
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01442
BIG BASS FISHING™
TAKE2interactive

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

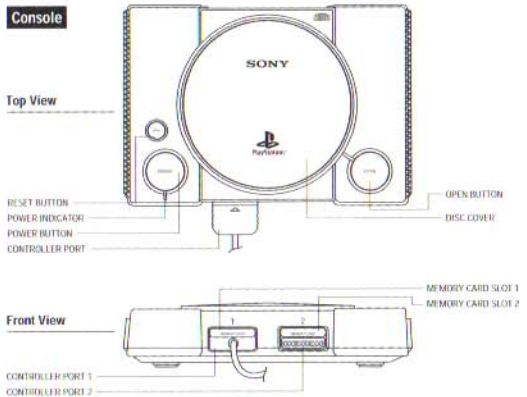
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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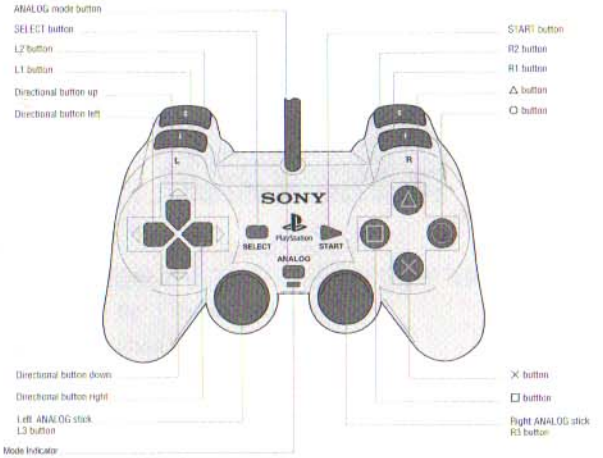
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Getting Started

1. Set up your PlayStation® game console according to the instructions in its instruction manual.
2. Make sure the power is off before inserting or removing a compact disc. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.
3. Insert the Big Bass Fishing disc and close the disc cover
4. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.



Game Controls



Control	Action
→ ← ↑ ↓ Directional Buttons	Navigate Right / Left / Up / Down
✖ Button	Select
▲ Button	Return to Previous Menu

Fishing Controls



Control	Action
↑ ↓ ← → Directional Buttons	Search Lure Options / Move fishing rod up / down / left / right
✖ Button	Select Lure / Medium Reel
◎ Button	Reel In Slow
✖ + ◎ Buttons	Reel In Fastest
■ Button	Switch Camera Mode; Choose above or below water view
▲	Let out Line
L1 Button	Line Up
L2 Button	Lure Cam Left
R1 Button	Reel in Fast
R2 Button	Lure Cam Right
Start Button	Pause Menu

Introduction

Go below the surface for a fish-eye view of some of the most challenging Bass fish in the world. Prove your skills as you determine which lures will best attract each fish. Tantalize the fish by skillfully manipulating the various types of lures. Fight against the clock, water and fish to make sure your catch doesn't fight its way to freedom and become the one that got away!

Main Menu

The Main Menu is where you can choose game modes and access the Options screen

Options

Sound FX / Music - Set the volume for music and sound effects.

Vibration - Turn the vibration function on the controller on or off. (The vibration option only works when a DUALSHOCK® analog controller is inserted.)

Gauges - You are able to turn on/off your lure and fish meter.

Control Options - Choose between a set of predetermined controller set-ups.

Gameplay Modes

In BIG BASS FISHING, there are three different levels of gameplay:

Arcade

In Arcade mode you are given five minutes to do your best and catch five fish. If you catch a fish in the time allotted, 90 seconds will be added to the clock so you can fish for a little longer. When five fish are caught you move on the next location. You can keep track of the fish you catch in the Record option.

Competition

This is where you are given the option to participate in different events that suit your fishing in any of the locations you have unlocked in Challenge Mode. The best scores in every event, except Practice, will be recorded and added into the Records. Choose from:

Practice- Sit back and relax, fish at your leisure. There is no time limit.



2-Day Lunker- Catch the single highest scoring fish in one location over the course of 2 days.

3 Day All Release- Catch the most fish, by points in one location over 3 days.

3-Day Tournament- Catch the highest scoring 5 fish in one location over the course of 3 days.



Beat the Clock- Race Against the clock! Score time and points for fish caught.

Challenge

In Challenge mode, begin in the Bait House on Strike Lake, and unlock new locations by successfully completing the fishing Challenges. For example, the Bait House Challenges are:

Challenge 1: Catch any 2 fish. Time Limit: 15 minutes.

Challenge 2: Catch 2 Largemouth Bass, each weighing at least 7 pounds. Time Limit: 15 minutes.

Challenge 3: Catch 3 Bass (any combination of Largemouth Bass, Smallmouth Bass, or Spotted Bass) each weighing at least 7 pounds. Time Limit: 15 minutes.



Lures

Select a lure - pushing left or right on the Directional Buttons will scroll you through the choices of lures. To make your selection, push the ✖ Button.

Each fish prefers certain lures. In any location most fish of any one species will respond favorably to a particular set of lures. The conditions vary from location to location and a popular lure may work everywhere yet be much more successful in some fishing holes than others. It is also very important to manipulate the lures to make them attractive. Reeling steadily or in a pattern of jerks will make the various lures appear desirable to the fish. Choose between poppers, shallow cranks, deep cranks, soft lures and others. When attracting fish to a lure, consider the appropriate depth of your lure. Most fish won't bite too close to the boat either.

