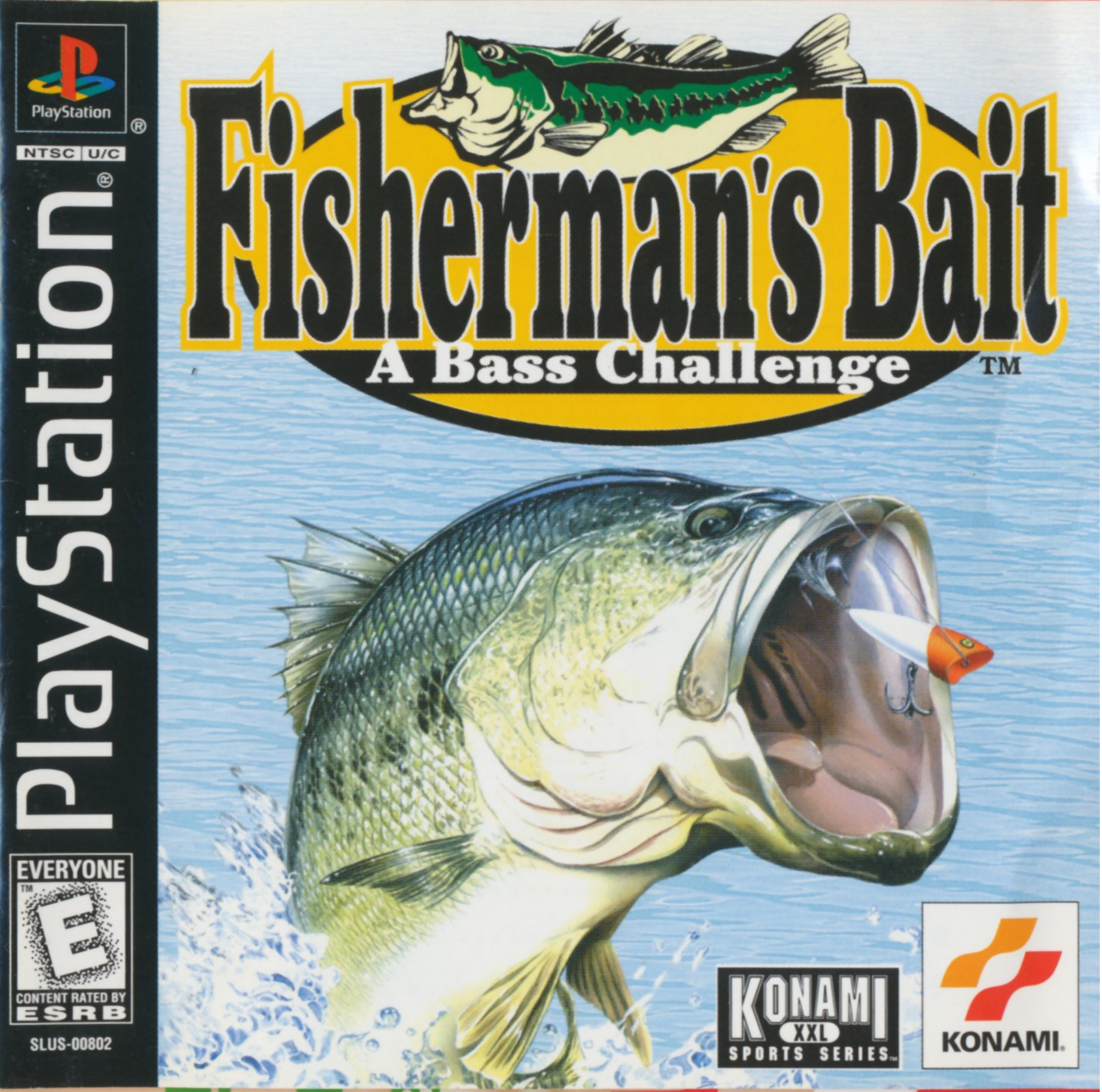

PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00802
Fisherman's Bait
A Bass Challenge
KONAMI
XXL
SPORTS SERIES
KONAMI

ARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to rtain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, ay induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who ve 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 ou experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, sorientation, any involuntary movement or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

ARNING TO OWNERS OF PROJECTION TELEVISIONS:

o 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 CD type. Otherwise, it may permanently damage your TV screen.

