PlayStation

NTSC | U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00228

# BIG BASS WORLD CHAMPIONSHIP®



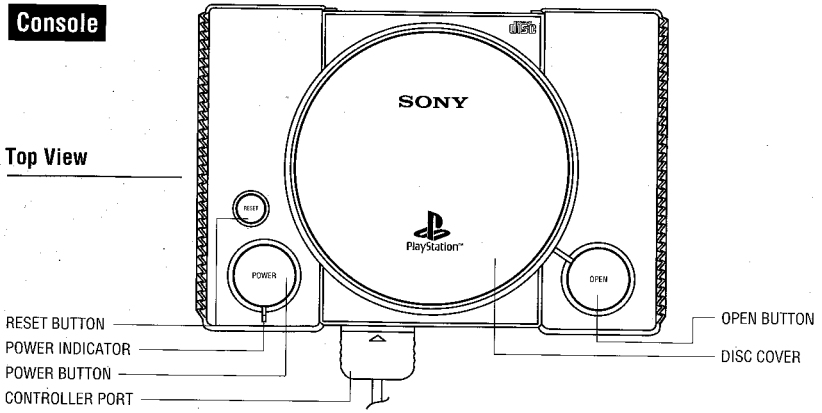

HOT-B®

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## Console

### Top View

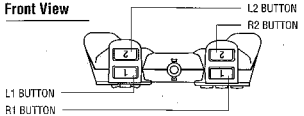



Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **BIG BASS WORLD CHAMPIONSHIP WITH HANK PARKER®** disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

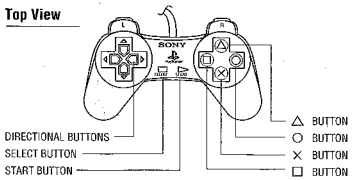


## Controller

### Front View




### Top View




## I. GENERAL PARAMETERS FOR THE CONTROLLER

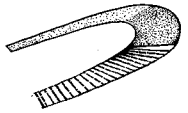
| | |
|---|---|
| Directional Button | View Choices. |
| X Button | Enter. |
| □ Button | Cancel. |
| Δ Button | Exit/Back Up One Step. |
| L2 Button | (Not Used) |
| R2 Button | (Not Used) |

## DRIVING SCREEN (See Page 11.)

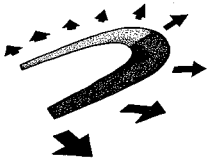
| | |
|---|---|
| Directional Button ↑ | Accelerate. |
| Directional Button ↓ | Decelerate/Reverse. |
| Directional Button ←→ | Steer Boat Left/Right. |
| L1 Button | Toggle Lake Map Window. |
| R1 Button | Toggle Fish Finder Range. |
| Δ Button | Access Icon Menu. |
| Start Button | Pause. |

## CASTING SCREEN (See Page 13.)

| | |
|---|---|
| Directional Button ↑↓ | Select Casting Style. (Sidearm/Overhead/Flipping) |
| Directional Button ←→ | Move Angler Position. |
| □ Button | Initiate Casting. Step 1: Press the □ Button Once to Activate the Casting Meters. Step 2: Press the □ Button Again to Determine **Casting Power** (Distance). Step 3: Press the □ Button Once More to Determine **Casting Angle (Direction).** |



**Casting Power Meter**
Meter Indicates Casting Strength. (0-100%)



**Casting Angle Meter**
Arrows Indicate Casting Angle.

| | |
|---|---|
| Start Button | Pause. |
| X Button | Choose Underwater/Above-water View. |
| Δ Button | Access Icon Menu. |

## REELING/FIGHTING THE FISH (See Page 15.)

| | |
|---|---|
| □ Button | Reel. |
| O Button | Reel Quickly. |
| Directional Button ↑ | **Set Hook.** (When a Fish Bites the Lure or the Lure Symbol is Shaking) |



## II. TOURNAMENTS

The four progressive bass tournaments are outlined below:

**Stage I: Local Amateur Tournament on Lake Vermilion**
Fifty amateur anglers * Top three anglers advance to the Amateur Bass Championship * Anglers who are not in one of the top three positions go back to the beginning of Stage I.

**Stage II: Amateur Bass Championship on Lake Chippewa**
Eighty amateur anglers * Top three anglers advance to the Pro Bass Championship * Anglers who are not in one of the top three positions go back to the beginning of Stage II.

