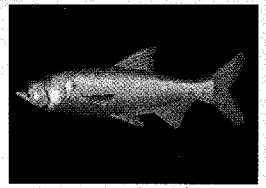
◦ Lake Biwa Trout
A subspecies of trout unique to Japan, which occurs naturally only in Lake Biwa. This fish has been introduced to other lakes, and may grow to a maximum of 1 to 1 1/2 ft. in length.



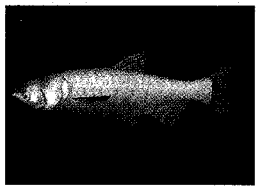
◦ Snake Head
This fish can be found in swampy, murky lake waters. Large specimens grow to about 3 ft. in length. It is very infrequent that a fish of this type is caught that exceeds 3 ft.



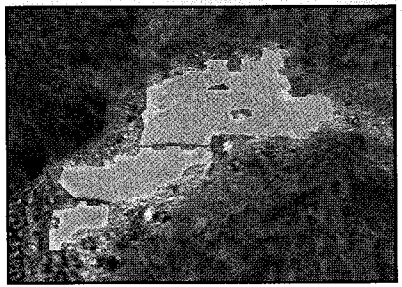
◦ **Silver Carp**
A fish originating from China, it can be found in swampy, murky, lake waters. They often reach 3 ft in size.



◦ **Big Head Carp**
Another fish originally from China. Similar to the Silver Carp, the Big Head carp can reach 3 ft. in length, though a specimen slightly larger than 5 ft in length has been caught in the past.

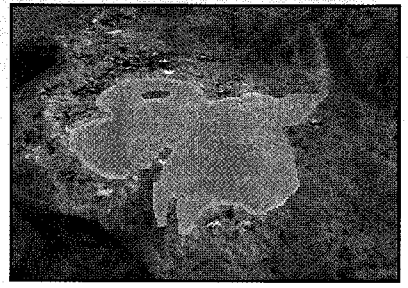


Documentation (Lakes)



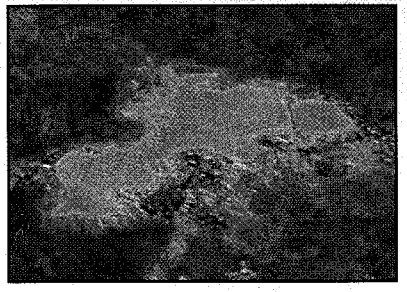
Lake List
◦ **Lunker Lake**
Maximum depth: 164 ft.
Fish present: Largemouth Bass, Spotted Bass, Florida Bass, Rainbow Trout, Blue Gill, Catfish, Snake Head, Carp, Lake Biwa Trout, Silver Carp
Water quality: Murky

This lake has many man-made structures and extremely good vegetation quality. It is the deepest of the four lakes and has the best water volume, fish variety, and the largest amount of stocked fish. There is a considerable amount of bait in the lake, so it also has the largest average sized bass.



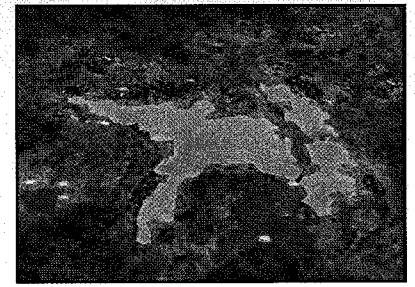
◦ Crystal Lake
Maximum depth: 115 ft.
Fish present: Largemouth Bass, Smallmouth Bass, Rainbow Trout, Brown Trout, Blue Gill, and Carp
Water quality: Clear

This lake is the only one with Smallmouth bass living in it. Surrounded by mountains on all four sides, Crystal Lake abounds with natural scenery. There is an overhang around the lake's island, making for an ideal fishing location. Although there are no other eye-catching formations on the lake other than the overhang, there are many rocks and the like in the lake, making it important to be able to use your Depth Finder effectively. The pressure level in this lake is the lowest of all four, but the recent popularity of catching Smallmouth Bass is slowly increasing the wariness of the fish.



◦ Alpine Lake
Maximum depth: 46 ft.
Fish present: Largemouth Bass, Rainbow Trout, Brown Trout, Cherry Trout, Blue Gill, Catfish, Carp
Water quality: Clear

A lake with many visible man-made structures, giving it the reputation of a large fish farm. The lake is stocked with bass, and is very popular with anglers. Alpine Lake also has one of the highest pressure levels of the four lakes. Recently, farm-raised bass have been released in the lake, the average size of which run between 8 and 12 in. However, bass over 20 inches in size have been transplanted from other lakes.



◦ Mirror Lake
Maximum depth: 23 ft.
Fish present: Largemouth Bass, Spotted Bass, Florida Bass, Blue Gill, Catfish, Snake Head, Carp, Silver Carp, Big Head Carp
Water quality: Muddy

Mirror Lake has shallow banks and is also the shallowest of the four lakes, with a maximum depth of 23 ft. The fish are spread out all over the lake, and focusing on a good spot is difficult. Because of the many anglers who visit, the stock of fish in the lake is thought to be good. The lake's water is muddy meaning that some time will pass before bass will come into an area where someone has been fishing. The complex topography, along with the inlets and coves provides for many good fishing spots. A dock, built with stones is of particular fishing interest. However, you may come across a number of fighting Blue Gills unless your timing is right. The size of the fish is large on average.

Tips

To avoid losing a fish to a "Hook Off" here are some things to keep in mind and practice.

1. Follow the on-screen text and voice prompts once a fish has been hooked (ex. Move the rod in the direction you are prompted when fighting a fish.)
2. Tire out the fish (especially bass) before trying to land them. Early in the fight set the drag to a lower level (level 2 works well) then let the fish fight for awhile until they've expended most of their energy. Once they've tired of the fight increase the drag a bit and reel them in!
3. Make sure you keep a good amount of tension (not too much though or the line could break!) on the line at all times, if there is slack in the line it is much easier for the fish to get off the hook. Try alternating between reeling fast and normal reeling to keep the line tension at an acceptable level.
4. When the bass jump out of the water switch your rod position (down if it is up, and up if it is down) while reeling fast to keep the line from going slack.
5. Avoid line breaks by paying attention to the line tension meter and adjusting your drag appropriately.
6. To cast or set the hook with the fishing controller, all that is necessary is a firm flick of the wrist (similar to what you would experience when throwing a frisbee). Avoid swinging the controller wildly or in large arcs.