
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00643
Black Bass
WITH
Blue Marlin
HOT-B FISHING SERIES
FEATURING
HANK PARKER
HOT-B
2 GAMES IN ONE!
PLAYER MODE

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BLACK BASS DRIVING SCREEN

Directional Button	↑	Accelerate.
Directional Button	↓	Reverse / Decelerate.
Directional Button	← →	Steer Boat Left / Right.
△ Button		Access Icon Menu (After Boat Stops).
R1 Button		Move Camera Position.
L1 Button		Toggle Map / Fish Finder / Speedometer / Compass.
X Button		Enter Selection.
Start Button		Pause / Quit.

BLACK BASS CASTING SCREEN

Directional Button	↑ ↓	Select Casting Style. **(Overhead / Sidearm / Flipping)**
Directional Button	← →	Move Angler Position.
□ Button		Tap Once to Activate / Press Again to Determine **Casting Power** / Press Once More to Determine **Casting Angle.**
△ Button		Access Icon Menu (After Boat Stops).
○ Button		Toggle Trolling Motor / Casting Functions.
Start Button		Pause / Quit.
X Button		Enter Selection.

BLACK BASS REELING

□ Button	Reel.
Directional Button ↑	Set Hook.
○ Button	Quick Reel.
△ Button	Toggle Third Person / Above Water / Underwater View.

BLUE MARLIN CONTROLS

X Button	Reel.
□ Button	Move Rod Up / Down.
❍ Button	Adjust Drag / Up = Release.
△ Button	Access Icon Menu / Cancel.
	Toggle Above Water / Underwater View While Reeling.
Directional Button ↑	Accelerate.
Directional Button ↓	Reverse / Decelerate.
Directional Button ← →	Steer Right / Left.
L1 Button	Toggle Area Map / Speedometer /
	Compass / Radar.
R1 Button	Toggle Camera Position Between Forward (Driving)
	And Stern (Trolling / Reeling).
Start Button	Pause / Quit.

II. GETTING STARTED

After the introduction movie has finished, the title screen will appear. Press the START button to proceed.

If a memory card is not inserted into the PlayStation® game console, the following message will appear, "There is no memory card in slot 1. You will not be able to save a game." Press the X button to accept this condition and continue, or insert a memory card.

If a memory card is in slot 1, the following choices appear: New Game or Load Game (Saved Game). To start a new game, highlight "New Game" from the menu using ↑ ↓ on the Directional button, and press the X button to enter the selection.

SELECT ANGLER GENDER

Use ← → on the Directional button to highlight the desired gender of the angler. Press the X button to enter the selection.

NAME INPUT

Use ← ↑ ↓ → on the Directional button to highlight the desired characters for your name. Press the X button to enter each highlighted character. Once the desired name is complete, use ↓ → on the Directional button to scroll to the lower right corner of the screen and highlight OK. Press the X button to enter the selection.

Select the desired mode from the main menu. Use ↑ ↓ on the directional button to highlight Black Bass Fishing, Blue Marlin Fishing or Options.

III. OPTIONS MENU

Sound – Adjust the parameter for the following sound levels of the game using the ← → on the Directional button.

Environmental
Voice

Controller Vibration – Toggle controller vibration ON / OFF for Players 1 and 2. Functions only with DualShock™ Controller.

Memory Card (Save/Load/Delete) – This screen will execute memory card functions, load previously saved games and save current tournament progressions.

Loading A Game

Highlight "OPTIONS" from the Main Menu, and press the X button to enter the selection.

Use the Directional button to highlight "Memory Card Load" on the Options Menu. Use the Directional button to select data to be used. Press the X button to enter the selection.

Proceed to the Main Menu and load the desired mode, ***Black Bass*** or ***Blue Marlin.***

SAVING A GAME

After completing the weigh-in ceremony and obtaining a top-three ranking, press the Δ button to go back to the main menu screen, and highlight options using the Directional button. Press X to enter the selection. Highlight "Memory Card Save" using up and down on the Directional button. Use the Directional button to select a memory block, and press the X button to enter the selection. Press the Δ button to return to the Options menu. Press the Δ button once more to return to the Main Menu screen.

