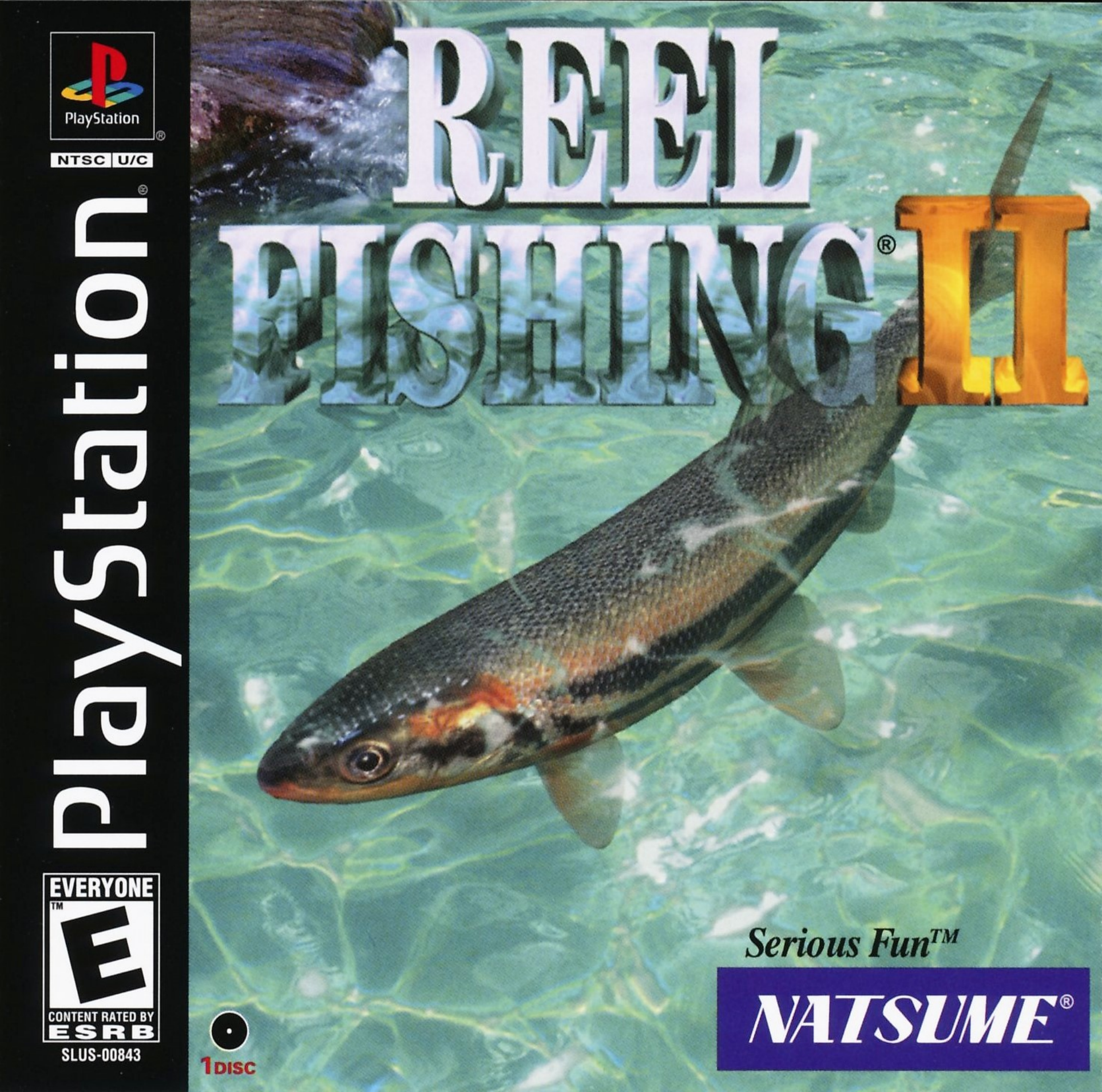

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00843
REEL FISHING II
1 DISC
Serious Fun™
NATSUME

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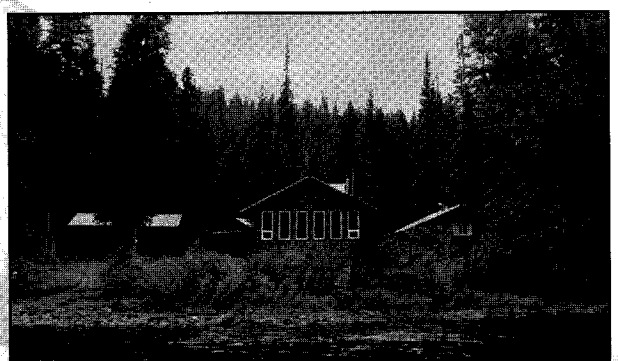
Have you had a breath of fresh air lately?

Do you love fishing in the Great Outdoors?

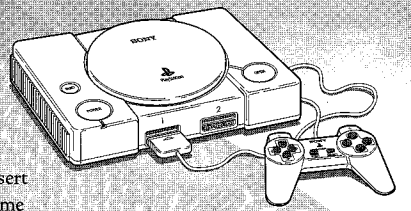
Aqua Lodge.....

It will take you to an idyllic world
where you will eat, sleep and breathe
the ultimate angling experience

What adventures lay just below the water's surface?



