



PlayStation

NEC/UMG

PlayStation

EVERYONE



CONTENT RATED BY  
ESRB

SLUS-00873

# BASSLANDING



agetec

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**Thank you for purchasing BASS LANDING, software designed for use with the PlayStation® game console. Please read this manual carefully before you play the game, especially those sections that cover operating instructions and safety considerations.**

### Menu Screen

Left Stick

⊗ button

⊙ button

Select items, move the cursor

Confirm

Cancel

### Fishing Screen

#### ◦ Moving the boat

Right stick up

Right stick down

Left stick right

Left stick left

Left stick right + right stick up

Left stick left + right stick up

Left stick right + right stick down

Left stick left + right stick down

Select button

Start button

⊗ button

Move the boat forward (acceleration)

Move the boat backward

Rotate the boat to the right

Rotate the boat to the left

Move the boat forward while turning to the right

Move the boat forward while turning to the left

Move the boat backward while turning to the right

Move the boat backward while turning to the left

Change the display in the information window (Depth Finder, GPS)

Bring up the MENU Screen

Move to the CASTING Screen

#### ◦ Casting Screen

At the CASTING Screen, you may select from the following: Before and after casting, Electric Motor mode, and easy tackle select.

#### • Before Casting

Left stick

L1 button

L2 button

Select button

Start button

▲ button

⊗ button

⊙ button

R1 button

R2 button

■ button

#### • After casting/during a fight

Left stick

⊙ button

⊗ button

Move the casting cursor

Change the casting method

(cycle forward through the selections)

Change the casting method

(cycle backward through the selections)

Open/Exit the Marker Buoy

placement/retrieval option

Bring up the MENU Screen

Access the easy tackle selection screen

Confirm the position of the casting cursor,

confirm the casting meter, drop a marker

buoy

Return to the Boat Movement Screen or

recover a marker buoy

Increase the drag

Decrease the drag

Bring up the Electric Motor mode

Move the rod/set the hook

Change the spool status

(spool free/clear spool free)

Thumbing (only when a lure is in

flight)/Reeling at normal speed (after a

lure is in the water)

L1 button + X button  
L2 button + X button  
Right stick  
Start button  
R1 button  
R2 button  
O button + X button

△ button  
L3 button  
Reeling with the right stick:

Setting the hook with the left stick:

Note: Reeling when the spool is free will automatically clear the spool free state.

Note: Casting automatically places the spool in "Spool Free" state (this is a state in which the spool will feed line without resistance when any load is placed on the line). It occurs when the catch is off on a BAIT REEL, or when the bail is raised on a SPINNING REEL.

Slow reeling (after the lure is in the water)  
Fast reeling (after a lure is in the water)  
Reeling  
Pause the game  
Increase the drag  
Decrease the drag  
Line is reeled in completely, return to casting (not available during a fight)  
Set the hook (raising the rod sharply)  
Set the hook (raising the rod sharply)  
When reeling with the right stick, the speed at which the line is retrieved changes depending on how far the stick is moved towards the edge.  
Setting the hook can also be done by sharply tilting the left stick and pulling up on the rod. Using the L3 button will probably help when you are having trouble getting the hook to set.

#### \* Electric motor mode

Left stick Move the boat  
L1 button Strafe to the left  
R1 button Strafe to the right  
□ button Exit the Electric motor mode

#### \* Easy tackle selection

Left stick Select the tackle set  
△ button Confirm the tackle set  
X button Confirm the tackle set  
O button Cancel the selection of the tackle set

#### o Replay screen

X button Fast-forward (frame advance when paused)  
□ button Rewind (frame reverse when paused)  
△ button Pause/playback  
O button End replay

Note: When using the DUAL SHOCK™ analog controller, the R3 button functions are identical to the X button.

#### \* Switching the analog mode On/Off

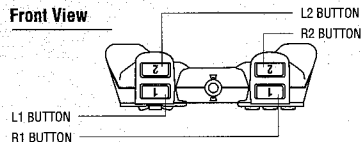
Analog mode switch: Switches between analog and digital modes

Note: When the LED is lit, the unit is functioning as an analog controller. When the LED is not lit, the unit is functioning like a standard controller (pg. 3). Also, this game supports the vibration function of the DUAL SHOCK™ analog controller. The vibration function can be turned On/Off at the OPTION menu (pg. 20). Vibration occurs regardless of whether or not the LED is On or Off.

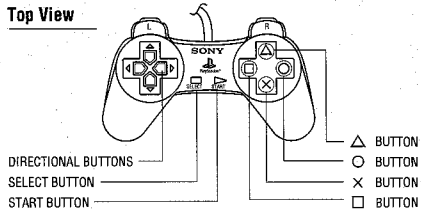
# Using the Standard Controller

## Controller

Front View



Top View



### Menu Screen

Directional buttons

Select items, move the cursor

⊗ button

Confirm

⊙ button

Cancel

### Fishing Screen

○ Moving the boat

■ button

Move the boat forward (acceleration)

● button

Move the boat backward

➡

Rotate the boat to the right

⬅

Rotate the boat to the left

➡ + ■ button

Move the boat forward while turning to the right

⬅ + ■ button

Move the boat forward while turning to the left

➡ + ● button

Move the boat backward while turning to the right

⬅ + ● button

Move the boat backward while turning to the left

Select button

Change the display in the information window  
(Depth Finder, GPS)

Start button

Bring up the MENU Screen

⊗ button

Move to the CASTING Screen

○ Casting Screen

At the CASTING Screen, you may select from the following: Before and after casting, Electric Motor mode, and easy tackle select.

