PAL

SEGA BassFishing Duel

Patrick

SEGA

AKLAIM

SLES-51355

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.
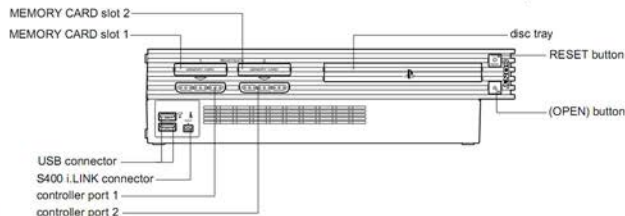
Thank you for purchasing SEGA Bass Fishing Duel™ for the PlayStation®2. Please read this instruction manual thoroughly before starting the game.

CONTENTS

SETTING UP & LOADING

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
(OPEN) button
USB connector
S400 i.LINK connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SEGA Bass Fishing Duel™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.
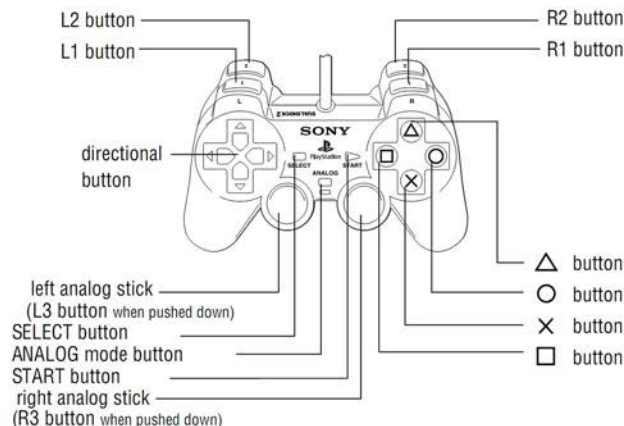
memory card (8MB) (for PlayStation®2) (sold separately)

SEGA Bass Fishing Duel™ supports MEMORY CARD slot 1. To save the game in SEGA Bass Fishing Duel™, manually save and load the game data from the Main Menu. 100 KB or more available space is required to save a game data. Please ensure there is sufficient available space when saving the game data. Insertion or removal of the memory card (8MB) (for PlayStaion®2) after switching the console on may cause data to be overwritten or lost.

SEGA Bass Fishing Duel™ is a one or two-player game that is played using the DUAL SHOCK®2 analog controller. Connect the controller to be used to controller port 1. In a two-player game connect controller

CONTROLLER FUNCTION

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional button

SONY

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

△ button
○ button
✕ button
□ button

DIRECTIONAL BUTTON - MOVEMENT

In this manual, ↑, ↓, ← and → are used to denote the direction of both the **directional button** and the **left analog stick**.

DUALSHOCK®2 analog controller

The **DUALSHOCK®2 analog controller** will default to ANALOG mode (mode indicator: ON) on boot-up. The vibration function can be turned **ON/OFF** from the "VIBRATION" section of the Options Menu (P.18). The **R1 button, L1 button, left analog stick**, and **right analog stick** are pressure-sensitive once the lure is cast and used to reel, hook and give action to lure the fish.

STARTING A GAME

TITLE SCREEN

Use ↑↓ to highlight either "NEW GAME" or "CONTINUE" and press the START button to select. Enter "CONTINUE" to load and continue the game you saved during the previous play (see P.18).

MAIN MENU

Use ↑↓ ←→ to highlight the menu item (see below) and press the ✕ button to select.

FREE FISHING (P.10)

Fish in the area, season, time of the day, and weather conditions of your choice.

TOURNAMENT (P.11)

Compete in a bass fishing tournament.

CHARACTER (P.12)

Select the character to use in the game.

DATA BOOK (P.13)

View your records based on fishes, tournaments, and lures.

TRAINING (P.14)

Learn the basic flow of fishing from this tutorial mode.

VS CPU (P.15)

Fishing duel against a CPU character.

VS 2P (P.16)

Fishing duel between two players.

LOAD / SAVE (P.18)

Load the data of previous game; save the data of current game.