Setting up

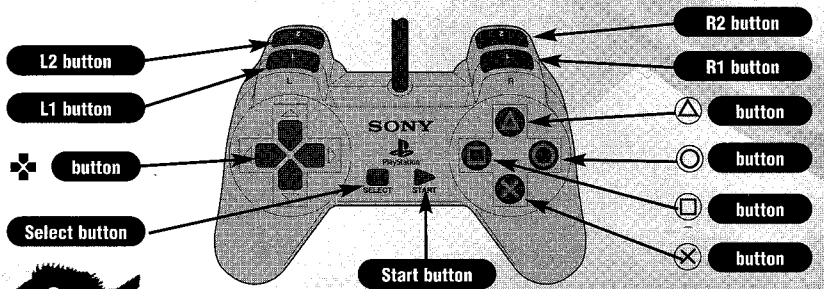


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Reel Fishing® II disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Memory Cards

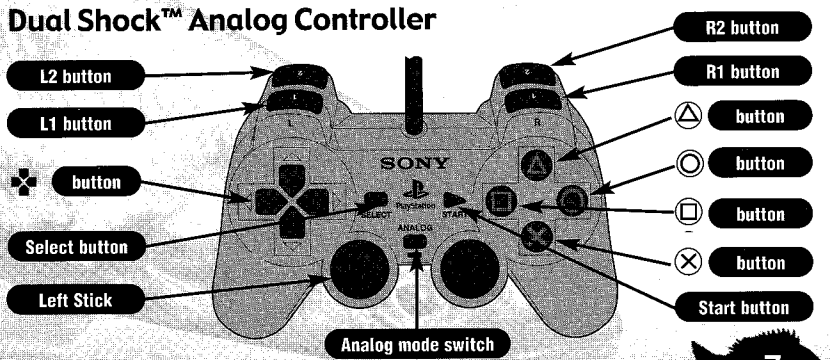
Progress during Season Mode can be saved using a Memory Card (sold separately.) Each game will take up a memory block on the card. Be sure the Memory Card is firmly plugged into the appropriate slot. Access the Save Game option from the System Menu in the Fishing Notebook. Turning off the console's power will cause you to lose any unsaved game data.

Controller



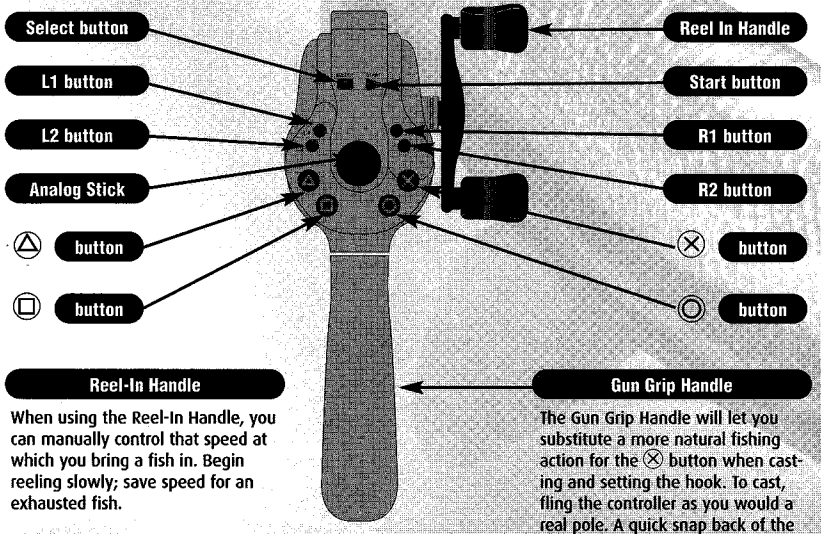
L1 button	Loosens Drag on the reel (see page 30.)
L2 button	Tightens Drag on the reel (see page 30.)
R1 button	Adjusts the rig's Depth to more shallow (see page 30.)
R2 button	Adjusts the rig's Depth to more deep (see page 30.)
△ **button**	Changes Tackle. Feeds fish in the Tank Room (see page 21.)
○ **button**	Cancels out of any menu or option.
□ **button**	Changes Bait. Accesses Fishing Spot and Fish Note. With ⊗ reels fast.
⊗ **button**	Casts line, sets hook, reels in (see pages 26-28.) Selects menu options.
✜ **button**	Adjusts pole position. Navigates through menus and around environments.
Start button	Pauses the game. Brings up, and advances though Title Screen at opening.
Select button	Brings up Game Menu when at Fishing Spot. Changes rooms in Aqua Lodge.
ANALOG mode switch	Indicates when Analog Stick feature is active.
Left Stick	Adjusts pole position. Navigates through menus and around environments.

Dual Shock™ Analog Controller



Fishing Controller

For an even more authentic day at the water, Reel Fishing® II is compatible with licensed PlayStation® fishing peripherals. With a Fishing Controller, you can get the realistic feel of snagging a big one. Its all about a quick snap of the wrist, and making that reel spin!



Reel-In Handle

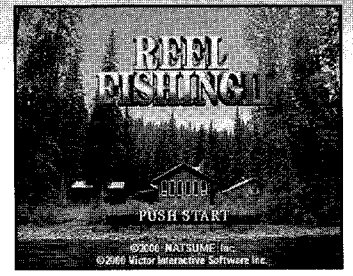
When using the Reel-In Handle, you can manually control that speed at which you bring a fish in. Begin reeling slowly; save speed for an exhausted fish.

Gun Grip Handle

The Gun Grip Handle will let you substitute a more natural fishing action for the ⊗ button when casting and setting the hook. To cast, fling the controller as you would a real pole. A quick snap back of the wrist will set the hook.

Getting Started

Insert the Reel Fishing® II disk into the PlayStation®, close the disc cover, and turn on the power. The Demo screen will appear. If you wish to skip the game's demo and cinema sequences, press the Start button, and you will advance to the title screen. Once at the title screen, press the Start button again to select your mode of play.