• Before Casting

Directional buttons

Move the casting cursor

L1 button

Change the casting method

(cycle forward through the selections)

L2 button

Change the casting method

(cycle backward through the selections)

Select button

Open/Exit the Marker Buoy placement/  
retrieval option

Start button

Bring up the MENU Screen

△ button

Access the easy tackle selection screen

⊗ button

Confirm the position of the casting cursor,

confirm the casting meter, drop a marker buoy

⊙ button

Return to the Boat Movement Screen or

recover a marker buoy

R1 button

increase the drag

R2 button

Decrease the drag

■ button

Bring up the Electric Motor mode

• **After casting/during a fight**

- Directional buttons Move the rod  
○ button Change the spool status (spool free/clear spool free)  
⊗ button Thumbing (only when a lure is in flight)/Reeling at normal speed (after a lure is in the water)  
L1 button + ⊗ button Slow reeling (after the lure is in the water)  
L2 button + ⊗ button Fast reeling (after a lure is in the water)  
Start button Pause the game  
R1 button Increase the drag  
R2 button Decrease the drag  
○ button + ⊗ button Line is reeled in completely, return to casting (not available during a fight)  
△ button Set the hook (raising the rod sharply)

Note: Reeling when the spool is free will automatically clear the spool free state.

Note: Casting automatically places the spool in "Spool Free" state (this is a state in which the spool will feed line without resistance when any load is placed on the line). It occurs when the catch is off on a BAIT REEL, or when the bail is raised on a SPINNING REEL.

• **Electric motor mode**

- Directional buttons Move the boat  
L1 button Strafe to the left  
R1 button Strafe to the right  
□ button Exit the Electric motor mode

◦ **Easy tackle selection**

- Left and right buttons Select the tackle set  
△ button Confirm the tackle set  
⊗ button Confirm the tackle set  
○ button Cancel the selection of the tackle set

◦ **Replay screen**

- ⊗ button Fast-forward (frame advance when paused)  
□ button Rewind (frame reverse when paused)  
△ button Pause/playback  
○ button End replay

**Terms**

Bass Boat

A boat specifically for bass fishing.

Depth Finder

(See pg. 35)

GPS

Device that uses satellites to determine one's location. Used for navigating.

Cast

Launching the lure forward.

Tackle

Fishing equipment, fishing tools.

**Marker buoy**

A marker put in the water when a good spot is found using the Depth Finder.

**Drag**

A mechanism that prevents line breaks in the reel; when pulled at above a set tension, the line will feed automatically.

**Reel**

The device secured to the rod for winding the line.

**Rod**

A fishing pole.

**Spool**

A part of the reel onto which the line is wound.

**Lure**

A mock bait made of wood, metal, or plastic and used to catch fish.

**Thumbing**

An action in which a finger is used to control the line as it feeds from the spool during a cast. (When a BAIT REEL is being used, thumbing is required or more line will feed than the spool rotation can handle, causing a BACKLASH).

**Backlash**

A problem in which line feeds from the spool faster than the spool can spin when casting using a bait reel.

**Reeling**

Winding in the line using the reel.

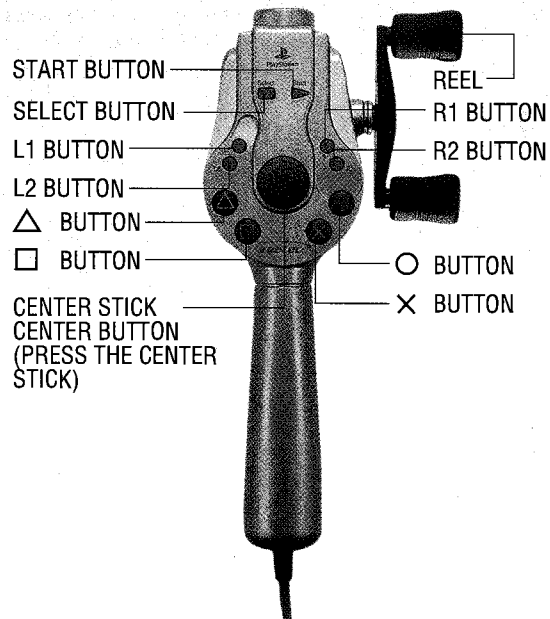
**Line**

Fishing line.

**Setting the hook**

Pulling back firmly on the rod in order to securely set the hook in a fish's mouth.

## Using the Fishing Controller



**Note:** This game supports the vibration function on the Fishing Controller. The vibration function can be turned On or Off at the OPTION menu (pg. 20).

### Menu Screen

Center stick up, down, left, and right

⊗ button

⊙ button

### Fishing Screen

◦ Moving the boat

Center stick up

Center stick down

Center stick right

Center stick left

Center stick up + right

Center stick up + left

Center stick down + right

Center stick down + left

Select button

Start button

⊗ button

Center button

Select items, move the cursor

Confirm

Cancel

Move the boat forward (acceleration)

Move the boat backward

Rotate the boat to the right

Rotate the boat to the left

Move the boat forward while turning to the right

Move the boat forward while turning to the left

Move the boat backward while turning to the right

Move the boat backward while turning to the left

Change the display in the information window (Depth Finder, GPS)

Bring up the MENU Screen

Move to the CASTING Screen

Move to the CASTING Screen

### ◦ Casting Screen

At the CASTING Screen, you may select from the following: Before and after casting, Electric Motor mode, and easy tackle select.