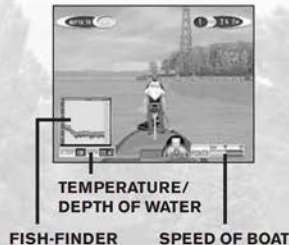### OPTIONS (P.18)

Change various settings of the game.

GAME DISPLAY
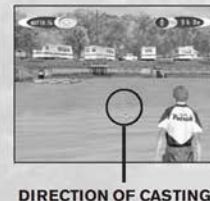
Here are the basic screens you will see in this game.

WHEN FISHING

MONTH/TIME/WEATHER

FISH BEING CAUGHT

LENGTH OF LINE

NUMBER OF BASS CAUGHT/TOTAL WEIGHT

LINE TENSION GAUGE

INSTRUCTION DIALOG

OPERATING THE BOAT

TEMPERATURE/DEPTH OF WATER

FISH-FINDER   SPEED OF BOAT

BEFORE CASTING

DIRECTION OF CASTING

2 PLAYER BATTLE SCREEN

1 PLAYER SIDE

2 PLAYER SIDE

When 2 characters are fishing at the same time during a battle in VS 2P mode and VS CPU mode, the split screen above will be displayed. The indicator(s) that displays time limit(s) and number of bass caught/total weight will vary depending on type of battle (VS 2P mode) or the duel rules of CPU characters.

HOW TO FISH

The following controls and selections are common to all fishing modes.

SELECT AREA

First use ⬅➡ to select the lake/river (stage) you would like to fish. Use ⬆⬇ to highlight the area on the lake/river and press the ✕ button to select.

Note that "LAKE EAGLE" is the only stage available from the beginning.

PAUSE SCREEN

Once you are out in the area, press the START button to pause the game and display the Pause Menu. Use ⬅➡ to highlight "BACK" or "QUIT" and press the ✕ button to select.

BOAT CONTROLS

Within the selected area of the lake, move around freely by operating the boat.

Left analog stick	Steering the boat
▲ button	Menu Window
✕ button	Casting Mode
◎ button	Speed up the boat
⊚ button	Slow down the boat
L1 button	Slow down the boat
R1 button	Speed up the boat

MENU WINDOW

While operating the boat, press the ▲ button to open the Menu Window.

Fish-Finder ↔ Map	Switches the Fish-Finder and Map.
Go To Other Areas	Changes the area to fish (from the Area Screen).
Weigh-in *Tournament mode	End the fishing for the day, and start the weigh-in.
Today's fish	Displays the list of basses caught.

CASTING DIRECTION

When you selected the spot to cast, it's time to fish.

Left analog stick	Adjust casting direction
▲ button	Return to Boat Control
✕ button	Select casting direction
⊚ button	Lure Selection Menu

When the casting direction is decided, press the ✕ button to advance to the Casting Method Screen.

CASTING METHOD & CASTING

When you select the casting direction, you will then select the casting method.

⬆ (left analog stick)	Overhead cast
⬇ (left analog stick)	Pitching cast
⬅ (left analog stick)	Backhand cast
➡ (left analog stick)	Sidehand cast
▲ button	Return to casting direction
L1 button	Cast away

When the casting method is decided, press the L1 button to cast away. To adjust the strength of the cast, press down on ⬆ or ⬇ as you cast away. For a "thumbing" (halt the lure at the desired distance), press the ✕ button while the lure is in the air.

LURE SELECTION

Either from the Casting Direction Screen or Casting Method Screen, press the ⊚ button to display the Lure Selection Window to change the type of lure. Use ⬆⬇ to select the lure type and press the ✕ button to enter. Press the ▲ button to close the window.

Next, use ⬅➡ to select from the available lures of the type, and ⬆⬇ to select from the available color variations. Press the ✕ button to enter selection. Press the ▲ button to reselect lure type.

The number of available lures will increase when certain requirements are met in the Tournament mode.

REELING ACTION

Once the lure is cast, press the R1 button or the right analog stick in any direction to reel in your line. While reeling in, use the left analog stick to give action to the lure. To retrieve the lure (return to casting), press the ⊕ button.

When a fish bites the lure, press the L1 button to hook the fish. If you do not hook quickly, the fish will get away.