*Only tournament rankings that qualify you to advance to the next tournament level will be saved.

*A memory card must be inserted in Memory Card Slot 1 in order to load or save a game.

Exit – Exit and return to Main Menu.

IV. *BLACK BASS* FISHING MODES

TOURNAMENT MODE

Black Bass features eight progressive bass fishing tournaments on four realistic lakes. The player may start at either marina on each lake. Statistics and records will be kept for each player.

Lake Eufaula will be the first lake that is accessible. Press the X button to show the tournament docks. Select G. Bagby Park or Chewalla Creek. The player may begin at either one of the two tournament docks, but the player must place in one of the top three positions from both of the tournament docks to advance to the second lake. See Tournament Rules.

- A ★ next to a marina name means that the tournament from that marina has been completed and the qualifying standard for that specific dock has been satisfied.

FREE FISHING MODE

Lake Eufaula and Thousand Islands are available for fishing at the start of the tournament series. After placing in all of the tournaments on Lake Eufala and Thousand Islands, Lake Okeechobee will be available in the Free Fishing mode, in addition to the first two lakes. Once a player places in all of the tournaments on Lake Okeechobee, Sam Rayburn Reservoir will be available in the Free Fishing mode. Basic Statistics will be kept, but no tournament ranking will be recorded.

BEGINNER'S MODE

Video anglers may hone their fishing skills on this small lake. Instructional screens allow players to learn the strategies and techniques of catching bass and competing in bass tournaments. Helpful tips and an abundance of bass make bass angling in this lake a fun and rewarding experience.

The player has a limited amount of time from 7:00 a.m. until 10:00 a.m. to complete the Beginner's mode.

TWO-PLAYER MODE

The tournament hours for the Two-Player mode are 7:00 a.m. to 12:00 p.m. Battle head-to-head on the same lake with a friendly foe or a rival. The red mark on the lake indicates the location of your opponent.

TUTORIAL

The Tutorial shows the habits and behavioral information needed to gain insight into the world of bass fishing. The Tutorial section is divided into four areas of information: **Bass Attacks, Bass Behavior, Bass Environs** and **Fish Information**.

V. *BLACK BASS* TIPS

- In order for the fish to bite the lure, the player must move the lure in a realistic manner and pass the lure very close to the fish.
- When a fish is on the line, do not let the line tension meter reach maximum. To prevent the fish from snapping the line, keep watching the line tension meter and take action to reduce line tension when the meter reaches maximum.
- Make lure selections carefully. Use a lure that is appropriate for the conditions.
- **Indicator Arrow** - When fighting a fish, follow the indicator arrow on the screen by pressing the Directional button in the direction of the arrow. Pulling the rod and reeling in the direction of the indicator allows the player to move the fish in a direction that is more favorable to landing the hooked fish.
- Use the fish finder to locate good bass spots and remember these spots for future reference. Do not waste time in an unproductive area. Move to another area if bass are not present.
- Fish move according to weather patterns and the time of day.
- When the lure image is shaking, press the Direction button ↑ quickly to reset the hook.
- Watch the tournament rankings throughout the day, and check the tournament records to assess your progress.

VI. *BLACK BASS* TOURNAMENTS

Your goal is to work your way through the amateur ranks to become the Big Bass World Champion. The progressive bass tournament lakes are outlined below:

Stage I: Local Amateur Tournament at Lake Eufaula

Stage II: Amateur Bass Championship at Thousand Islands

Stage III: Pro Bass Championship at Lake Okeechobee

*Two tournaments are held on each of the first three lakes. A player must finish both tournaments in third place or better to advance to the next lake.

Stage IV: Big Bass World Championship at Sam Rayburn Reservoir

*Two tournaments are held on the fourth and final lake. A player must finish in first place in both of the tournaments to become the Big Bass World Champion.