ANDLING YOUR PLAYSTATION® DISC:

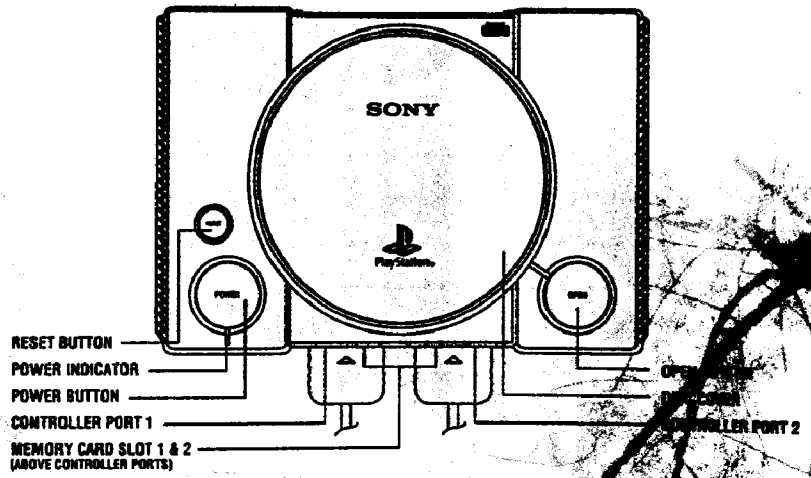
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

CONTENTS



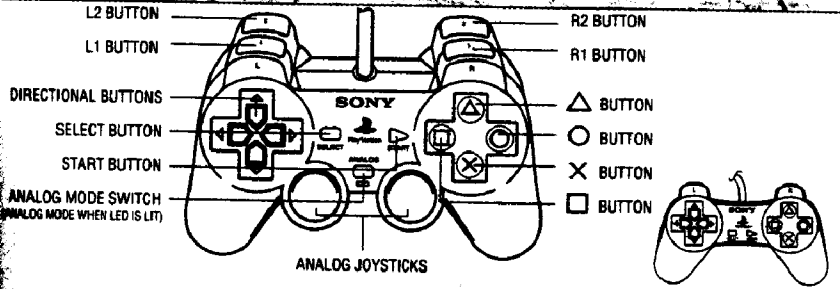
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GETTING STARTED



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 ***FISHERMAN'S BAIT***™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLS



NOTE: Compatible in Digital or Analog mode

NOTE: You may have a controller that looks like this, If so please follow the digital instructions outlined to the left.

CONTROLLER OPERATION TYPES

There are three types of operations available for the controller and the analog controller.

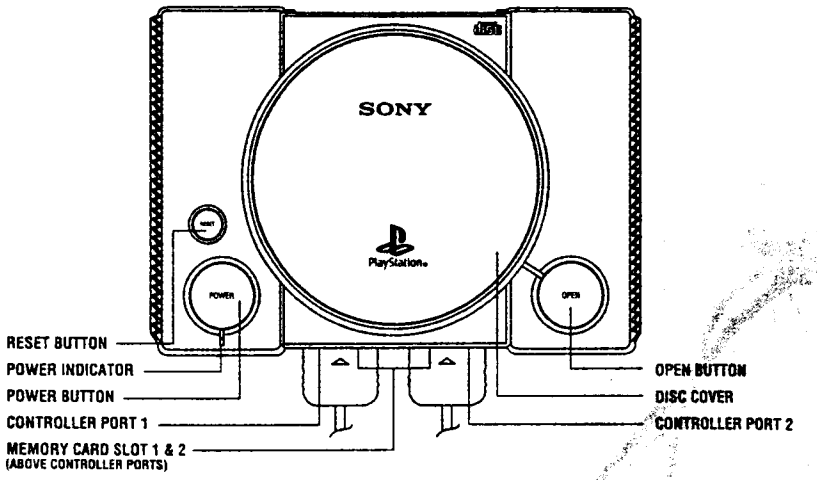
	Reel operations	Casting	Releasing
Type A	● Button	● Button	([redacted]) Button
Type B	● Button	● Button	([redacted]) Button
Type C	● Button	● Button	([redacted]) Button

Using the Dual Shock™ Analog Controller (These controls will only work with the Dual Shock™ Analog Controller)

Reel operations	Casting	Releasing
Clockwise rotation of the Right Analog Stick	R3 Button	(R3,[redacted]) Button