FIGHT

When you have successfully hooked the fish, reel it in. A Line Tension Gauge will appear at the right side of the screen. Pay attention to both the Line Tension Gauge and the action of the fish when reeling in.

There are three zones on the Line Tension Gauge: green (low tension), yellow, and red (high). When there is too much tension on the line, the gauge will flash, signaling that the line may break, resulting in the fish to escape. In this case, stop reeling and wait for the tension to decrease. Also, when there is not enough tension, the fish may unhook and escape. Control your reeling speed in order to reel in successfully.

By controlling the rod, you can also control the tension from rising too much. Use the left analog stick to move the fishing rod. Try to move the rod in the opposite direction from which the fish is moving.

CATCH

When you reel the fish in close enough, the screen will change to Catch Screen. A Catch Gauge with a red marker will be displayed at the bottom of the screen. Use the left analog stick to control the rod. When the marker is within the yellow zone at the center, press the ⊗ button to successfully catch the fish. When you fail, you will have to fight again.

Catch Gauge

SUCCESSFUL CATCH

When you successfully catch the fish, the name of the fish you caught and its weight will be displayed. You will resume fishing from the Casting Direction Screen.

TIME LIMIT

You will fish until the given time limit. When the time limit nears, the time limit will be displayed at the left side of the screen.

SEGA BASS FISHING DUEL™

FREE FISHING

In this mode, you can catch the fish freely in the area, season, time of day, and weather condition of your choice.

SELECT AREA

Use ⬅➡ to select the stage to fish, and ⬆⬇ to select the area on the lake/river and press the ❌ button to advance to the next screen. Press the 🅐 button to return to the Main Menu Screen.

SET UP CONDITIONS

Next, you will select the season, time, and weather of your fishing condition. Use ⬆⬇ to select the menu item, and ⬅➡ to change the setting. When all settings are ready, press the ❌ button to start fishing. Press the 🅐 button to return to the Select Area Screen.

RESULT SCREEN

The fishing ends when the time becomes 18:00. The result will be displayed.

Note that only the basses (Smallmouth Bass or Largemouth Bass) you caught will be counted for the "Total Fish."

TOURNAMENT

Enter a bass fishing tournament against CPU-players. Ranking among the top 3 in the Annual Ranking (all tournaments) to participate in a higher tournament Series. Qualifying each Series, a new stage in Free Fishing mode and VS 2P mode, and additional character(s) for VS CPU mode will be obtained.

SELECT TOURNAMENT

Use ⬆⬇ to select the available tournament, and press the ❌ button to advance to the next screen. Press the 🅐 button to return to the Main Menu Screen.

When the tournament is selected, the tournament regulations will be displayed. Read the regulations thoroughly, then press the ❌ button to advance.

PRACTICE

Before you fish in the tournament, you can practice on the stage of the tournament. Use ⬅➡ to select either "YES" or "NO," and press the ❌ button.
You can end the practice through "Weigh-in" of the Menu Window.

RESULT SCREENS

At the end of each day, there will be a weigh-in of the basses caught. You may choose to weigh your basses from the Menu Window, but please keep in mind that doing so will end your fishing for the day.
Press the ❌ button to advance to the ranking results.

Use ⬆⬇ to check the Stage Ranking (left) and Annual Ranking (Right). Note that your character's name in the rankings is blinking.

CHARACTER

You can change the character to be used in the game (all modes). In the beginning, you can only select from 3 characters, but by winning in VS CPU mode, your selection will be increased.

Note that when you change a character, the progress of your Tournament mode with the previous character will be purged.

CHARACTER ABILITIES

Each character has his/her own abilities. The abilities are Casting Distance, Casting Accuracy, Retrieving Speed, Sight, Fighting Technique, and Catching Technique. Select your character not only by his/her looks, but also by his/her abilities.

SELECTING CHARACTERS & ATTRIBUTES

Use ↑↓ to select the menu item, and ←→ to select from available selection of the menu item. Press the ❌ button to enter your selection, or the ▲ button to cancel.