**Stage III: Pro Bass Championship on the Turkey River**
Eighty Professional anglers * Top three anglers advance to the Big Bass World Championship * Anglers who are not in one of the top three positions go back to the beginning of Stage III.

**Stage IV: Big Bass World Championship on Bluestone Lake**
Thirty Competitors * Top three anglers are honored at the final ceremony * Any anglers, including the top three finishers of this championship, who want to challenge this tournament again must go back to the beginning of the Stage III.

Your goal is to work your way through the amateur ranks to become the Big Bass World Champion. You CANNOT skip through the ranks to other tournaments or lakes without completing the tournaments in the appropriate order.

## III. TOURNAMENT RULES

A. Tournament hours are 7:00 p.m. to 4:30 p.m.
B. Only black bass will be included at the weigh-in.
C. Total weight determines your ranking.
D. A maximum of five (5) black bass may be kept in the livewell.
E. Extra bass should be culled.
F A one-pound penalty is assessed for each minute an angler is late for the weigh-in.
G. If you are more than 20 minutes late, you will be disqualified.
H. If your boat is damaged, you must return to the marina and weigh in.
I. Poor weather conditions may cause an early end to the tournament.

If the tournament is stopped, all anglers must weigh in immediately!

## IV. STARTING THE GAME – NEW GAME/CONTINUE

When the title screen is loaded, NEW GAME and CONTINUE will appear. If NEW GAME is entered, you will go to the Player's Name Entry Screen and then to Tournament Entry to begin the first tournament.
If CONTINUE is entered, you will go to the LOAD/SAVE Screen and select a previously saved game. When a memory block is chosen and LOAD is selected, the Study Room Screen will appear. You may select the Tournament Entry - Phone to load the appropriate tournament.

**Player's Name Entry Screen:** Use the Directional button to select the desired letters, symbols and gender. Press the X button to enter the information. When the information has been entered, highlight OK and press the X button to proceed.

## V. STUDY ROOM

In the Study Room you can access six hot spots. Press the X button to access the highlighted choice. Choices follow:



PROCEDURE FOR COMPLETING A TOURNAMENT:
Enter your name. ➔ Enter the appropriate tournament. ➔ Move the boat ➔ Choose a lure. ➔ Cast and retrieve the lure. ➔ Catch and retrieve black bass. ➔ Go back to the dock. ➔ Weigh in your catch. ➔ If you are ranked in the top three, Save your results.

### A. TOURNAMENT ENTRY - PHONE

Press the X button to begin the tournament sequence. When the Tournament Introduction appears on the screen, use the Directional button ↑↓ to scroll through the text. The following screen will appear at the end of the Tournament Introduction:

View Tournament Rules?
YES.....View Tournament Rules.
NO.....Load Tournament Lake.

Select a response and press the X button.

### B. FISH ENCYCLOPEDIA

Select ↱ and press the X button to page ahead.
Select ↰ and press the X button to page back.
Select ↲ and press the X button to return to the Table of Contents.
Select ↳ and press the X button to return to the Study Room.
Place pointer on desired chapter and press the X button. The pages will scroll to the beginning of the selected chapter.

### C. VIEW LURES - TACKLE BOX

| | |
|---|---|
| Directional Button | Highlight the Appropriate Lure. |
| □ Button | View Lure Information. |
| O Button | Toggle Lure Color Bright/Natural. |
| Δ Button | Return to the Study Room. |

## D.VIEW GAME OPTIONS - COMPUTER

### 1.VIEW TOURNAMENT RECORDS

The following screen will appear when VIEW TOURNAMENT RECORDS is chosen.

CHOOSE ONE:
OFFICIAL
UNOFFICIAL

a. OFFICIAL RECORD shows the best weight totals from past tournaments and the top catch for each species of black bass, largemouth, smallmouth and spotted bass.

b. UNOFFICIAL RECORD shows the best estimated weight for each type of fish caught in past tournaments. Freshwater fishes other than black bass are included in these records.



### 2. LOAD/SAVE

This screen will execute memory card functions, load previously saved games and save current tournament progressions.

LOAD: Highlight LOAD and press the X button. Select the tournament (represented by a fish icon) that you wish to load and press the X button. Highlight EXIT and press the X button to return to the Study Room. When you select Tournament Entry, the saved game will be loaded.