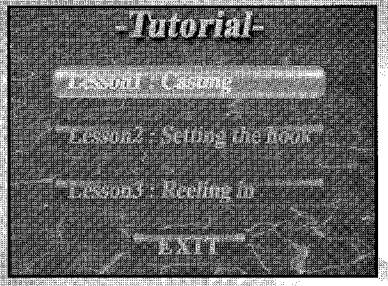




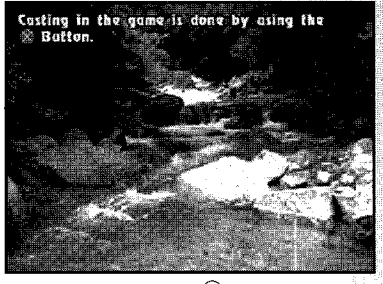
After pressing the Start button at the title screen, you will be able to select from four options; Season, Free, Tutorial and Options. Move the cursor, and select an option by pressing ⊗. You can back out of any option by pressing ◎.

Tutorial Mode

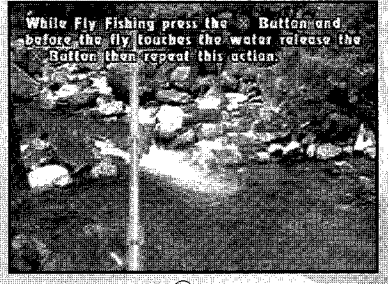
If this is your first time playing Reel Fishing® II, it would be a good idea to take the tutorial. It will guide you through three basic fishing lessons; Casting, Setting the Hook and Reeling In. To skip or repeat a Lesson, simply choose the one you want on the Tutorial Menu.



LESSON 1 : CASTING

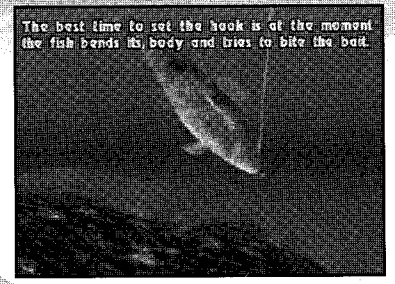


Cast your line by pressing ⊗ . The longer you hold down the button, the further you will cast. You can move the rod left or right with the Left stick or Directional button to help aim.

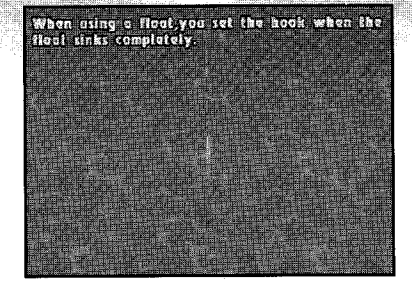


When fly fishing, tap ⊗ to begin casting, before the fly touches the water, tap ⊗ again. Repeat this action maintaining a rhythm for longer casts.

LESSON 2 : SETTING THE HOOK

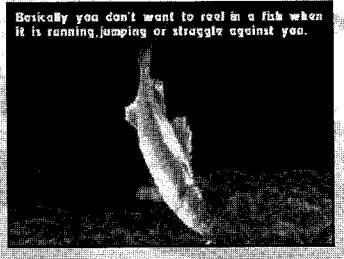


Setting the hook is the most important, and trickiest skill to master. Press ⊗ at the right moment to set the hook into the fish. Timing varies between fish and style of method. A solid strike results in a "swoosh" sound.



To effectively set the hook when fishing with a float, wait for the float to dip completely below the surface before pressing ⊗ .

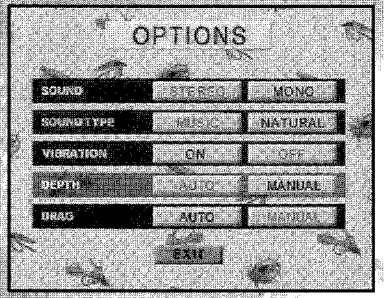
LESSON 3 : REELING IN



Once a fish is hooked, it takes a calm hand to reel it in. Wait for the fish to settle down, and press ⊗ to reel it in. Pressing ⊗ and ▢ at the same time will reel the fish in quickly. Take your time, and avoid fighting against a struggling fish. A stretching sound indicates that your line is about to break. A seasoned angler will wait for a fish to tire itself out before trying to land it.

Options Mode

Selecting Options from the title screen will take you to the Options menu, where you can tweak various game features. Move up or down with the Left stick or Directional button to select an option. Pressing left or right with the Left stick or Directional button will toggle between the available options. Select exit and press ⊗ to return to the Title Screen.



Sound	Select mono or stereo depending on the speakers you are using.
Sound Type	Select Music to enjoy a peaceful musical score while you fish, or select Nature to relax to authentic outdoor sound effects.
Vibration	If you are playing with an Analog controller, you can enable or disable the vibration feature.
Depth	Setting the Depth control on Manual will allow you to precisely determine the depth at which the rig is presented to the fish. This is possible only with certain types of tackle, and is most common when fishing the high seas. The default mode is set to Auto, where the computer will automatically determine the optimal depth.
Drag	Drag refers to the amount of additional slack on the line at the reel. This slack will allow you a greater margin of error when struggling against larger, or more physical fish, and will reduce the likelihood of breaking your line. Playing with the line too loose will make reeling the fish in more difficult. The default mode is also set to Auto.

Season Mode

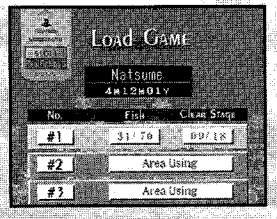
Fishing a season is the true test of anglers in Reel Fishing® II. You begin the game at the Aqua Lodge, and set out over the year completing various objectives. The objectives each deal with a particular style of fishing, and will lead you to a variety of locations. Completing certain challenges will unlock others.