PLAYER TYPE	Change the character to be used.
CLOTHING	Change the color of the clothing the character is wearing.
SUNGLASSES	Select the character with or without the sunglasses on.
CAP/HAT	Select the character with or without the cap/hat on.
BOAT COLOR	Change the color of the boat the character is riding.

CHARACTER SELECTION

Here are the basic steps to increase the Player Type you can use.

STEP 1: WIN THE TOURNAMENT SERIES

Clear 1 tournament in Tournament mode to increase VS CPU characters.

STEP 2: CLEAR ALL STAGES OF VS CPU CHARACTER

Clear all 4 Stages of the character in VS CPU. The characters that you cleared with will be available to use in Character mode and VS 2P mode.

DATA BOOK

View the records you have collected.

The Data Book Menu will be displayed. Use ↑↓ to select the data to view and press the ❌ button to enter. Press the ▲ button to return to the Main Menu Screen.

FISH DATA

From the Fish Data you can view the total number, and the average weight of the basses caught. Please note that only the basses (Largemouth Bass and Smallmouth Bass) are counted. Press the ❌ button to view the Page 2 of the Fish Data.

In Page 2 of the Fish Data, use ←→ to select the data to view the top 5 basses (in weight) you have collected. Press the ❌ button to return to Page 1.

TOURNAMENT DATA

From the Tournament Data you can view the records of your previous tournaments. Press the ❌ button to view Page 2 of the records of the Annual Series.

LURE DATA

From the Lure Data you can view all of the lures you have collected so far. Use ←→ to select the lure data. Press the ❌ button to display each lure's details.

TRAINING

Learn how to fish from a step-by-step tutorial mode.

The Training Menu will be displayed. Use ↑↓ to select the topic of the training and press the ✖ button to enter. Press the ▲ button to return to the Main Menu Screen.

HELP SCREEN

The Help Screen of selected topic will be displayed. Read the on-screen instructions and press the ▲ button to view the next page of the Help Screen. Press the ✖ button to start your training.

TRYOUT

Now it's time to practice what you have just learned. View the list of controls on the top left side of the screen as a guide. To exit the current training topic, press the START button to display the Training Sub Menu.

TRAINING SUB MENU

During the tryouts, press the START button to display the Training Sub Menu.

HELP SCREEN	View the Help Screen of the current training topic.
NEXT	Advance to the next step of the training.
RETURN TO TRAINING MENU	Back to the Training Menu.
RETURN TO MAIN MENU	Back to the Main Menu.

Depending on the training topic, the tryout of the training may automatically play ("AUTO PLAY") and/or ask to retry the training topic when completed.

VS CPU

You can compete against the CPU character in a fishing duel. In the beginning, you can only select from 3 characters to duel, but winning in the Tournament mode will increase your selection.

SELECT CHARACTER

First select the character you would like to duel. Use ←→ to highlight the CPU character, then use ↑↓ to select available Stage and press the ✖ button to select. Press the ▲ button to return to the Main Menu Screen.

DIALOG SEQUENCE

During the dialog sequence of each Stage, press the ✖ button to advance to the next dialog. In the end of the dialog sequence, press the ✖ button to start fishing.

VS CPU MODE FLOW

Here are the basic flow of the VS CPU mode.

STAGE 1: ASSIGNMENT FROM THE CPU CHARACTER

Clear the assignment from the CPU character by the end of the day.

STAGE 2: DUEL WITH CPU CHARACTER

Compete and win the fishing duel based on the CPU character's rules.

STAGE 3: ASSIGNMENT FROM THE CPU CHARACTER

Clear the assignment from the CPU character by the end of the day.

STAGE 4: FINAL DUEL WITH CPU CHARACTER

Compete and win the fishing duel based on the CPU character's rules. In the final duel, the lure that you can use is limited to one.

Once all of the Stages of each CPU character are cleared, they will be available through Character mode and VS 2P mode.

VS 2P

Enter a fishing duel between two players. Duel one another with either Normal Duel mode, Time Duel mode, or Sudden Death mode.

SELECT MODE

Use ⬆⬇ to select the mode, and press the ❌ button to enter your selection, or the 🅰 button to cancel. When there is only one controller inserted (in controller port 1), only "SUDDEN DEATH" will be available to select.