SAVE: Highlight SAVE and press the X button. Place the cursor over an empty block and press the X button to save. Only tournament rankings that qualify you to advance to the next tournament level will be saved.

Note: *** Only qualifying rankings in Stage I and Stage II can be saved. Rankings from Stage III and Stage IV cannot be saved.**
*** A memory card must be installed to load or save a game.**

| | |
|---|---|
| 3. MUSIC ON/OFF | Toggle with the X button. |
| 4. SOUND EFFECTS ON/OFF | Toggle with the X button. |
| 5. KEY CONFIGURATION | Select desired controller layout. |
| 6. EXIT AND RETURN TO STUDY | |

## E. VIEW RODS AND REELS

Use the Directional button ↑↓ to show information for Rods and Reels.

| | |
|---|---|
| Δ Button | Return to the Study Room. |

## F. ENTER RACCOON LAKE - PRIVATE LAKE

You have your own private lake, Raccoon Lake, where you can observe the habits of bass, release tournament catches and fish for fun. **Highlight the picture of the lake and press the X button to load.** Use the Directional button ←→ to scan the menu functions on Raccoon Lake.

Private lake functions include:

**FISH** - Fish on your own private lake.

**OBSERVE** - Observe the different events in the bass life cycle. Press the X button to obtain the magnifying glass viewer. Place the magnifying glass over a white ! and press the X button to view.

**RELEASE** - Press the X button to release a bass from the regular tournaments into the private lake. Press the X button once for each available bass.

**EXIT** Return to the Study Room.

(MONTH and TIME only observe fish location on the private lake map.)

| | | |
|---|---|---|
| MONTH | Directional Button ↑↓ | Observe different Months on Map. |
| TIME | Directional Button ↑↓ | Observe different Time of day on Map. |
| OPTIONS | Press the X button to activate. | |
| | X Button Toggle Name Tags of Fish ON/OFF. | |
| | □ Button Back Up One Step. | |
| | ↓ and X Buttons Toggle Fish Displays ON/OFF. | |



## VI. DRIVING SCREEN

| | |
|---|---|
| Directional Button ↑ | Select Forward Speed. |
| Directional Button ↓ | Slow Down/Stop/Reverse. |
| | *Speed less than 0 = reverse |
| Directional Button ← | Steer Left. |
| Directional Button → | Steer Right. |
| □ Button | Toggle Trolling Motor Up/Down. |
| | *Operates when speed is less than 5 mph |
| Δ Button | Access Icons. |
| L1 Button | Toggle Lake Map and Weather Icon On/Off. |
| R1 Button | Adjust Fish Finder Scale. |

The elements of the **DRIVING SCREEN** are listed below:

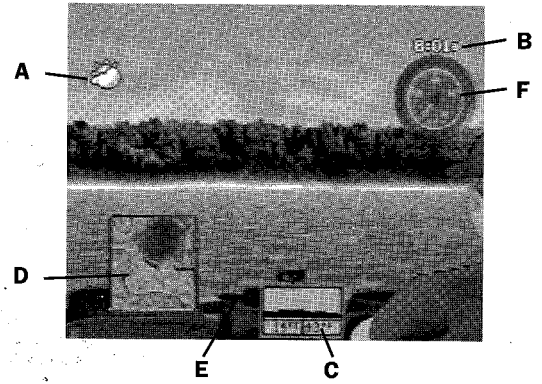
A. **CURRENT WEATHER CONDITIONS**
B. **CURRENT TOURNAMENT TIME**
C. **FISH FINDER** - Shows the temperature, depth, fish representations and the bottom of the lake. An audible is sounded whenever fishes are detected.
D. **LAKE MAP** - Shows outline of the lake and the position of the boat.
E. **TROLLING MOTOR** - Allows precise maneuvering in shallow water. The □ button lowers and raises the trolling motor. If the boat becomes stuck, you may use the trolling motor to maneuver the boat.
F. **SPEEDOMETER**

**DRIVING SCREEN ICONS:**

| | |
|---|---|
| Cast | Go to the Casting Screen. |
| Catch | Show Current Catch of Black Bass/Access Livewell. |
| Info | Show Your Current Ranking. |
| Quit | Exit. |
| Dock | Return to the Dock. |

*When the boat becomes stuck, the two following procedures may be used to free the boat:

1. Select the DOCK icon and return to the dock. A 30-minute penalty will be assessed for using this function.
2. Lower the trolling motor and maneuver the boat out of the area.