#### \* Before Casting

Center stick

L1 button

L2 button

Select button

Start button

⬆ button

⊗ button

⊙ button

R1 button

R2 button

■ button

Move the casting cursor

Change the casting method (cycle forward through the selections)

Change the casting method (cycle backward through the selections)

Open/Exit the Marker Buoy placement/retrieval option

Bring up the MENU Screen

Access the easy tackle selection screen

Confirm the position of the casting cursor, drop a marker buoy

Return to the Boat Movement Screen or recover a marker buoy

Increase the drag

Decrease the drag

Bring up the Electric Motor mode



• **After casting/during a fight**

Center stick  
Turning the reel  
○ button

⊗ button  
Start button  
R1 button  
R2 button  
○ button + ⊗ button

Move the rod  
Reeling  
Change the spool status  
(spool free/clear spool free)  
Thumbing (only when a lure is in flight)  
Pause the game  
Increase the drag  
Decrease the drag  
Line is reeled in completely,  
return to casting (not available during  
a fight)

Pulling up on the Fishing Controller Set the hook (raising the rod sharply)

**Note:** Reeling when the spool is free will automatically clear the spool free state.

**Note:** Casting automatically places the spool in "Spool Free" state (this is a state in which the spool will feed line without resistance when any load is placed on the line). It occurs when the catch is off on a BAIT REEL, or when the bail is raised on a SPINNING REEL.

• **Electric motor mode**

Center stick  
L1 button  
R1 button  
■ button

Move the boat  
Strafe to the left  
Strafe to the right  
Exit the Electric motor mode

• **Easy tackle selection**

Center stick left and right  
△ button  
⊗ button  
○ button

◦ **Replay screen**  
⊗ button

■ button  
△ button  
○ button

Select the tackle set  
Confirm the tackle set  
Confirm the tackle set  
Cancel the selection of the tackle set

Fast-forward (frame advance  
when paused)  
Rewind (frame reverse when paused)  
Pause/playback  
End replay

◦ **Casting and setting the hook when using the Fishing Controller**

• **Casting sequence**

1. Press the center button and set the position of the casting cursor.
2. Move the Fishing Controller forward (as though actually casting).
3. The graphic of the angler will go through an animation of casting, and the lure will be cast.

• **Setting the hook sequence**

When the bait is taken, pull up and back on the Fishing Controller.

**Caution:** Be careful not to hit your face or body with the Fishing Controller when casting or setting the hook.

**Note:** The center button performs the same functions as the ⊗ button.

**Terms**

**Angler**

A person who fishes.

# Title Screen

Press the START button to begin the game.



From the TITLE Screen, you can start a new game, continue a game, or adjust the game options.

## Start

Start a game from the beginning. (See pg. 19)

## Continue

Continue a saved game. (See pg. 19)

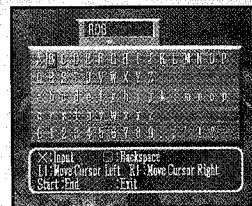
## Option

Adjust various game settings. (See pg. 20)



# Name Screen

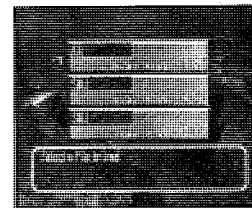
Enter the name and gender of the player here. Enter the information by following the on-screen instructions.



Next, select a mode.



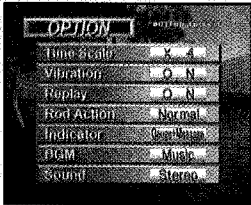
Here you can load game data from a MEMORY CARD and continue a previously saved game. If there is no game data, NEW will be displayed. If so, enter your name and then start the game from the beginning.



# Option Screen

The various settings for the game can be changed freely.

Pressing the **X** button will confirm the settings.



Option screen from the title screen



Option screen during the game

## Time Scale

Sets the progression of time while fishing. Can be set from the TITLE Screen, and before beginning free fishing mode.

## Time Setting

Adjust the time of day in the game. This can only be set during the game.

## Vibration

Turn the vibration function of the DUAL SHOCK™ analog controller or the Fishing Controller On/Off.

## Replay

Set whether or not the replay option will be available after landing a fish.

## Rod Action

Sets the controls for the rod in the CASTING Screen.

### ◦ Normal

Rod moves down when pressing up on the controller, and up when pressing down on the controller (Flight Controls).

### ◦ Reverse

Rod moves up when pressing up on the controller, and down when pressing down on the controller.

## Indicator

Sets the format for the message displays and gauges in the CASTING and AFTER CASTING Screens.

### ◦ Gauge + Message

All gauges/messages are displayed.

### ◦ Gauge

Message displays are turned off.

### ◦ OFF

Messages, the tackle set, the depth of the lure, the line meter, and the line tension meter are not shown on screen.

## BGM

Sets whether or not to use Background Music during the game.

### ◦ Music

BGM is used.

### ◦ Natural

Natural environment sounds are heard.

### ◦ OFF

Only sound effects are heard.

## Sound

Select between Stereo and Monaural.

## Terms

### Landing

Bringing in a fish.

### Tackle set

The fishing equipment available for use.

### Line tension

The load placed on a line when a fish is caught or an object is snagged.

# Mode Select Screen

## Tutorial Mode

The Tutorial Mode is a step-by-step introduction to fishing to be used before either the B.A.S. Pro Tournament Mode or the Free Fishing Mode. (See pg. 23)

## Free Fishing Mode

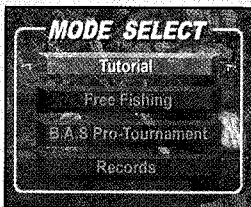
In the Free Fishing Mode, you can freely select the lake, season, weather, and time, and then enjoy some bass fishing as your mood dictates. (See pg. 24)

## B.A.S. Pro Tournament Mode

In the B.A.S. Pro Tournament Mode, you can compete in six tournaments sponsored by the B.A.S. (Bass Angler's Society) organization, fulfilling specific conditions in each and aiming for the final "B.A.S. All-Star Classic". (See pg.28)

## Record Mode

In the Record Mode, you can view the record fish caught in either the B.A.S. Pro Tournament or Free Fishing Modes, as well as view any saved replays. (See pg. 31)

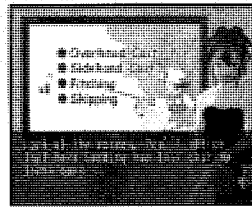


# Tutorial Mode

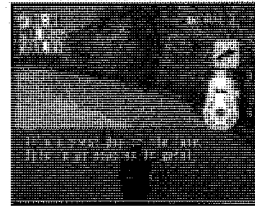
The Tutorial Mode is a step-by-step introduction to fishing, to be used before the B.A.S. Pro Tournament Mode or the Free Fishing Mode. It is particularly useful as a way for first-time users and casual users to enjoy the game quickly without reading the manual. Even for people who have never actually gone bass fishing, this mode will give you a feel for the experience. It is not only useful for this game, but may also enhance your actual fishing experiences. Exit the Tutorial by pressing the Start button.