SELECT CHARACTER

Both players can use ⬆⬇⬅➡ to highlight a character and press the ❌ button to select.

MODE CONFIGURATION

Use ⬆⬇ to select each configuration and then use ⬅➡ to change the setting. Highlight "START" and press the ❌ button to start your duel.

NORMAL DUEL   **TIME DUEL**   **SUDDEN DEATH**

All 3 modes will have the Time Limit setting (in seconds). The configurations unique to each mode are as follows:

NORMAL DUEL — Change the **Judging Formula**. Duel will be determined by either the gross weight or quantity of the bass(es).

TIME DUEL — Toggle the **Recovery Time** (ON/OFF). The Time Limit will either recover or remain when you catch a fish.

SUDDEN DEATH — Change the **Minimum Bass Weight** (lbs). The bass you catch must weigh at least the weight you selected.

NORMAL DUEL

Both players can simultaneously fish in the same area within the time limit. The winner is determined by either the gross weight of the basses or quantity of the basses caught.

TIME DUEL

Both players can simultaneously fish in the same area. When you catch a fish, your opponent's time limit will be deducted. The bigger the fish, more time you can take away. The player who runs out of time first, loses. If the Recovery Time is turned ON, player's time will be added each time they successfully catch a bass.

SUDDEN DEATH

Players take turns fishing in the same area within the time limit. Players will switch when one player successfully catches a bass that satisfies the required weight, or fails to catch a bass within the time limit. If both players successfully catch a bass in the round, the next round will begin with a shorter time limit. The duel is determined when one player successfully catches a bass, while the other player fails in the same round.

Note that this mode is also playable with one controller connected to controller port 1.

LOAD / SAVE / OPTIONS

You can load or save the game data.

LOAD DATA

Select "LOAD" from the Main Menu Screen or "CON-TINUE" from the Title Screen to display the Load Screen. Use ⬅➡ to select either "YES" or "NO," and press the ✖ button to load the game data.

SAVE DATA

Select "SAVE" from the Main Menu Screen to display the Save Screen. Use ⬅➡ to select either "YES" or "NO," and press the ✖ button to save the game data.

Note that the game does not have an automatic saving function. When you end the game, please select "YES" to overwrite the old game data on the memory card (8MB) (for PlayStation®2).

CHANGE OPTIONS

Select "OPTIONS" from the Main Menu Screen to display the Options Screen to change various settings of the game. Use ⬆⬇ to select the menu item, and press the ✖ button to enter your selection.
An appropriate screen will be displayed with a list of available settings. Use ⬆⬇ to select the menu item, and press the ✖ button to enter. To save the changes, select "EXIT" and press the ✖ button. Press the △ button to cancel the changes.

FREE FISHING TIME SCALE	Adjust the speed of clock running in Free Fishing mode.
ROD CONTROL	Change the vertical control of the rod.
AUDIO	Change the audio output (stereo/monaural).
VIBRATION	Toggles the vibration function (ON/OFF).
DEFAULT	Reset all settings to the default configuration.
EXIT	Return to the Main Menu Screen.

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THE FISH

Here are all the fish that you can catch in various areas. Some are small and fairly easy to reel in, while larger fish will give you a harder time with their strong movements.

SMALLMOUTH BASS
Avg. Weight (lbs):   1 - 4
Peak Weight (lbs):   12

LARGEMOUTH BASS
Avg. Weight (lbs):   3 - 10
Peak Weight (lbs):   20

STRIPE BASS
Avg. Weight (lbs):   3 - 15
Peak Weight (lbs):   100

NORTHERN PIKE
Avg. Weight (lbs):   3 - 10
Peak Weight (lbs):   20

WALLEYE
Avg. Weight (lbs):   1 - 5
Peak Weight (lbs):   20

CHAIN PICKEREL
Avg. Weight (lbs):   0 - 2
Peak Weight (lbs):   6

BLUEGILL
Avg. Weight (lbs):   0 - 2
Peak Weight (lbs):   2

CRAPPIE
Avg. Weight (lbs):   0 - 2
Peak Weight (lbs):   4

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CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for SEGA Bass Fishing Duel. See the in-game credits for the complete list of the original development staff.

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