Hint: Be sure to check the Fish Info available in each location. Local fishermen suggest lures that are likely to attract fish.

Lure Meter



When the Gauges are turned on, a meter appears attached to each lure to show how successfully the lure is being manipulated to be attractive. Ideally the meter should be more than half filled when a fish is near enough to strike your lure.



Fish Interest Meter

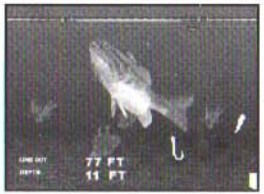
When the Gauges are turned on, a meter appears attached to each fish to show how interested the fish is to the lure presented to it. If a fish has no meter, they are too far away or are not interested in the type of lure you are using.

Hooking Up a Fish: The Strike

Once your line is cast, you can choose either an underwater view or an above water view. You can change your view by pushing the ■ Button.

When you feel a fish nibbling on your bait, pull the rod back quickly to set the hook. How hard to pull will depend on the type of fish nibbling at your bait. Hooking some fish may require moving the rod all the way forward before hauling it back.

Hint: Watch the Line Tension Meter. If you watch the Line Tension Meter, as a fish nibbles on your bait, you can guess how heavy the fish is. The harder you feel the pull (rumble) the bigger the fish.



Line Tension Meter

Once a fish is on your line the Line Tension Meter will appear at the top of the screen. This will let you know how much stress the fishing line can take before it will break. Keep an eye on your line because some fish are much stronger than others. If the meter goes too far into the red, the line will snap.

Hint: From the moment you set the hook, you must keep the tension on or the fish will spit out the hook.

Fighting the Fish

Once you get a bite, push the ✖ Button to reel him in fast, the ◎ Button to reel him in more slowly, push the ✖+◎ Buttons together to reel him in really fast. To let your line out, push the ▲ Button.

Fighting the fish is a game of tug-a-war. Try to pull the rod in the opposite direction of the fish's movement. This will help turn the fish towards the boat. Keep the fish swimming towards the boat, and you will win the battle more quickly.

Each fish has a different fighting style. Most will jump, others dive and run, and they may try to spit out the hook. Knowing the fighting style of each fish will help you determine how to fight it.

Hint: A fish out of water is... a fish out of water. If your catch jumps into the air, take a moment to marvel at it's grace, and then reel him in with all your might. You can reel an airborne fish in much faster than a swimming fish.

Hint: Some fish are best left to tire out before trying to reel them in. Good luck!

Bonus Items

The bonus items are located randomly underwater. Snagging them with your lure rewards the player with a time limited power up. These power ups include:



Super reel: reel in at super speed. Tension bar will increase slightly faster



Super lure: "lure attract all fish" mode. Fish treat lure as if it's their first choice.



Time: A single time bonus.

When Bonus items are active, the corresponding icon is shown on the right.

Reset Method

To return to the main menu during gameplay, pressing the START button will bring up the in-game options screen. When you are on the options screen, press the triangle ▲ button. This will bring up a screen that asks, "Are you sure?" Highlight the "yes" option and press the ✖ button and you will be on the Main Menu screen.

Saving & Loading

Big Bass Fishing requires 1 free block of space in order to save. Make sure there are enough free blocks on your MEMORY CARD before commencing play. Big Bass Fishing only supports MEMORY CARD slot 1.

If you have a MEMORY CARD inserted upon boot-up, and a Big Bass Fishing game profile is on the MEMORY CARD, the game profile will be automatically loaded. You may also load a saved game profile by choosing Load on the Main Menu. If you wish to save your game, choose save on the main menu.

If you have a MEMORY CARD inserted with no Big Bass Fishing saves on it, you will be asked to save to the MEMORY CARD. Selecting yes will create a saved game profile. If you have an unformatted MEMORY CARD inserted, you will be asked if you wish to format the MEMORY CARD. Selecting Yes will format the MEMORY CARD, and create a saved game profile.

Records

After you have caught some fish in the various gameplay modes, you can

check out your top catches in the Records. You can also view high scores and points from Challenge Mode and Arcade Mode.

Locations

There are 12 natural locations to unlock in BIG BASS FISHING. Each location hosts bass and other different varieties of fish for you to catch. Start off at the Bait House on Strike Lake, as you complete the Challenges, you will travel to other locations to show off your angling talents.

The other locations are:

Strike Lake, North Shore
Strike Lake, West Point
Hatch Reservoir, Ramp Up
Hatch Reservoir, Stumped
Hatch Reservoir, The Dam
Smallie Bend, The Shallows
Smallie Bend, The Deep
Smallie Bend, The Cove
Lunker Lake, Bass Rock
Lunker Lake, Lunker Bridge
Lunker Lake, The Honey Hole

Credits

Coresoft Credits

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Art Director

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Michael Woolf
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Technical Support (US)

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance.

Note: This information is for technical support only and representatives are unable to provide game hints or suggestions.

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Notes:

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For technical support, please call TalonSoft @ 410-933-9191 9:00 am to 5:00 pm EST Monday through Friday.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board.

For Information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.