You begin by entering the fishing school.



You move through classes step by step.



After each lecture, there is a practical exam.

Follow the on-screen directions and try to do well.

## Terms

**Basser**

A person who fishes for bass.

# Free Fishing Mode

## Free Fishing Mode

In the Free Fishing Mode, you can freely select the lake, season, weather, and time of day and then enjoy bass fishing as your mood dictates. Here you first select the lake where you will fish, the season, the day's weather, and the starting time for your fishing trip, as well as the time scale. Then you go fishing in the environment you have customized.



### ◦ Choose Lake

Select the lake where you will fish.



Setup the environment for the lake where you will fish.

### ◦ Setup Lake Environment--

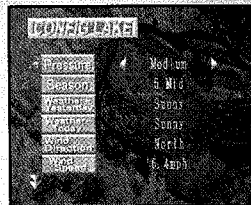
Make your choices from the available SETTINGS.

### ◦ Random--

The available SETTINGS are chosen at random, and the game moves to Tackle Box Screen 1. (See pg. 50)

## Config Lake Settings

The following items can be set when configuring the lake environment.



### ◦ Pressure

The level of pressure for the lake can be selected from: None, Low, Medium, High, and Random.

### ◦ Season

The season in which you are fishing can be selected (by month; then by beginning, middle, or end of the month)

### ◦ Weather

The weather can be selected for the day before and the day of your fishing at the selected lake. The symbol (/) indicates "some times" (ex. Cloudy/Sunny). Cloudy, sometimes sunny. The symbol (>) indicates "later" (ex. Cloudy>Sunny). Cloudy and later sunny.

### ◦ Wind Direction

The wind direction at the lake can be selected. The wind speed for the day can be selected in set increments or at random.

### ◦ Water Temperature

The water temperature for the lake can be set in increments, or at random.

- **Water Quality**      The water quality (clarity) in the lake can be selected from: Muddy, Murky, Clear, or Random.
- **Start Time**        You can select the time of day at which you start fishing from: 6:00 A.M. ⇨ 5:30 P.M. in increments of 30 minutes, or the time can be selected at Random. Also, fishing is finished when the game time reaches 6:00 P.M. (weigh in).
- **Time Elapsed**     You can set the time scale for the game to: x1, x2, x4, x8, or None (time does not advance from the start time). This feature has no Random setting.
- **End Setup**        The content of the environmental settings is confirmed, and the game moves to Tackle Box Screen 1. (See pg. 50)

**Note:** Pressing the **▲** button during settings will set it at random. Holding the **⊗** button while pressing the left or right Directional buttons will cycle through the settings more quickly.

**Note:** Wind direction, speed, and water temperature are set for the beginning of the game, and will change while fishing, as time progresses.

◦ **Fishing Results Display after Weigh In**

After the fishing is complete and you weigh in, the information pertaining to the fish you've caught is shown in a tabular format.

- **Type of fish**        The name of the fish caught is shown.
- **Length**              The length of the fish caught is shown.
- **Weight**              The weight of the fish caught is shown.
- **Time**                The time when the fish was caught is shown.

**Terms**

**Pressure**

Fish are wary of lures because of the many fishermen in the area.

**Muddy**

No clarity due to the waters being cloudy.

**Murky**

About 3ft of visibility then the water gets cloudy.

**Clear**

The clarity of the water is high.

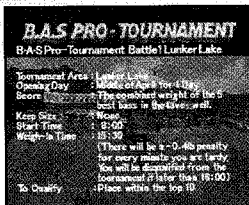
**Weigh In**

Bringing fish in for weighing after a tournament or such is over.

# B.A.S. Pro-Tournament Mode

## B.A.S. Pro Tournament Mode

Here you can compete in one location after another while satisfying the conditions set for six tournaments held by the group known as the B.A.S. (Bass Angler's Society), ultimately aiming for the B.A.S. All Star Classic, which is the last tournament.



### Tournament Area

Selected from: Lunker Lake, Alpine Lake, Crystal Lake, and Mirror Lake.

### Opening Day Score

Season and number of days (one or two).  
Determined by the total weight of the best five "Black Bass" kept in the Live Well.

### Keep Size

A size is determined for each tournament, and you are only allowed to keep fish that are above this size.

### Start Time

The time the tournament starts.

### Weigh-In Time

The time limit to bring in fish for weighing. If you exceed this time limit, you will be assessed a penalty or disqualified.

## • About Scoring

- The "Black Bass" noted in the Score section refers collectively to Largemouth Bass, Smallmouth Bass, Spotted Bass, and Florida Bass.
- The maximum number of Black Bass that can be kept in the Live Well for competition in any of the tournaments is five.
- If you land a Black Bass that is below the keep size determined for a tournament, it will automatically be released. (If the tournament has no defined size limit, or if you land a Black Bass that exceeds this size, select catch or release.)
- If you land a fish other than a Black Bass, it will automatically be released.
- Some tournaments total the weight over two days for the Black Bass caught on each day. In such tournaments, weight is calculated as follows.