BLACK BASS TOURNAMENT RULES

A. Tournament hours are 7:00 a.m. to 4:00 p.m.
B. Only black bass will be included at the weigh-in.
C. Rankings are based on the total weight of black bass brought to the weigh-in.
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 to the weigh-in, you will be disqualified.

***BLACK BASS* ICONS** - Press the Δ button to activate icons.

A. CAST: Go to the Casting Screen.

B. DRIVE: Return to the Driving Screen.

C. LURES / TACKLE BOX: Shows the selection of available lures. Information provided includes Lures Remaining, Lure Type, Lure Size, Diving Angle, Buoyancy Factor, Shaking Range and Sound.

Directional Button ← →	Highlight Appropriate Lure.
Directional Button ↑ ↓	Toggle Lure Color.

D. LAKE MAP: Shows your location on the current lake.

E. CONTROLS: Shows the basic controls for Black Bass. Use ← → on the Directional button to select mode.

F. RECORD: Shows best total weight from past tournaments and the record largemouth bass catch.

G. RANKING: Shows tournament rankings that are updated hourly.

H. CATCH: Shows the current catch of Black Bass (livewell).

I. WEIGH-IN: WEIGH-IN current catch of Black Bass.

VII. *BLACK BASS* DRIVING SCREEN

Directional Button ↑	Accelerate.
Directional Button ↓	Slow Down / Stop / Reverse.
Directional Button ←	Steer Left.
Directional Button →	Steer Right.
Δ Button	Access Icon Menu.
L1 Button	Toggle Lake Map / Fish Finder and Speedometer / Compass.
R1 Button	Change Camera Angle.

The elements of the **DRIVING SCREEN** are listed below:
A. Lake Map - Shows outline of the lake and the position of the boat. / **B. Fish Finder** - Shows the depth, fish representations and the bottom of the lake. / **C. Current Weather Conditions** / **D. Current Tournament Time**

VIII. *BLACK BASS* 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. Lure Type.
B. Casting Meters - Strength and release angle of your cast.
C. Current Tournament Time / Weather Conditions / Water Temperature.
D. 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.

○ Button	Toggle Between Trolling and Casting.

Procedure for Casting: Once the position of the angler and the casting style have been selected, move 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 and release the lure.

IX. 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.

Line Tension Meter - Displays the tension on the line. The line will snap when the meter reaches the maximum.
Line Length - Shows the current length of the line.
Lure Type



□ Button	Reel.
Directional Button ← →	Swing Rod.
Directional Button ↑ ↓	Move Rod Up and Down.
Directional Button ↑	Set Hook When a Fish Strikes.
○ Button	Quick Reel.

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 ↑ quickly to set the hook. (Pull up on the rod to set the hook and reel.)

The graphical representation of the lure will shake when the hook becomes loose. Pull up on the rod (Press the Directional button ↑ .) to avoid losing the lure.

Indicator Arrow - When fighting a fish, follow the indicator arrow on the screen by pressing the Directional button in the direction of the arrow. Pulling the rod and reeling in the direction of the indicator allows the player to move the fish in a direction that is more favorable to landing the hooked fish.

X. 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 current 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.

* The WEIGH-IN icon on the Driving Screen will only be active when the boat is at the tournament marina.

XI. QUITTING A GAME

If you would like to quit during a game play mode, press the Start button, highlight QUIT from the on-screen prompt, select YES and press the X button to enter your selection.