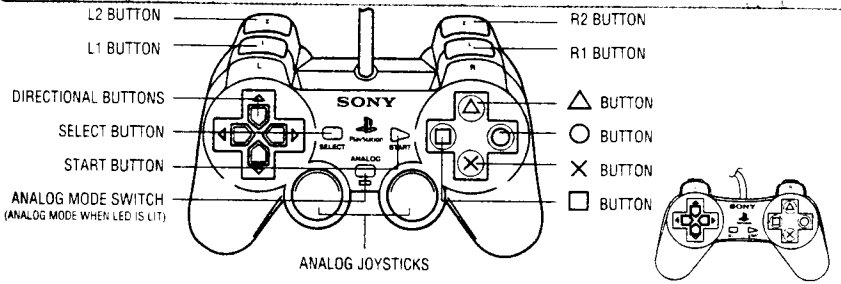
- You can reset the game at any time by holding down the following buttons: [redacted], [redacted], Start and Select. If you hold these down at the same time the game will reset to the title screen.
- Can be used only when the CAST , the RELEASE, or the CAST-RELEASE is set to the R3 Button from the OPTION mode.
- Turn the SHOCK in CONTROLLER setting ON in the OPTION mode to activate the vibration function.
- Toggle between analog and digital modes using the analog mode switch on the analog controller. Rod operations on the left stick, as well as overlapping use of the right stick for reel operations and casting, are available only when the LED indicator is on. In addition, the vibration function will be activated when the fish are biting or have been reeled in, enhancing the player's bass-fishing experience.

GETTING STARTED



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 ***FISHERMAN'S BAIT™*** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLS



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CONTROLLER OPERATION TYPES

There are three types of operations available for the controller and the analog controller.

	Reel operations	Casting	Releasing
Type A	⊗ Button	⊗ Button	(L1, L2, R1, R2) Button
Type B	◎ Button	◎ Button	(⊗, L1, L2, R1, R2) Button
Type C	⊗ Button	⊗ Button	(L1, L2, R1, R2) Button

Using the Dual Shock™ Analog Controller (These controls will only work with the Dual Shock™ Analog Controller)

Reel operations	Casting	Releasing
Clockwise rotation of the Right Analog Stick	R3 Button	(R3, L1, L2, R1, R2) Button

- You can reset the game at any time by holding down the following buttons: L1, R1, Start and Select. If you hold these down at the same time the game will reset to the title screen.
- Can be used only when the CAST , the RELEASE, or the CAST-RELEASE is set to the R3 Button from the OPTION mode.
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FISHING TERMS EXPLAINED

These terms will be used throughout this manual and the game.

ANGLER: The person who is fishing.
RESULT: The fishing outcome.
LIVE WELL: The state of the fish caught.
SPOT: Sites where the fish hide.
BUSHES: Places where there are small trees and other growths above the water.
LURE: Artificial bait that mimics what the fish actually feed on.
RELEASE: To slacken the line on the reel.
ROD: The fishing rod.
LINE: The fishing line.
CAST (CASTING): To whip the rod forward.
HIT: To hook a fish on the lure.
TENSION: The tautness/slackness of the line.
BITING: The feel of a fish on the lure, through the rod.
LINE BREAK: A cut or severed line.
LOST: Losing a fish that was on the lure
QUALIFIED: To pass the qualifying round.

THE FISH IN THIS GAME

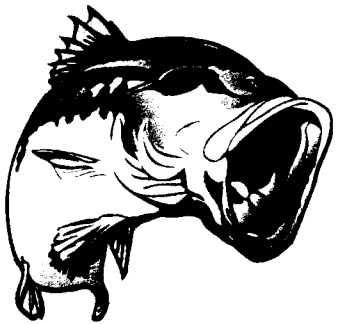
There are 6 different types of fish that you can catch:

Largemouth Bass
Blue Gill
Rainbow Trout
Snakehead
Catfish
Catfish (BIWA)

There may be some special fish that you can catch, but you never know how and when they might show up.

The following size range is used on the weigh in or measuring screens:

HUGE
BIG
LARGE
AVERAGE
SMALL
POOR



THE LAKES

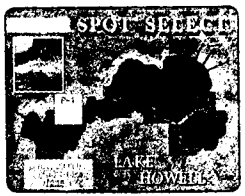
There are four different lakes, each with different characteristics and fishing "hot" spots.



Lake Paradise

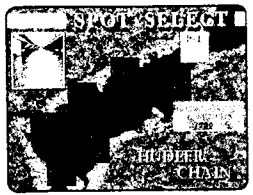
A good place for beginners. The best lake for practicing your skills, with every spot producing high yields.

- Can be chosen only in BEGINNER mode.



Lake Howell

Well known for bass fishing. The rolling terrain of the lakebed necessitates a carefully thought-out choice of lures.