## VII. CASTING SCREEN

Stop the boat and select CAST from the Icons that are shown at the top of the DRIVING SCREEN.

The CASTING SCREEN contains the following basic elements:

A. Distance to the MARK/Line Length
B. Lure Type
C. Casting Meters - Strength and release angle of your cast
D. Current Tournament Time
E. Mark

**Procedure for Casting:** Once the position of the angler and the casting style have been selected, use the Directional button ←→ to adjust the casting position.
**Start** - Tap the □ button to initiate the casting meter.
**Casting Power** - Press the □ button again to set the desired power level.
**Casting Angle** - Press the □ button once more to set the desired angle.
NOTE: To avoid losing your lure, do not cast on to the land.



ICONS that appear when the Δ button is pressed:

MOVE - Return to the Driving Screen.
LURE - View your tackle box and access the different lures that are available.

Start with three lures of each type, one brightly colored and another naturally colored.

Directional Button Highlight the Appropriate Lure.

| | |
|---|---|
| □ Button | View Lure Information. |
| O Button | Change Lure Color Bright/Natural. |
| Δ Button | Return to Study Room. |
| X Button | Select Lure. |

MARK - Scan the casting area and mark where you want to cast. A mark on the power meter will show the power that is needed to reach your target.



## VIII. RETRIEVING THE LURE/FIGHTING THE FISH

Once you have cast the lure and it has entered the water, you may begin to reel in the lure. When a fish is hooked, two bar meters will appear.

A. **Line Tension Meter** - Displays the tension on the line. The line will snap when the meter reaches the maximum.
B. **Fish Strength Meter** - Shows the current strength level of the fish.

| | |
|---|---|
| □ Button | Reel. |
| O Button | Reel Quickly. |
| Directional Button ←→ | Swing the Rod. |
| Directional Button ↓↑ | Move the Rod Up and Down. |

Presenting the lure to the fish in a realistic manner is very important. Each lure needs to be presented in a slightly different way to accentuate its individual characteristics. (See lures.)

SETTING THE HOOK: When a fish strikes the lure, press the Directional button ↑ to set the hook in conjunction with the □ Button.

The graphical representation of the lure near the bottom of the screen will shake when the hook becomes loose. **Pull up on the rod to avoid losing the lure.**

## IX. WEIGHING IN

When you are ready to weigh in your catch, maneuver the boat back to the dock (starting point). The following screen will appear once you have reached the end of the dock:

WEIGH IN?
NO.....Resume current tournament.
YES.....End the fishing day.

Your total catch will be reviewed when the fishing day is over. The top three anglers will be honored at the weigh-in ceremony.

## X. ENDING THE GAME/QUITTING/SAVING

To end or quit a game, go to the DRIVING SCREEN, press the X button to access the Icons and select QUIT.

**Procedure for Saving a Game:** After you have weighed in and have qualified for the next tournament level, you will return to the Study Room. Select the View Game Options Screen, highlight **LOAD/SAVE** and press the X button. When the **LOAD/SAVE** Screen appears, highlight **SAVE** and press the X button. Place the cursor over an empty memory block and press the X button to record the game on the memory card. Only tournament rankings that qualify you to advance to the next tournament level will be saved. (See page 9)

PAUSE/RESET

PAUSE
Press the Start button to pause gameplay.
Press the Start button a second time to resume gameplay.

RESET
Press the Start button to pause gameplay. ➔Press the Select button to activate the reset menu; **Contine** and **Quit** will appear on the screen.➔If you would like to



resume gameplay, select **Continue** and then select **Yes.** If you would like to reset the game to the title screen, select **Quit** and then select **Yes**

## XI. LAKES

Stage I:
Lake Vermilion, the site of the Local Amateur Tournament, is a fertile lake that abounds with vegetation and many different types of fishes. Shallow water and lush vegetation provide an excellent habitat for big bass!

Stage II:
Lake Chippewa was once a valley surrounded by mountains and rolling hills until it was dammed and flooded. The man-made and natural structures that were present before the valley was flooded are now the homes of giant, prowling bass.