XII. *BLACK BASS* LAKES

Stage I: Local Amateur Tournament at Lake Eufaula - Lunkers lurk in tributaries and near underwater structures of this man-made lake. The docks on this lake include: **Tournament Dock–George T. Bagby Park, Tournament Dock–Chewalla Creek and Free Fishing Dock–Lakepoint Park.**

Stage II: Amateur Bass Championship at Thousand Islands / St. Lawrence River - The islands of the St. Lawrence River provide shoreline cover for big bass. The docks on this lake include: **Tournament Dock–Thousand Islands Park, Tournament Dock–Clayton and Free Fishing Dock–Cape Vincent.**

Stage III: Pro Bass Championship at Lake Okeechobee - This large, shallow Florida lake offers big bass, abundant lily pads and alligators. The docks on this lake include: **Tournament Dock–Clewiston, Tournament Dock–Lakeport and Free Fishing Dock–Taylor Creek.**

Stage IV: Big Bass World Championship at Sam Rayburn Reservoir - This Texas-sized lake holds monster bass and an abundance of submerged structure. The docks on this lake include: **Tournament Dock–Cassells-Boykin Park, Tournament Dock–Twin Dikes and Free Fishing Dock–San Augustine Park.**

XIII. *BLACK BASS* FISHES

Nine different types of fishes are found in ***BLACK BASS WITH BLUE MARLIN FEATURING HANK PARKER.*** These fishes include **largemouth bass, smallmouth bass, spotted bass, catfish, crappie, walleye, pike, bluegill and muskellunge.**

See Fish Information in Tutorial for detailed descriptions of these fishes.

XIV. *BLACK BASS* LURES

During game play, the following lures are available in two different color patterns, bright or natural.



CRANKBAIT: A diving lure that is a good all-around choice for luring lunkers.

LOUDMOUTH® CRANKBAIT: A noisy, diving lure that rattles when reeled. Use this lure when big bass need to be called out of hiding.





BABY 1-MINUS: A small crankbait that has a shallow lip. Reel this lure and it will stay about one foot underwater.

JERKBAIT: A noisy, shallow-running lure that wobbles like a wounded baitfish.





CHUG-N-SPIT: A floating, topwater lure that splashes and moves like a wounded meal on the surface of the water.

"MANNIAC": A rattling, vibrating, sinking lure that imitates a swimming baitfish.





LITTLE GEORGE: A sinking tailspinner that works great near schooling fish.

"THE CLASSIC" BUZZBAIT: A semi-weedless, topwater lure that creates a commotion when reeled.





"THE CLASSIC" SPINNERBAIT: A shallow-running spinnerbait that is consistently good for attracting bass in shallow or mid-range depths.

VAMPIRE SPINNERBAIT: A semi-weedless spinnerbait with unique blades that is always a good choice for luring stubborn bass to bite.

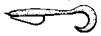




PREACHER JIG: A weedless jig with a tail that bass love to bite.

RAT: A weedless, floating, topwater lure that works great in thick grass.





HANK'S WORM: A weedless, sinking worm that often entices bass to strike.

LIZARD: A semi-weedless, soft-plastic, sinking lure that slithers as it descends.





SWIMMIN' FROG: A weedless, floating, topwater lure that attracts bass with its dangling legs. For best results, reel this lure near the lily pads.

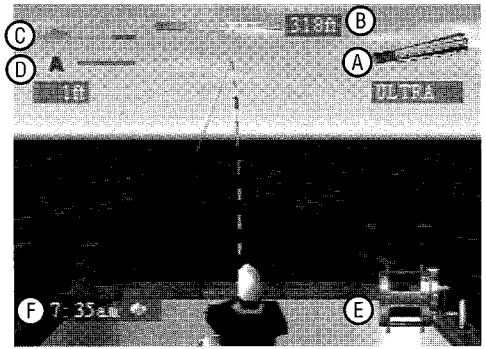
HANK PARKER'S PRO-CUT FROG®: A jig-and-pork, sinking lure that attracts lunkers with pork flavor and fluid movements.



BLUE MARLIN

XV. BLUE MARLIN CONTROLS

□ Button	Move Rod Up / Down.
❍ Button	Adjust Drag / Up = Release.
X Button	Reel.
Δ Button	Access Icon Menu / Cancel.
	Toggle Above Water / Underwater View While Casting.
Directional Button ↑	Accelerate.
Directional Button ↓	Reverse / Decelerate.
Directional Button ← →	Steer Right / Left.
L1 Button	Toggle Area Map / Speedometer / Compass / Radar.
R1 Button	Toggle Camera Position Between Forward (Driving)
	And Stern (Trolling / Reeling).
Start Button	Pause / Quit.