FIRST TIME TO PLAY



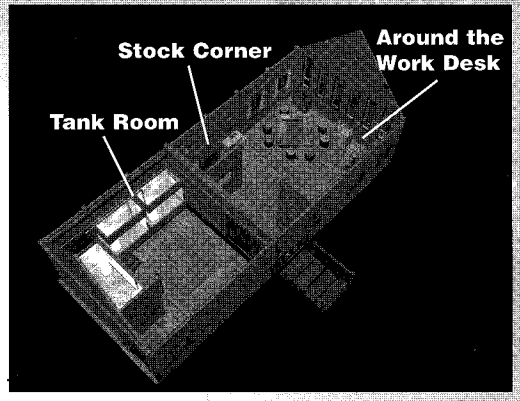
Once you have selected Season Mode, you will have the option to continue a previously saved game, or to begin a new one. If this is a new game, you will be prompted to enter a name under which the game will be saved. Choose letters with ⊗ ;backspace with ◎ .

LOAD GAME TO PLAY



If you've chosen to load a previously saved game, you must have the Memory Card in Memory Card Slot 1. Scroll through the saved games, and make your selection with ⊗ . The Load Game Screen also indicates progress by showing the number of different fish caught, the number of stages cleared, and the date within the game.

Welcome to the Aqua Lodge!



Welcome to the Aqua Lodge, an idyllic haven for the hard-core angler. The Lodge is divided into three sections, Around the Work Desk, the Stock Corner, and the Tank Room. All your gear is right at your fingertips to catalog and analyze. Observe the exceptional specimen you've collected in your tanks, or indulge in a wealth of other research material. All your fishing adventures begin and end here.

How to Walk Inside the Lodge

When you first enter the Aqua Lodge, you will be taken straight to the Work Desk. To explore other areas of the lodge, make sure you don't have an object selected, then press right or left on the Left stick or Directional button to pan around the room. You can skip directly to a different area by pressing the Select button.

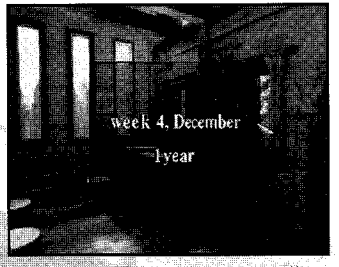
Work Desk

The Work Desk is really the heart of the Aqua Lodge. From here you can access your invaluable Fishing Notebook, the stepping off point for your excursions. Also at your disposal is the Calendar, the Fly and Lure Organizer, and the latest copy of Fish Mind Magazine.



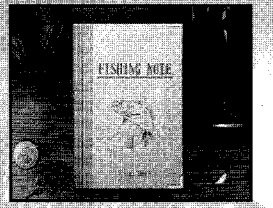
Calendar

Each time you leave the lodge, you spend one week of game time fishing. The best time of year to fish will vary from species to species, and from location to location. You can run time forward by selecting the Calendar, and choosing the precise week you desire. Be careful, however; you cannot go back earlier in the same year.

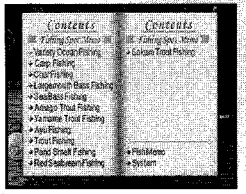


Fishing Notebook

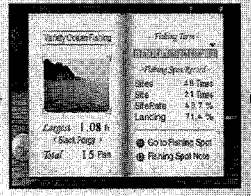
The Fishing Notebook is the most important object on your desk. Through it you can play all available game stages, check statistics on your angling and access the Fish Memo, an almanac of all the fish species. Press ⊗ to open the Notebook, use left and right to turn the pages, and scroll through the selections on a page with up and down.



Go to a Fishing Spot



To fish, you need to select an available stage from the Fishing Spot Memo portion of the Notebook's contents, and press ⊗.



You will be provided with information on the Fishing Spot, such as the time of year to fish it, and how you've fared there in the past.

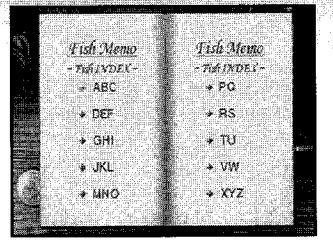


Press ⊗ to leave the Lodge and fish that spot. Before your week of fishing, you will automatically buy a new set of tackle.

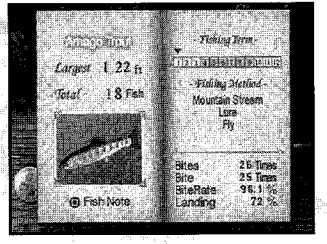
Fishing Spot Information Center

Pushing ◻ at a Fishing Spot Memo page accesses the Fishing Spot Information Center. It is highly recommended that you read up on a location before you fish there. The Information Center will give you an idea of what fish you will find at a location, as well as technical advice for the different conditions.

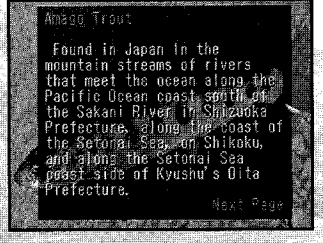
Fish Memo



If you select the Fish Memo from the Notebook's contents, you will be taken to the Fish Index. The groups of letters allow you to alphabetically shortcut to the fish you want to check out. Scroll down and make your selection by pressing ⊗. There are over 70 varieties of fish, and some are secret.



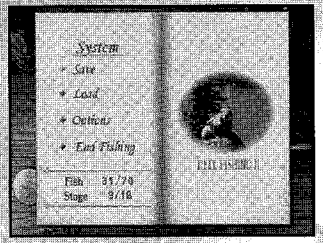
Each entry in the Fish Memo is a wealth of information. Here you can learn when in the year to fish for a species, as well as the technique used. It will provide statistics on your encounters with that particular fish. If you have caught a specimen, its portrait will appear in color, rather than sepia tones. The largest size and total number landed are also logged.