First day: Total weight of the five fish kept for the first day

Second day: Total weight of the five fish kept for the second day

(First day's Total Weight) + (Second day's Total Weight) = Total weight for the two days

- The game ends if the conditions to advance to the next tournament are not met.

### ◦ Private Room

Here you can make pre-tournament preparations, such as preparing your tackle, saving game data, and deciding to enter a tournament.

### Tackle Box

Setup tackle sets from the available tackle. (See pg. 50)

### Tournament

Tournament's name and details are displayed after the decision to participate. The game then moves to the Fishing Screen. (See pg. 34)

### Lake Data

Check the available data pertaining to the lake on which the tournament will be held. (See pg. 30)

### Save

Save current game data to a Memory Card. (See pg. 54)

### ◦ Lake Data Display Screen

Here detailed data for the lake where a tournament is to take place is shown. You should make your tackle selections based on this information.



# Record Mode

### Record Mode

In the Record Mode you can view the record fish you've caught in the B.A.S. Pro Tournament or Free Fishing Modes, as well as view any saved replays.

### ◦ Records

Load data to view the record fish you've caught. (See pg. 31)

### ◦ Replay Data

View saved replays. (See pg. 33)

### ◦ Exit

Return to the Mode Select Screen. (See pg. 22)

### ◦ Record Select

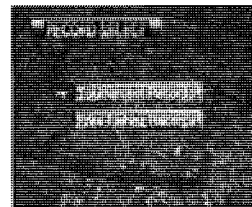
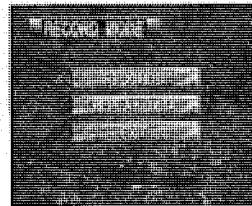
Select the type of record to be displayed.

### ◦ Tournament Records

View the record fish caught in the B.A.S. Pro Tournament Mode.

### ◦ Free Fishing Records

View record fish caught in the Free Fishing Mode.





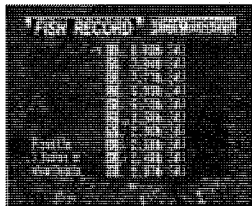
◦ **Fish Select Screen**

Here you can select the record fish by fish type. Move the cursor over a type of fish and press the **X** button. You will then be able to see the best ten fish caught for that fish type.



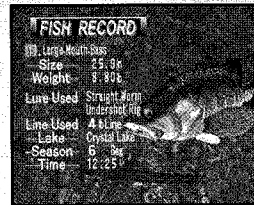
◦ **Fish Record Screen**

Here you can view the best ten fish for the type of fish selected in Record Screen 1. Once you have made a selection with the cursor and confirmed it, the Detailed Fish Record Screen will appear, and you will be able to view additional data pertaining to that fish.



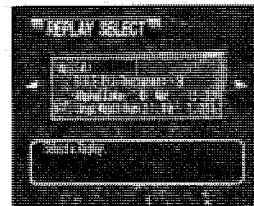
◦ **Detailed Fish Record Screen**

View additional data for the fish selected in Record Screen 2.

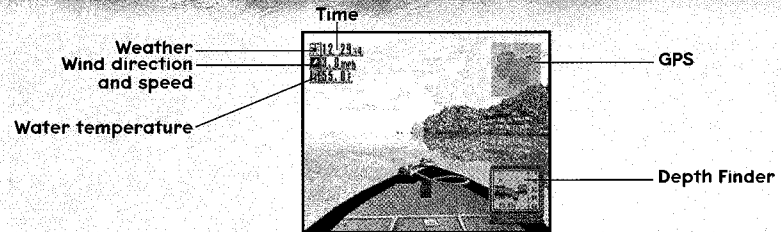


◦ **Replay Select**

Here you can view the replays saved to a Memory Card. Move left or right and select the replay you want to view. (See pg. 43)



# Fishing Screens (Boat Movement)



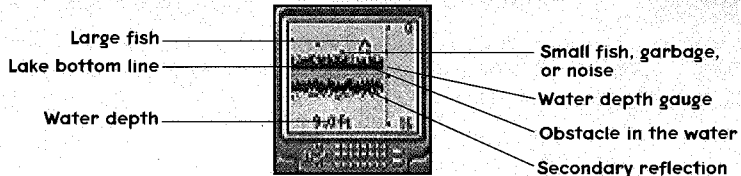
## Boat Movement Screen

This screen will appear after the Tournament Regulation Screen (B.A.S. Pro Tournament Mode) is displayed or after you finish with the Tackle Box Screen (Free Fishing Mode). From this screen you are able to move the boat around the lake.

Pressing the **X** button after bringing the boat to a stop in the Boat Movement Screen will take you to the CASTING Screen. (See pg. 36)

Pressing the START button while in the Boat Movement Screen will call up the MENU Screen.

- See pg. 47 (B.A.S. Pro Tournament Mode)
  - See pg. 49 (Free Fishing Mode)
- **Adjust the GPS and Depth Finder Displays by using the SELECT button:**  
GPS & Depth Finder ⇨ GPS only ⇨ Depth Finder only ⇨ No Display ⇨ GPS & Depth Finder. The initial default setting will display both the GPS and Depth Finder.



## ◦ Depth Finder

The Depth Finder is a system that emits ultrasonic waves (radio waves) from the boat through the water and then catches the signals that are reflected off the lake bottom or other objects, displaying the conditions of the lake in a graph format.



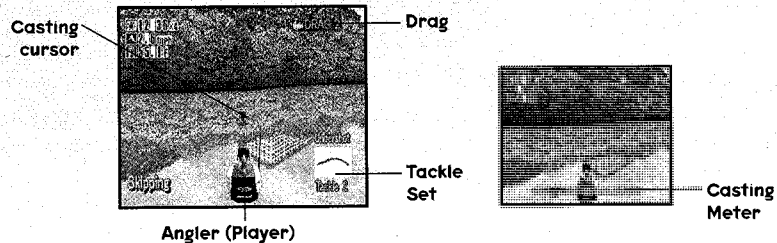
## ◦ GPS

The GPS in this game is a system that uses a satellite to display an overall map of the lake (from above) as well as the current position of your boat.