THE TROLLING SCREEN SHOWS:
A. Lure Type.
B. Line Length.
C. Fish Strength.
D. Angler Strength.
E. Drag Level.
F. Tournament Time.

XVI. *BLUE MARLIN* TIPS

- After hearing "HOOK UP," reduce the speed of the boat until it has come to a complete stop, and do not reel for a few seconds to set the hook firmly.
- Steer toward "clusters" on the radar. These clusters indicate the presence of birds and/or schools of fishes. You may locate marlin near schools of baitfishes.
- The Radar always has north at the top and the boat is the center of the radar screen. The compass always shows the direction that the boat is heading. For example, if a cluster appears on the right side of the radar and the compass area is pointing toward E (East), press the Directional button ↑ to set an easterly course to intercept the cluster.
- After finding the birds, troll the lure so that it sweeps by the birds at a deep angle. If the boat is driven directly into the birds or fish, these natural indicators will disperse.
- Decrease the speed of the boat when birds or fish are spotted.
- To hook a marlin, use the R1 button to change the camera perspective when birds are at the stern of the boat, and guide the lure toward the indicators.
- When the lure symbol shakes, stop reeling and release any drag on the line to avoid losing the fish.
- When the "Do Not Enter" symbol appears, this means that you are at the tournament fishing area boundary. If your boat is near the edge of the trolling range and cannot proceed, move the Directional Button ← → and / or ↑ ↓ to accelerate or reverse boat away from the boundary area. Checking your location within the fishing area by using the L1 button (toggle) is suggested.
- When a fish is close to being landed, keep the fish behind the boat. Maneuver the boat in reverse to reduce the angle of the line between the angler (facing the back of the boat) and the fish. If the fish swims to the side of the boat and the angle between the angler and the fish is wide, the line will snap.
- After the hook is set, pull up on the rod; reel in and reverse the boat to assist in landing the fish. Always watch the line tension meter. When the meter nears the peak, take action. One or more of the following actions should be implemented to prevent the line from snapping: stop reeling, release the drag, stop moving the boat, and/or stop pulling up on the rod.

XVII. *BLUE MARLIN* TOURNAMENT RULES

*** Tournament hours are from 7:00 a.m. to 1:00 p.m.**

*** Scoring System**

Points are assigned to each tournament species.

Total Points = A+B+C

A) Blue Marlin over 150 lbs. = Weight +100.

B) Blue Marlin Weigh-In lbs. = Weight x 2.
(Limit = 1 over 150 lbs. Per Tournament)

C) Other Fishes (except sharks & dorado) = Weight.

* Catch and release is used unless noted.

*** A top-three finish at all of the tournaments in both of the first two levels is needed to advance to Level 3.**

*** A top-three finish at all of the area tournaments in Level 3 is needed to advance to Level 4.**

*** A top-three finish at all of the tournaments in Level 4 is needed to become the Blue Marlin Grand Champion.**

XVIII. *BLUE MARLIN* TOURNAMENT LOCATIONS

Amateur Tournament at The Bahamas - A short journey from Florida, the warm Gulf Stream attracts marlin and sportfishes. The tournament areas include: The Tongue, Grand Bahama and N.E. Providence.

Amateur Tournament at The Virgin Islands - Canyons and rises north of the islands provide an ideal habitat for marlin. The tournament areas include: Rico Trench, Barracouta Bank and Whale Bank.

Amateur Blue Marlin Championship at Cabo San Lucas - The deep, blue, warm water of the Pacific is home to record-sized sportfishes and marlin. The tournament areas include: San Jaime Bank, South Shelf and Banco Gorda.