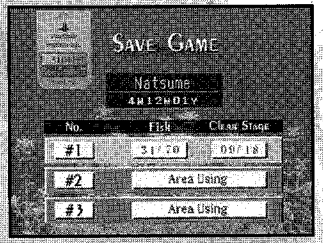
Pressing ◻ when at a fish's entry brings up a text screen providing encyclopedic information on that species. Know your competition! The Fish Note will clue you in to various behaviors of a fish, making it easier to find and catch. The ideal tackle, the fish's feeding habits and what stage it can be found in are all found in the Fish Note.

System

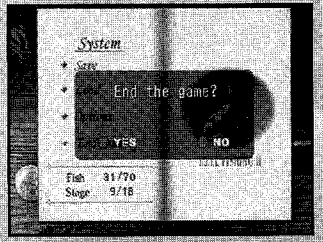
You can access the System Menu by selecting System from the bottom of the right hand page of the Notebook's Contents Page. From the system menu, you can save or load a game, adjust the game options, or exit back to the title screen. The System Screen will also let you know the total number of different species you've been able to land, and the number of stages you've cleared.



To save a game, choose that option from the System Menu and press ⊗. You will then be prompted to select an unused block in which to save your game. Each saved game block will display the game date, fish caught and stages cleared.

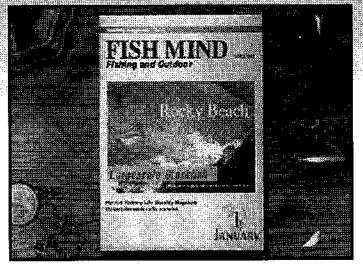


If you want to end your current game, and exit back to the Title Screen, simply select the End Fishing option from the System Menu. The game will ask you to confirm your decision; do so by pressing ⊗.



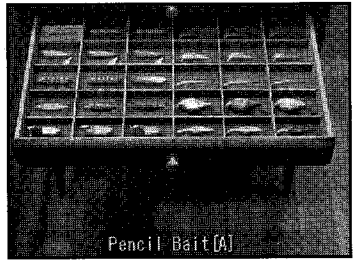
Fish Mind Magazine

A good source of seasonal fishing information is Fish Mind Magazine. A fresh issue is delivered to your Work Desk every month, so be sure to flip through it each time you return to the lodge. Inside you will find advice on fishing certain spots at different times of the year.



Lure and Fly Organizer

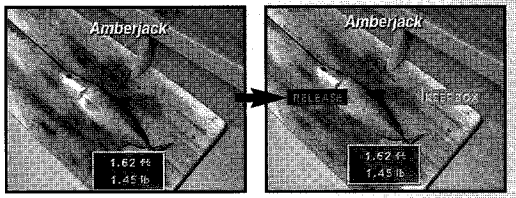
Little in the sporting world can compare to the intricate design of a hand-tied fly, or the radiance of a shiny lure. Each time you set out to a Fishing Spot, you will buy a new set of tackle. At the Lure and Fly Organizer, you can examine your collection of ersatz bait.



Fish Tank

A great way to enjoy fish away from the water's edge is in the Tank Room. There are three large aquariums here; one for saltwater fish, and two filled with freshwater. One of the freshwater tanks has a supply of constantly running water for fish found in rivers and streams.



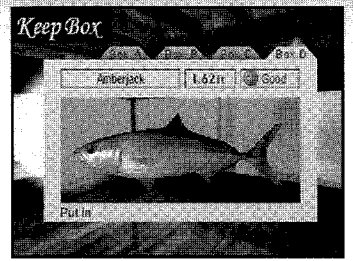


When you catch a fish, you will have the option to release it immediately, or hold on to it in a temporary Keep Box. There is room for four fish at one time in your Keep Box.



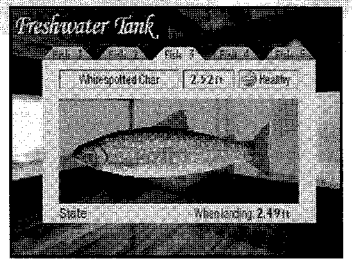
When you return to the Aqua Lodge, head for the tank room where you can access the various tank options

Transfer Fish Into Tank



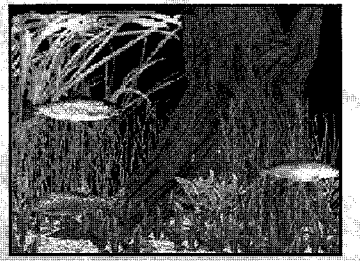
Select Transfer Fish to make an exceptional specimen a pet. Pick the tank that matches the habitat of the fish you've caught.

Check Condition of the Fish



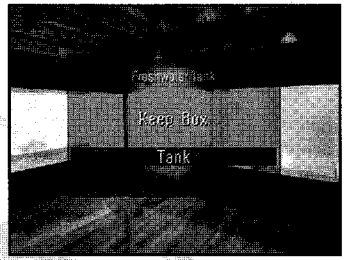
You can monitor the health and size of the fish. If you care for them regularly, the fish will thrive in captivity.

Look in the Tank



Use the R1 or R2 buttons to zoom in and out. Press △ to feed the fish. You can tap on the glass with L1 and L2 buttons, but don't scare the fish.

Release the Fish



Each of your tanks can hold five fish. If a new one catches your fancy, you can release any that are captive back to the wild.

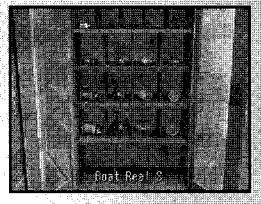
Stock Corner

A big part of advanced fishing is choosing the right tool for the job. As you move between the different Fishing Spots, you will begin to amass a broad arsenal of gear. It will all be conveniently stored in the lodge's Stock Corner. Your rods, reels and rigs are all stored separately.