# Fishing Screens (Casting)

## Casting Screen

This is the main screen where you fish (everything from casting to reeling and landing) as well as dropping and retrieving marker buoys, and also moving the boat using the electric motor (Electric Motor Mode).



### ◦ Before casting

When you enter the CASTING Screen, first determine where you will cast by moving the cursor over the water. The cast will be executed differently depending on the controller being used, see below for more information.

### • Casting with a standard controller or a DUAL SHOCK™ analog controller

1. Move the casting cursor to a point on the water and press the **X** button to confirm the location.
2. The casting meter will activate. Confirm the timing for release by pressing the **X** button.

### • Casting with the Fishing controller

1. Position the casting cursor with the center stick.
2. Press down on the center stick (or the **X** button) to enter the SWING screen.
3. Tilt the Fishing controller back slightly, then move it forward (as though actually casting). The stronger the forward force, the further your cast will travel.

Pressing the **L1** or **L2** buttons prior to casting will allow you to cycle through the different casting methods (Overhead, Side-Hand, Pitching, Skipping). The height and distance that the lure will travel depends on the casting method selected. Pressing the **△** button before casting will allow you to select from available tackle sets (rod, reel, lure, and line comprise one set) without calling up the menu screen.

Pressing the **□** button before casting allows you to move the boat using the Electric Motor mode for when you want to make slight changes to your position.

**\* Moving the boat in Electric Motor mode**

1. Press the **□** button before casting.
2. Move the boat using the Directional buttons (left stick on the DUAL SHOCK™ analog controller, center stick on the Fishing controller).
3. Exit the Electric Motor mode by pressing the **□** button.

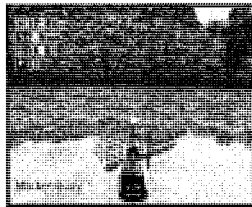
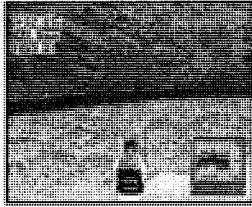
Pressing the R1 button prior to casting will increase the drag, and pressing the R2 button prior to casting will decrease the drag.

DRAG1 loose



DRAG5 tight

Pressing the SELECT button before casting will allow you to drop/retrieve marker buoys. The buoys are used to mark spots on the lake (ex. a good fishing area, underwater objects, etc.) They are indicated on the GPS by small blinking dots.



Marker buoy

**\* Dropping/Retrieving marker buoys**

1. Press the Select button prior to casting.
2. The casting cursor will change to a marker buoy.
3. Move the marker buoy cursor to the location where it is to be dropped.
4. Press the **⊗** button to place the marker buoy. Move the cursor over a previously placed marker buoy and press the **⊙** button to retrieve it.

Pressing the START button before casting will call up the MENU Screen, where you can access in-game information and adjust various game settings. Your game progress can be saved from the SAVE option in the MENU Screen.

**Terms**

Casting

Throwing the line and lure onto the water.

Retrieve

Bringing in the lure by winding the reel.

Electric motor

A propulsion system that uses a battery. It allows for quiet approaches to good locations.

Releasing a lure

Removing the finger that controls the line when casting a lure.

Overhead cast

The most stable method of casting, in which the rod is raised directly overhead and then cast forward.

Side-hand cast

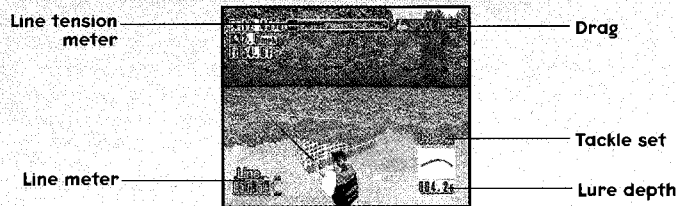
A casting method in which the rod is cast horizontally from the side of the body.

Pitching

A casting method that uses the concept of a pivot by snapping the rod forward from in front of and below the body.

Skipping

A casting method that uses the principle of skipping stones to send the lure on a low trajectory in which it will skip along the water's surface, to place it under overhangs, etc.



◦ **After casting**

• **Thumbing**

You can thumb a cast by pressing the ⊗ button after casting. Pressing the button for about a half-second will allow you to slightly decrease the distance the lure will travel. Pressing the ⊗ button for more than one second will stop feeding the line and drop the lure into the water. When using a BAIT reel, thumbing is absolutely necessary before the lure hits the water. Otherwise a backlash will occur, and you will receive a time penalty.

• **Retrieval**

After the lure has hit the water, it can be controlled skillfully through a combination of reeling and rod action.

• **Snags**

Sometimes your lure will become snagged on an obstacle (ex. Overhangs, weeds, etc.). To free the lure from snags perform an action similar to setting the hook when a fish bites.

• **Bites**

You can tell that the fish are biting your lure when:

1. When the line races sideways
2. The line tension meter changes during retrieval
3. The lure pictured in the Tackle set bobs up and down

• **Setting the hook**

When you get a bite, you have to set the hook. If there is slack in the line, setting the hook will be difficult. As a result, you should always keep the line taut.

When using the vibration function found on the DUAL SHOCK™ analog controller or the Fishing controller you'll know that the fish are biting your lure when the controller shakes. There will be no vibration if there is slack in the line (no tension on the line).

Refer to the explanations for using each controller for details on setting the hook.