Hudler Chain

Offers fishing spots situated in a variety of sites. If you hit a good spot, make a note of it.



Lake Raimier

A lake rich in ideal fishing spots marked by bushes and stakes. Do your casting with extreme care!

THE LURES

Choose the color and characteristics of your lure according to weather conditions, temperature, and the fishing spot.



Mimics frogs, small fish and other prey that create ripples in the water surface. The floating lure is pulled in to cause splashing.

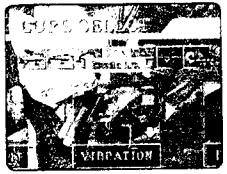


Mimics small fish that swim just below the surface. Adding quick, small motion creates an impression of a moving fish.



Pulling the line will cause this lure to sink, and releasing the line will cause it to float. Tug the line to create a zigzag movement.

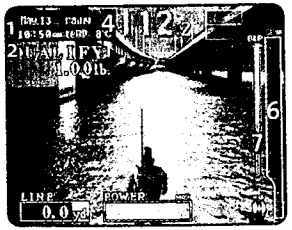
GAME MODES



The Lure Select Screen
Highlight the lure type of your choice, and adjust the color using the Directional buttons, and select with the ⊗ Button.

A guidance screen for the selected lure will be displayed. Press the ⊗ Button to advance to the next screen.

The Game Screen



1. Environmental Displays
Displays the date, weather conditions, time, and water temperature.

2. Fishing Results
The lure screen will be displayed once casting is complete.

3. Line Length Displays
Displays the length of the line from the lure to the rod.

4. Time
Displays the time remaining.



5. Lure in Use
Displays the lure currently in use.

6. Tension Gauge
Displays the tautness of the line.

7. Lure Depth Gauge
Displays the water depth of the lure.

PLAYING THE GAME

Choose Adjust the casting direction using the Directional Buttons, and press the ⊗ Button twice to determine the fly distance.

⊗ Button (first press): activates the power gauge.
⊗ Button (second press): stops the power gauge; makes a cast.

- The lure screen will be displayed in the upper left corner of the game screen once the casting has taken place.
- The closer the gauge indicator is to "MAX", the farther out the line will be cast.

Bring in the line by pressing down on the ⊗ Button. The rod can be moved using the Direction Buttons.

- If the lure has been reeled back all the way to the rod, cast the line again.
- If the text: "Biting" registers on the lure screen, try to hook the fish by adjusting the rod to the fish's movement, using the Directional Buttons.
- You can operate the rod on the left stick if you are playing on an analog controller.

Once the fish "hits", the screen will switch to an underwater view.
If the tension gauge lights up:
⊗ Button: release the Button to stop taking the line in.
(L1 ,L2, R1, R2) Button: releases the line to lessen the tension.

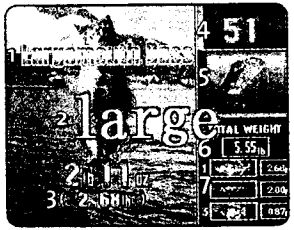
- See p. 3 for analog controller operations.
- The screen will also go to an underwater view when the fish fight the line.
- The line will automatically be reeled in if a line break occurs. Recast the line once retrieval is complete.
- An overtaxed tension gauge, indicated by red lights, could lead to LOST or LINE BREAK.

The CONTINUE screen will be displayed for 10 seconds after TIME goes to 0. Press the Start Button to return to the Game screen. Once all of the continues have been used the GAME will be OVER.

- The number of Continues can be changed in the OPTION screen.

About the Measurement Screen

The measurement screen is displayed when a fish is caught. Extra time will be awarded depending on the size and the weight class of the fish. Scroll through the catch using the Directional Buttons.



1. Name of the Catch
2. Size of the Fish
3. Weight of the Fish
4. Time
5. Lure Used
6. Total Weight of the Bass
7. Cumulative Result to Date:
The weightiest three catches are displayed.

- ***The "Big Bass Ranking" screen is displayed only when a bass caught was included in the ranking.***

The Save Screen

The game can be saved after its conclusion, or in the OPTION setting.

- For more about saving p.24
- Fore more about OPTION p.26

Making Changes to the Bass Fishing Result

Toggle among the fishing results using the UP/DOWN Directional Buttons when a casting is not in progress.

BIG 3 TOTAL: Displays the total weight of the top three bass caught.
TOTAL: Displays the total weight of all bass caught.
LARGEST: Displays the weight of the largest bass caught.