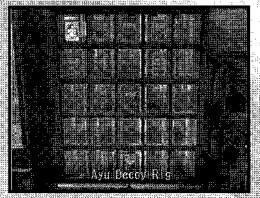




Modern fishing poles are precision instruments, each designed for a specific technique.



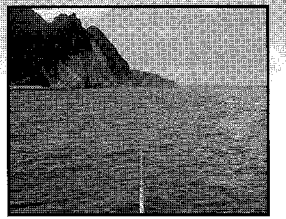
Reels vary depending on the type of fishing. The action of the reel is especially important when using a lure, or when angling bigger fish.



The rig is the assembly at the end of your line, which includes a length of leader and the hook. A float or sinker is also part of the rig.

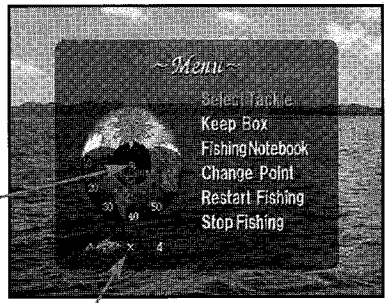
At the Fishing Site

Once you've accessed a Fishing Spot through the Fishing Notebook, it's time for the great outdoors. There are 18 different locations to fish, and each will require experimenting with your tackle, and returning at various times of the year. Your patience will soon be rewarded with cries of "Got one!"



Menu Screen

When at the fishing screen, pressing the Select button will bring up the Fishing Menu. Through it you can check the conditions at the location, change your tackle, and access your Fishing Notebook. To continue fishing, press the Select button again, choose the Restart Fishing option or press the ◎ button.



Moon Face

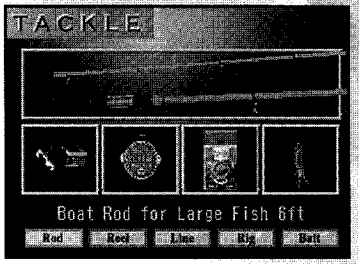
The Moon Face indicator will give you an idea of how much time you have remaining at a location. Depending if you are day or night fishing, the sun or moon will slowly track across the unshaded portion of the diagram. When the appropriate heavenly body has moved all the way to the left, your session ends. The bottom section of this clock will tell you the temperature.

Fish Counter

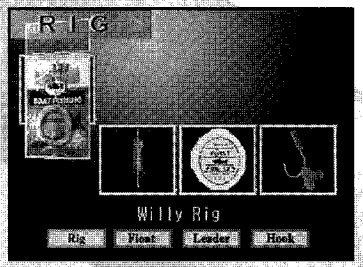
The Fish Counter tells you how many total fish you have reeled in during your current visit to a Fishing Spot.

Select Tackle

Switching between different sets of tackle will greatly impact your fishing results. If you are having little luck trying to snag a particular fish, try different bait. Some entire sets of tackle are specialized to land certain species. Experimentation is the key.



To change your tackle, select the particular element you want to switch by moving left or right. To check the available replacements for that piece, scroll up or down.

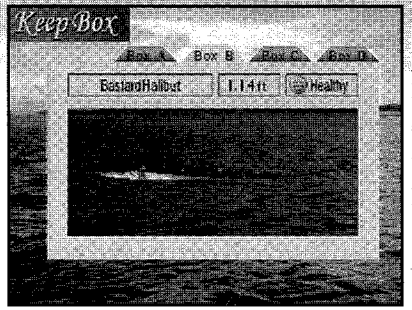


If you choose to make adjustments to your rig, you will be able to change its individual elements. Select the float, the weight of the leader line, and the hook.

Keep Box

The Keep Box is a temporary holding tank for fish you would like to bring back to the Aqua Lodge's aquarium. You can evaluate the fish's length and weight before deciding to keep it or release it back into the wild. There is room for four fish at one time in your Keep Box.





After either accessing the Keep Box through the Fishing Menu, or right after landing a fish, you will be able to scrutinize the Keep Box's contents. In addition to the fish's length, you can also check on its relative health. To release a fish, press ⊗ when viewing that fish's entry. The game will ask for your confirmation before letting it go.

Fishing Notebook

Choosing this option from the Fishing Menu will let you look up data in your Fishing Notebook. The Notebook offers valuable statistics regarding your success rate. It is a good idea to re-check the spot's notes if you are having a hard time.

Change Point

Some locations, such as Variety Ocean Fishing, are divided into smaller sub-sections. Choose this option to move to a different area of the same Fishing Spot.

Restart Fishing

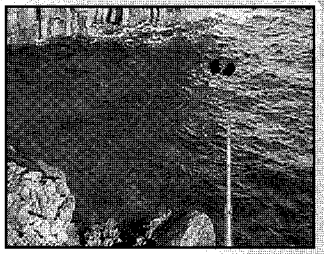
To exit the Fishing Menu, and get back to business, scroll down to the Restart Fishing selection and press ⊗.

Stop Fishing

If you want to cut your fishing trip short, and return to the Aqua Lodge, pick the Stop Fishing option from the Game Menu.

Casting

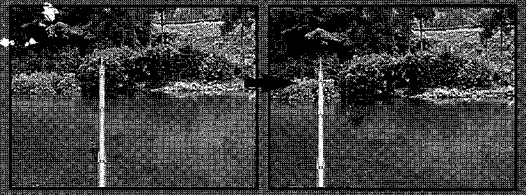
Different kinds of fish like to hang out in different areas of Fishing Spots. Because of this, it is to your advantage to be able to aim your rig with precision. If you've found a pocket of water that harbors a concentration of fish your interested in, do your best to cast into that zone.