See pg. 3 for the Standard controller

See pg. 8 for the DUAL SHOCK™ analog controller

See pg. 13 for the Fishing controller

#### \* Fight

If you successfully set the hook, your fight with the fish begins. You have to handle the rod skillfully to avoid **LINE BREAKS** or **HOOK OFFS**. If the line tension meter starts to flash white, it means that the line is about to break. Either stop reeling, or decrease the drag. Conversely, if there is no tension showing in the line tension meter, the fish is off the hook. Make certain to maintain a safe amount of line tension.

Pressing the R1 button after casting increases the drag, pressing the R2 button decreases the drag.

Pressing the **○** button after casting will change the spool status (spool free, spool free cleared).

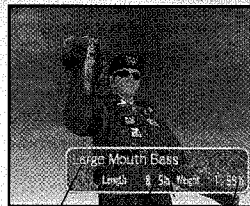
Pressing the **○** button and the **⊗** button at the same time after casting causes the line to be reeled in.

Pressing the Start button after casting will pause the game.

## Fishing Screens (Landing/Replay)

### The Landing Screen

When a fish is caught and brought in on the **CASTING** Screen, the **LANDING** Screen will appear. Here you can view an image of the fish you've caught, as well as its name, length, and weight. Also, during the **B.A.S. Pro Tournaments**, you can decide whether or not to catch or release the bass that you landed.

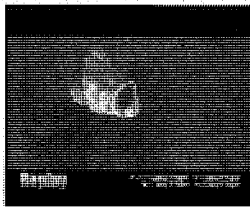


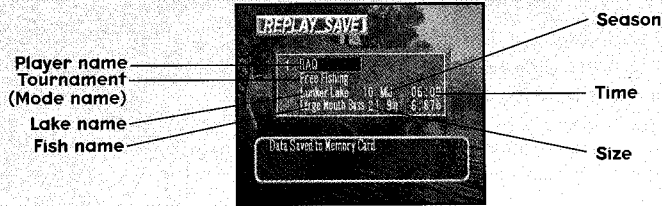
Fish name Length Weight

### The Replay Screen

When **WATCH REPLAY** is selected from the **LANDING** Screen, the game will automatically go to the **Replay**, but only if **Replay ON** has been selected in the **Option Menu**.

The replay feature allows you to watch the fight with the fish you've just caught. The options available during the replay include: **Fast Forward**, **Rewind**, **Pause** or **Frame Advance/Reverse**.





### ◦ Replay save

If REPLAY SAVE is selected in the Landing Screen or after a replay is finished, this screen will appear.

Here you can save the replay that you just viewed to a MEMORY CARD. Select the file on which to save the replay by using the left and right directional buttons and press the **X** button to confirm. If replay data is already present, its information will be displayed. Note that two empty MEMORY CARD blocks are required to save one replay.

### Terms

**Catch** Bringing in a fish that has been hooked.  
**Release** Letting go of a fish that has been landed.

## Fishing Screens (Live Well Exchange/Weigh In)



### Live Well Exchange

If a bass is caught (only during a B.A.S. Pro Tournament) when there are already five bass in the Live Well, the Live Well Exchange Screen will appear. Here you can exchange the bass that you've just caught with a bass already in the live well.

### Terms

**Live well** A fish preserve on the boat in which the fish (bass) that have been caught are held.

### Weigh in

Returning to where each tournament begins (Weigh in) during a B.A.S. Pro Tournament will bring up the Weigh In Screen.

After a tournament, the weight of each bass kept in the Live Well for that day is measured, and the total weight of all the bass is calculated.



Bass weight 45

# Fishing Screens (Ranking Announcement)

Day

B.A.S. PRO-TOURNAMENT			
Battle 6 Crystal Lake Day 2			
	2nd Day	DAY1	DAY2
1	SMI	16.88b	17.60b
2	E. Johnson	10.35b	10.78b
3	Hudson	10.65b	10.30b

B.A.S. Pro-Tournament Battle 6  
Crystal Lake The Winner is  
SMI 34.48lb

Weight for the first day  
Total weight for both days  
Weight for the second day

## Ranking Announcement Screen 1

After the Weigh in is complete, the Ranking Announcement Screen will appear. Here, the rankings for the tournament are displayed. When the messages are completed Ranking Announcement Screen 2 (shown below) will appear, and the rankings from 1st to 20th place can be viewed.

Rank

	DAY1	DAY2	TOTAL
1	SMI	16.88b	17.60b
2	E. Johnson	10.35b	10.78b
3	Hudson	10.65b	10.30b
4	Stevens	10.92b	10.00b
5	Sanchez	10.82b	9.75b
6	Newton	10.36b	9.18b
7	M.W. Iiams	10.71b	8.5b

Weight for the first day  
Weight for the second day  
Total weight for both days

## Ranking Announcement Screen 2

Here the rankings from 1 to 20 are displayed. If the player's rank is below 20, it will be listed separately.

# Fishing Screens (Results/Menu)

Rankings for the six tournaments  
Ranking for the B.A.S. All Star Classic

RESULTS		
Battle 1	Lunker Lake	Winner
Battle 2	Crystal Lake	Winner
Battle 3	Alpine Lake	Winner
Battle 4	Mirror Lake	Winner
Battle 5	Crystal Lake	Winner
Battle 6	Lunker Lake	Winner
B.A.S.	All-Star Classic	Winner
Bass Angler of the Year		

## Result

When the season is over, the Result Screen will appear. Here the results for the six B.A.S. Pro Tournaments, and the B.A.S. All Star Classic are displayed.