Stage III:
The Turkey River, the site of the Pro Bass Championship, is a long, slow-moving, meandering river that is controlled by a small flow-dam. This river provides plenty of great bass fishing. Good luck!

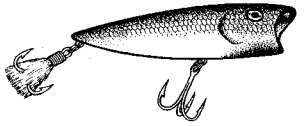
Stage IV:
Bluestone Lake, the site of the Big Bass World Championship, holds some of the biggest bass in the country. The diverse vegetation and warm water produce bass that will amaze many anglers. Therefore, technique and lure selection are very important if you want to lure in the lunkers.

## XII. LURES

You may select from two different color patterns, bright or natural.

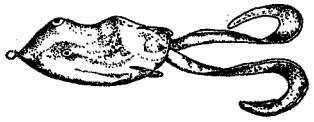
CHUG-N-SPIT: A floating, topwater lure

Recommended Movement:
Reel/Pause/Reel/Alternate reeling from the left and right sides.



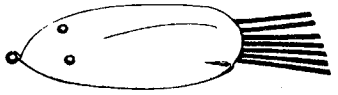
SWIMMIN' FROG: A weedless, floating, topwater lure

Recommended Movement:
Reel/Pause/Reel while swinging the rod to the left/Pause/Reel while swinging the rod to the right.



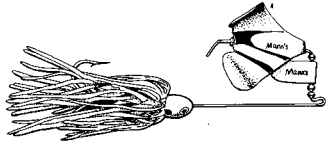
THE RAT: A weedless, floating, topwater lure

Recommended Movement:
Reel/Pause/Reel.



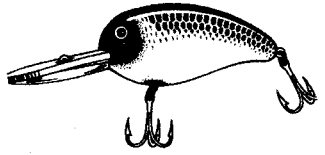
"THE CLASSIC" BUZZBAIT:
A semi-weedless, topwater lure

Recommended Movement:
Reel/Pause/Reel or reel with a zigzag motion/Pause/Reel.



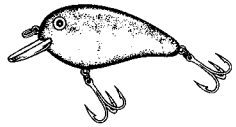
LOUDMOUTH® CRANKBAIT:
A noisy, diving lure

Recommended Movement: Reel (long)/ Reel (short)/Pause/Repeat.



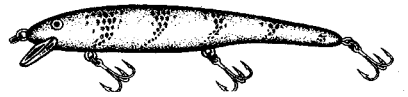


SMALL LOUDMOUTH® CRANKBAIT:
A noisy, diving lure



Recommended Movement: Reel (long)/ Reel (short)/Pause/Repeat.

JERKBAIT: A noisy, sinking, shallow-running lure



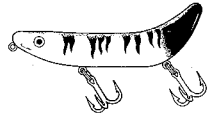
Recommended Movement: Jerk/Pause/ Alternate reeling from the left and right sides.

"MANNIAC":
A rattling, vibrating, sinking lure



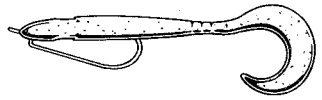
Recommended Movement: Reel (long)/ Pause/Reel.

TAILCHASER™:
A twisting, sinking lure



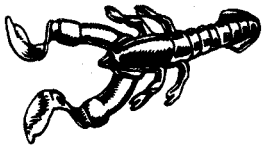
Recommended Movement: Pause/Reel with zigzag motion/Pause/Reel.

HANK'S WORM:
A weedless, sinking worm



Recommended Movement:
Reel/Pause/Tap the ☐ button 3-4 times while reeling on the right side/Reel/Pause/Tap the ☐ button 3-4 times while reeling on the left side.

**CAJUN CRAWDAD®:** A semi-weedless, soft-plastic, sinking lure



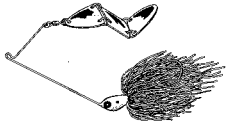
Recommended Movement:
Reel/Pause/Tap the □ button 3-4 times while reeling on the right side/Reel/Pause/Tap the □ button 3-4 times while reeling on the left side.

**LIZARD:** A Semi-weedless, soft-plastic, floating lure



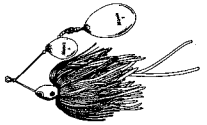
Recommended Movement: Reel slowly/ Pause/Repeat.