Cast your line by pressing ⊗. The longer you hold down the button, the further you will cast. Shaded areas, or areas where whitewater drops off are generally good places to look You can move the rod left or right with the Left stick or Directional button to help aim.

Fly Fishing

The idea when casting a fly is to mimic an insect at the water's surface. Many fish feed on bugs that linger too long at the water. It takes a delicate flick of the wrist to simulate a fly's lift-off

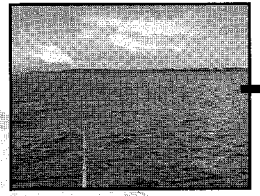


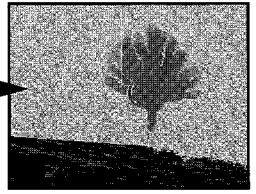
When fly fishing, tap ⊗ to begin casting, before the fly touches the water tap ⊗ again to snap the line back. Repeat this action maintaining a rhythm. The longer you keep the rhythm going, the further you will cast.

Hooking

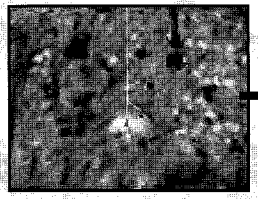
Setting the hook is a subtle art in Reel Fishing® II. Press ⊗ at the right moment to set the hook into the fish's mouth. This timing varies between fish and method of fishing. A solid strike results in a "swoosh" sound; you'll hear bubbling if your timing was off.

Bait Fishing

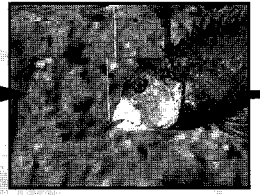




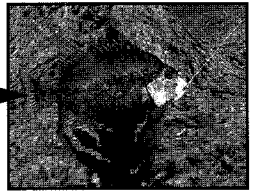
Cast your line and wait patiently for the little guys to show up. Some fish are attracted to moving bait, so try reeling in at different speeds. Once a fish is near, the camera will switch to an underwater view.



The fish will cautiously approach your rig. Sometimes you can pique a fish's interest by jiggling the line.



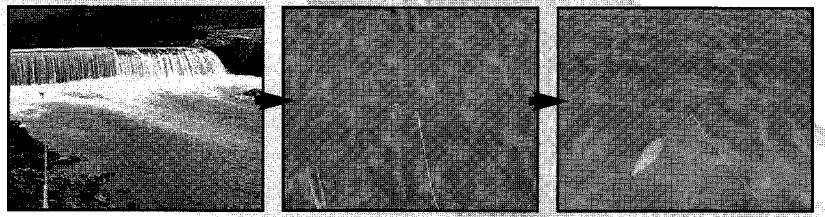
Once a fish goes for the bait, it's time for your moment of truth. Press ⊗ when you feel the timing is right. A good sign is when the fish bends its body. Sometimes you must set the hook immediately; sometimes a delay is required.



Wait a little bit before reeling in your prey. Often a fish will put up a struggle, making it difficult to land.

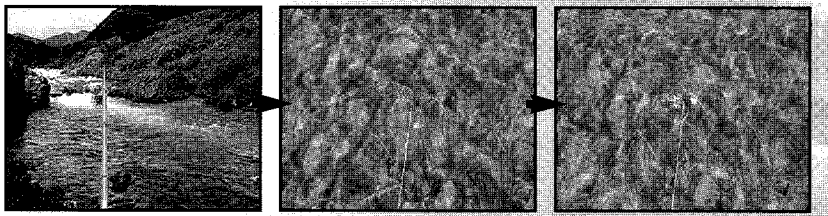
Lure Fishing

Lure fishing revolves around using a mechanism to mimic a fish's live prey. After casting, begin to slowly reel in your line. When a fish is close, the camera will switch to above the surface. Use the Left stick or Directional button, and ⊗ to entice the fish to strike the lure.



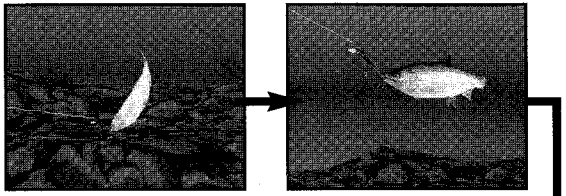
Fly Fishing

· Fly fishing is an exciting technique that involves simulating the action of an insect at the water's surface. Tap ⊗ to begin casting, before the fly touches the water tap ⊗ again to snap the line back. The longer you repeat this rhythm, the further you can cast.



Fighting

Not surprisingly, hooking a fish causes it some distress, and it is likely that the fish will put up a fight as you try to reel it in. During this struggle, your quarry can escape if the hook was not set firmly, or if the line snaps. It takes patience and a delicate touch to land the keepers.



As soon as the hook is set, the fish will take off swimming wildly. When it slows down, use the Left stick or Directional button to gently turn the fish back towards you. Don't break the line.



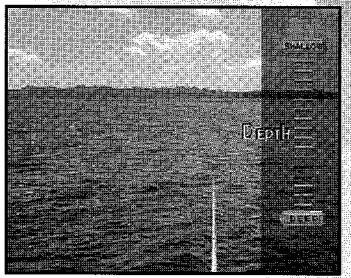
Once the fish is turned, you can start to slowly reel it in. Be ready for the fish to run again.

If the fish does take off, stop reeling it in. Simply let it tire itself out.

Turn an exhausted fish back around and you can reel it in quicker.

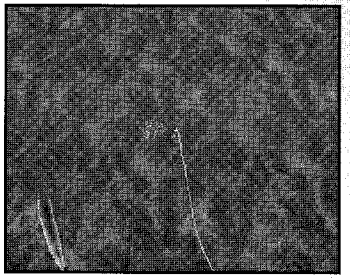
Other Options

There are two other factors that can effect your angling, depth and drag. The default setting leaves both of these to be automatically adjusted by the computer; however, you may find, as your skill increases, that you want to tweak them manually.