Professional Blue Marlin Championship at Kona Coast - Currents and canyons off the coast sustain a habitat for the elusive blue marlin. The tournament areas include: South Kona Canyon, Off the Shelf and Alenuihaha Channel.

XIX. *BLUE MARLIN* FISHES

SCORING FISHES

Blue Marlin – Once hooked, these regal and fierce predators of the sea engage in a vicious fight. The highest tournament points are awarded for blue marlin.

Black Marlin – If an angler hooks a black marlin, he / she should be prepared for a long battle. These powerful and elusive fish have been called "monsters" of the Pacific Ocean and are considered a prized catch for any angler.

Striped Marlin - These fish are known as forceful jumpers and fierce fighters. When striped marlin are hooked, anglers may see surface runs and dramatic jumps.

White Marlin - The Caribbean Sea and the Atlantic Ocean are host to white marlin. Anglers become excited when one of these impressive jumpers is hooked.

Swordfish – Identified by its pointy nose, this predator is very aggressive and is always a tough fish to land.

Sailfish – An exotic dorsal fin forms a majestic sail-like image when fully extended. Once hooked, sailfish always put on a great show with extended jumps and surface runs.

Tuna - Strength and speed always make tuna an exciting catch. Once hooked, this compact, fast-swimming fish always resists fiercely.

NON-SCORING FISHES

Dorado – These exotic-colored fish have a powerful tail, are nimble swimmers and are considered a prized sportfish.

Shark –These aggressive and dangerous fish are known for biting a well-presented lure and taking it on a long run, making it almost impossible for an angler to land the fish.

XX. *BLUE MARLIN* LURES

SKINNY DIPPER – A surface lure that pops out of the water, shoots out a rooster tail and swims forcefully from side to side. This purple and black-skirted lure with a purple reflective head simulates a baitfish feeding on the surface of the water.

AQUA POPPER – A surface lure that pops, splashes and throws a trail of bubbles on the surface. A silver and purple-skirted lure with a reflective head is good for bright days.

TRUSTY TOM – An all-around stable lure that swims at about one to four feet underwater. A long flat head with a red and yellow skirt makes the lure a stable swimmer.

BUBBLE JET – A swimming lure that runs deep and leaves a long bubble trail. The heavy head and bright skirt pushes through rough water and makes this lure attractive to marlin.

PEARLY PLUNGER – A plunging lure that dives deep and rises to the surface, calling up blue marlin from deep water. A mother-of-pearl head and a light-colored skirt attracts marlin.

POPPIN' SALLY – A surface lure that pops and splashes and creates a huge commotion. A reflective head and a light-colored skirt creates a flashy meal for marlin.

CLASSIC SWIMMER – A straight-swimming lure that moves with a slight up-and-down action. A colored skirt and a reflective head provide a silhouette for marlin to attack.

BRINY BOY – A lure that swims with a gentle action. A colored, reflective head with a black and red skirt runs best in calm to moderate seas.

SIDEWINDER JET – A deep-swimming lure that rises to the surface and dives while wiggling from side to side. A chrome head with jet holes produces bubbles.

EASY RUNNER – A smooth-swimming lure that moves effortlessly below the surface of the water. A tinted chrome head with a green and purple skirt combination entices marlin.

TRANSIT TRAILER – A deep-running lure that leaves a large trail of bubbles. A silver, purple and black skirt with a reflective head catches the attention of marlin.

SASSY SWIMMER – An ultra deep swimming lure that has an aggressive plunging action. A green and brown skirt with a tinted nose makes this a great deep-water lure.

SQUID – The silhouette of the squid body (dead or live) entices marlin into attacking its body and tentacles.

SHAKIN' BETTY – A shaking, pearl-headed lure that dives deep and then surfaces. The black and yellow skirt combination with the shaking head attracts marlin.

MACKEREL – Marlin cannot resist biting into this mid-sized, live fish that is attached to the line by a harness.

BALLYHOO – This small, quick-swimming live fish swims about one to four feet underwater, providing an enticing meal for a marlin.