**UNDULATOR® SPINNERBAIT:**
A semi-weedless, spinnerbait



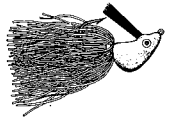
Recommended Movement: Reel/Short pause/ Repeat.

**"THE CLASSIC" SPINNERBAIT:**
A shallow-running spinnerbait



Recommended Movement: Reel/Short pause/Repeat/Reel longer for a shallower run.

**RATTLIN' JIG:** A weedless jig



Recommended Movement: Reel (long)/ Pause/Repeat.

**HANK PARKER'S PRO-CUT FROG®:**
A jig-and-pork, sinking lure



Recommended Movement:
Pause/Reel/Pause/ Reel/Repeat.



## XIII. FISHES

Brief descriptions of the eight different types of fishes that are found in *BIG BASS WORLD CHAMPIONSHIP with Hank Parker* follow:

**LARGEMOUTH BASS** - A powerful, large and elusive species of black bass that anglers love to catch, the largemouth bass always puts up a good fight and can be very cunning. This fish receives its name because of its large mouth that extends past its eyes.

**SMALLMOUTH BASS** - Agile in the water and possessing a great deal of strength and intelligence, it is hard to outsmart a smallmouth. Many anglers dream of fighting this fish!

**SPOTTED BASS** - Named for the rows of small black spots that are found on its lower sides, this species of black bass is not as large as the smallmouth or the largemouth.

**BLUEGILL** - Preferring highly vegetated lakes and ponds, the bluegill is easily recognized by its compressed body and pointy pectoral fins.

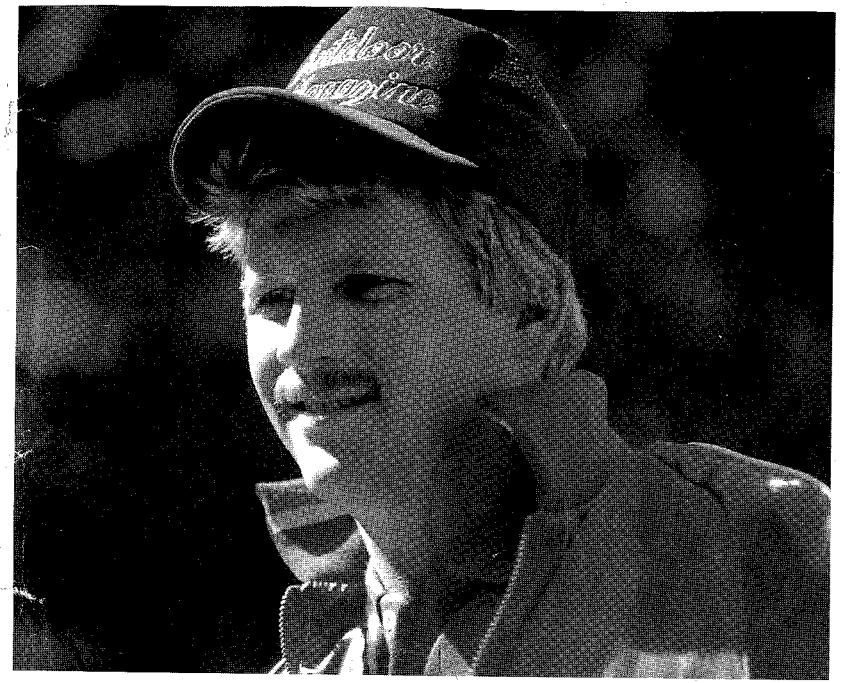
**CRAPPIE** - A popular and abundant sport fish, the crappie is found in vegetated lakes and ponds.

**WALLEYE** - Recognizable by its big mouth and sharp teeth, the pointy-faced walleye is a real scrapper that can grow to reach three feet in length.

**NORTHERN PIKE** - A large, powerful fish that is popular with anglers, the northern pike can reach four feet in length.

**CATFISH** - Known as a bottom dweller that is easily identified by its cat-like whiskers or barbels on its face, the catfish is common in most U.S. lakes and rivers.





**HANK PARKER**

*Hank Parker is a two-time B.A.S.S. Master's Classic Champion and host of The Nashville Network's popular television series, "Hank Parker's Outdoor Magazine."*