Depth

Depth refers to the depth at which the bait is presented to the fish. Temperature, sunlight and other features vary as you descend from the surface. Consequently, different species prefer to gather at various depths. You can adjust the Depth of your rig from Shallow to Deep by using the R1 and R2 buttons

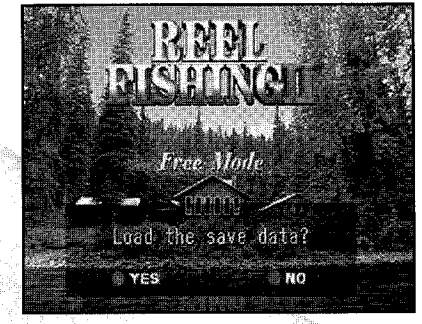


Drag

A braking mechanism allows you to adjust how tightly the line on the reel is wound. Slack will allow you a greater margin of error when struggling against larger, or more physical fish, and will reduce the likelihood of breaking your line. Playing with the Drag too loose will make reeling the fish in more difficult. Manually adjust the Drag with the L1 and L2 buttons.

Free Mode

Free Mode allows you to take your time at any of the Fishing Spots that you've unlocked during Season Mode. You can even pick the month. Take advantage of Free Mode to really get to know the behavior of fish in that habitat.



Select Free Mode from the Title Screen and you will be prompted to insert the Memory Card with your saved Season. After confirming the game you want to load, you will go to the Aqua Lodge where you can pick a Spot through the Notebook as usual.

You will be able to access the Fishing Notebook after pressing Select during Free Mode. The Notebook will continue to track your angling statistics and record breaking fish. However, you will not be able to take any fish back to the Tank Room, or unlock any additional levels.

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Stage Appearance Charts

More advanced levels in the game are unlocked as you complete certain requirements on other levels. When you have cleared a level, a stamp will appear in the upper right corner of the Fishing Notebook.

START

STAGE 1 : Variety Ocean Fishing
REQUIREMENT
Need to catch at least 12 different kinds of fish.

STAGE 2 :Carp Fishing (Deepbodied Crucian Carp)
REQUIREMENT
Catch 1 Deepbodied Crucian Carp around 1'0"

STAGE 3 : Sea Bass Fishing
REQUIREMENT
Catch 1 Sea Bass around 2'0"

STAGE 4 : Red Seabream Fishing
REQUIREMENT
Catch 1 Red Seabream around 2'8"

STAGE 5 : Summer In-Shore Fishing
REQUIREMENT
Catch 1 Spotted Parrotfish

STAGE 9 : Char Fishing
REQUIREMENT
Catch 1 Char around 1'0"

STAGE 10 : Largemouth Bass Fishing
REQUIREMENT
Catch 1 Largemouth Bass around 2'0" and one Bluegill around 0'10"

STAGE 11 : Satsuki Trout Fishing
REQUIREMENT
Catch 1 Satsuki Trout around 1'8"

STAGE 12 : Amago Trout Fishing
REQUIREMENT
Catch 1 Amago Trout around 1'0"

From Stage 17

STAGE 6 : Winter In-Shore Fishing
REQUIREMENT
Catch 3 Bluefish, 3 Whitespotted Parrotfish, 3 Large-Scaled Blackfish and 3 Small-Scaled Blackfish

STAGE 7 : Trolling
REQUIREMENT
Catch 1 Blue Marlin around 10'0"

STAGE 8 : GT Fishing
REQUIREMENT
Catch 1 GT around 3'0"

If over the course of the season, you were forced to skip Stage 11, you will be able to return to it after finishing Stage 17. A Season can extend over a number of years, so if you could not make it to a particular Spot during a specific month, you can always return the next year.

STAGE 13 : Yamame Trout Fishing
REQUIREMENT
Catch 1 Yamame Trout around 1'4"

STAGE 14 : Ayu Fishing
REQUIREMENT
Catch 1 Ayu around 1'0"

STAGE 15 : Trout Fishing
REQUIREMENT
Catch 1 Rainbow Trout, 1 Brown Trout, 1 Brook Trout, and 1 Sockeye Salmon

STAGE 16 : Pond Smelt Fishing (Ice Fishing)
REQUIREMENT
Catch 30 fish in 1 fishing trip

STAGE 17 : Sakura Trout Fishing
REQUIREMENT
Catch 1 Sakura Trout around 2'4"

Complete Stages 1~17

STAGE 18 : Coelacanth Fishing
REQUIREMENT
Catch 1 Coelacanth

HIDDEN STAGE ???

Advice from the Fishing Master of Aqua Lodge

Don't try to land the fish too quickly!

Don't underestimate a fish just because you've gotten it to bite. Often, that's only half the battle during legendary struggles that have taken place between a fisherman and his prey. Let the fish struggle and run; ultimately it will tire itself out. When you do start to reel it in, begin very slowly. A fish is more likely to fight if it can feel you pulling at it. It is a good idea to reel quickly only after a fish stops resisting entirely.

Fishing pole action is important.

As you become more experienced, you will begin to see that you have a fair amount of control over a struggling fish through minor adjustments to the fishing pole. With slight pole action, you can often guide a fish towards the direction your reeling. During a long fight, this can keep a fish from running out too far and snapping your line. Avoid moving your pole around too much if the fish has a good head of steam built up.

Experiment with setting the hook.

Setting the hook is a pivotal skill, and the source of frustration for many inexperienced anglers. The exact timing varies between technique, equipment, and the species of fish you're after. There is simply no substitute for practice. Spend as much time as you need scouting a location during Free Mode.