Switching from the Game Screen

Press the (L1, L2, R1, R2) Button from a non-casting state to switch from the game screen to the select screen. This will also PAUSE the game. Choose from among the three modes using the Directional Buttons to highlight and item and select it with by pressing the ⊗ Button.

LURE CHANGE: switches to the lure select screen.
MOVE SPOT: switches to the SPOT SELECT screen.

- Can be selected in VS PLAY only before either player makes a cast.

LIVE WELL: Allows the player to see the condition of the top four fish currently in the player's catch.

- Will not display if there has been no catch.

ABOUT THE BEGINNER MODE

This is a practice mode best suited to beginners, set in Lake Paradise. Instructions will appear on-screen. • The display will assume use of Type A operations.

The Spot Select Screen
Choose from among the fishing spots using the Directional Buttons, and select with the ⊗ Button.

The Lure Select Screen
Highlight a lure type using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button. A guidance screen on the selected lure will be displayed. Press the ⊗ Button to move to the game screen.

The Game Screen
While playing in the Beginner mode, the game will offer on screen Guidance. The Guidance display will appear on the game screen. Use the ⊗ Button to move/advance to the next display. • For more on the game screen, p.10

The Game Over Screen
"Today's Results", followed by "Total Results", will be displayed when the time runs out or "Continue" has not been selected. Highlight a letter using the Directional Button and select with the ⊗ Button to enter a three-letter name. The screen will then display "GAME OVER" and return to the Demo.
- The name entry in the "Total Results" screen will only appear when the player has qualified for the "Big Bass Ranking".

The Save Screen
The game can be saved after its conclusion, or in the OPTION setting.
• For more about saving p.24 • For more about OPTION p.26

ABOUT THE TRAINING MODE

This mode allows the player to train in three different lakes. Because the "hot " spots and effective lures will remain constant in other modes, it may be advantageous to train for the TOURNAMENT in this mode.

The Lake Select Screen
Highlight a lake using the Directional Buttons, and select with the ⊗ Button.

The Lure Select Screen
Highlight a lure type using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button. A guidance screen for the selected lure will be displayed. Press the ⊗ Button to move to the next screen.

The Game Screen
The game screen will be displayed. • For more on the game screen, p.10

The Game Over Screen
"Today's Results", followed by "Total Results", will be displayed when the time runs out and there are 0 credits or a "Continue" has not been selected. Highlight a letter using the Directional Button and select with the ⊗ Button to enter a three-letter name. The screen will then display "GAME OVER" and return to the Demo.
- The name entry in the "Total Results" screen will only appear when the player has qualified for the "Big Bass Ranking".

The Save Screen
The game can be saved after its conclusion, or in the OPTION setting.
- For more about saving p.24 • For more about OPTION p.26

ABOUT THE TOURNAMENT MODE

This mode allows players to compete their way through three lakes for a tournament victory. Each lake has a qualifier and a main round.

Tournament Rules:
Qualifier: Take in a bass above a certain weight class within 10 minutes to proceed to the main round.
Main round: The total weight of the top three catches in 10 minutes counts toward the final ranking. The bass netted in the qualifier cannot be included. Final ranking is determined by the cumulative total of scores from each lake.
• The game is over when the time runs out or "Continue" has not been selected.

THE QUALIFIER
About the qualifier
Before starting the qualifier, both the qualifier rules and the tournament rules will be displayed. The selected lake will also be displayed.
Note: The lake is randomly selected.

The TOURNAMENT rules are displayed. Press the ⊗ Button to proceed to the next screen.
The lake for the qualifying round is displayed. Press the ⊗ Button to proceed to the next screen.
• The lake is randomly selected.
The rules for the qualifier are displayed. Press the ⊗ Button to proceed to the next screen.

The Spot Select Screen

 Highlight the fishing spot of your choice using the Directional Buttons, and select with the ⊗ Button.

The Lure Select Screen
Highlight the lure type of your choice using the Directional Buttons, the lure color with Directional Buttons, and select with the ⊗ Button.

The Game Screen
The game screen will be displayed. • For more on the game screen, p.10

Environmental Displays
Displays the date, weather conditions, time and water temperature.

Qualifying Requirements
Displays the performance required to pass the qualifier. The lure screen will be displayed once casting is complete.

Line Length Displays
Displays the length of the line from the lure to the rod.

Time
Displays the the time remaining.

Lure in Use
Displays the lure currently in use.

Tension Gauge
Displays the tautness of the line.

Lure Depth Gauge
Displays the water depth of the lure.