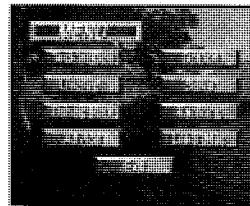
### • Winning the Bass Angler of the Year Award

The Bass Angler of the Year is an honor granted only to the competitor who fulfills the following two conditions:

- Victory in all six of the B.A.S. Pro Tournaments
- Victory in the B.A.S. All Star Classic

## Menu (B.A.S. Pro Tournament Mode)

Pressing the Start button at the Boat Movement Screen or the Casting Screen when in the B.A.S. Pro Tournament Mode will bring up the Menu Screen. Here, you can select any of the items displayed. View various information, exchange tackle sets, adjust the game environment, and save game data.





# Fishing Screens (Menu/Tackle Box)

## • Tackle Box

Adjust/change current tackle sets. (See pg. 50)

## • Live Well

View the bass being held in your Live Well (See pg. 53)

## • Fishing Note

View data for all fish caught up to the present time. (See pg. 53)

## • Advice

View fishing advice for the Lake you are currently on. (See pg. 54)

## • Ranking

View the current tournament rankings. (See pg. 54)

## • Option

Adjust various game options. (See pg. 20)

## • Save

Save the current game to a MEMORY CARD. (See pg.54)

## • Lake Map

View a map for the lake you are currently on. (See pg. 55)

## • Exit

Exit the Menu Screen, and return to either the Boat Movement or Casting Screens.

## Menu Screen (Free Fishing Mode)

Press the Start button at the Boat Movement or Casting Screens in Free Fishing Mode to access this Menu Screen. Here, you can select any of the items displayed. View various information, exchange tackle sets, adjust the game environment, and save game data.

## • Tackle Box

Adjust/change current tackle sets. (See pg. 50)

## • Fishing Note

View data for all fish caught up to the present time. (See pg. 53)

## • Advice

View fishing advice for the Lake you are currently on. (See pg. 54)

## • Option

Adjust various game options. (See pg. 20)

## • Save

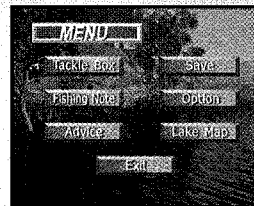
Save the current game to a Memory Card. (See pg. 54)

## • Lake Map

View a map for the lake you are currently on. (See pg. 55)

## • Exit

Exit the Menu Screen, and return to either the Boat Movement or Casting Screens.



Tackle set number



Rod name  
Reel name  
Lure name  
Line  
thickness

### Tackle Box Screen 1

Here you can select the tackle sets that you will use. A tackle set is composed of a rod, reel, lure, and line. Different types of each are available. You can create a total of ten different tackle sets.

#### • Setting

This is where you can select from the different tackle components to create your tackle sets. (See pg. 51)

#### • Exit

Select this option when you are content with your tackle sets and you will be returned to either the Private Room or Menu Screens depending on which mode (Tournament or Free Fishing) you have selected.

### Terms

Tackle box

A container for fishing equipment.

# Fishing Screens (Tackle Box)

### Tackle Box Screen 2

Here you can select and configure the tackle sets to be used while playing the game.

#### • Rod

Select a rod here.

#### • Reel

Select a reel here.

#### • Lure

Select a lure here.

#### • Line

Select line here.

#### • Exit

Return to Tackle Box Screen 1.

For rods, reels, and line, select each individual item to be used with the directional buttons, and confirm by pressing the button. Then, confirm the entire tackle set by highlighting EXIT and pressing the button again.



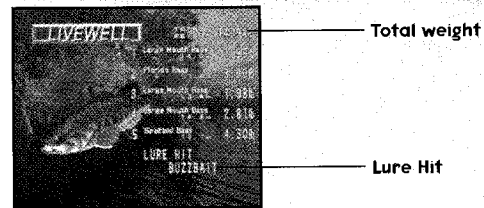
Tackle set number

Select from the lures by placing the cursor next to the LURE MENU and then pressing the **X** button. Next select the type of lure desired by using the **←** **→** directional buttons. After pressing the **X** button to confirm the desired lure, use the **←** **→** directional buttons to select the lure color. After confirming the color by pressing the **X** button, use the **←** **→** directional buttons to select a rig to be used with the lure. (For lures that do not use a rig, the lure selection process is complete once the color is chosen.) Browse the different rigs using the **←** **→** directional buttons and make your selection with the **X** button. Lure selection is now complete. To finalize selection, press EXIT. To cancel a selection, press the **○** button.

#### Terms

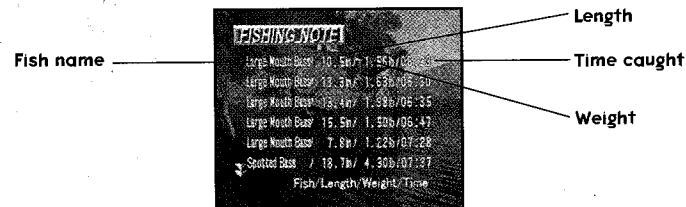
**Rig** The way in which the hook, lure and line are assembled.

# Fishing Screens (Live Well/Fishing Note)



#### Live Well

At this screen, the image, name, length, weight, and the lure used can be checked for all the fish in the live well during a tournament. The total weight of the fish in the live well can also be confirmed.



#### Fishing Note

Here the name, length, weight, and time of capture for all the fish caught up to the present time can be viewed.

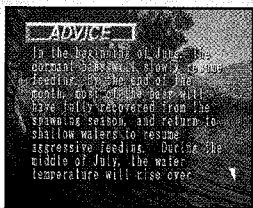
#### Terms

**Lure Hit** The lure that was used to catch a fish.

# Fishing Screens (Advice/Ranking/Save)

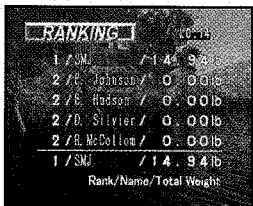
## Advice

Here lake fishing advice (hints) can be viewed.



## Ranking

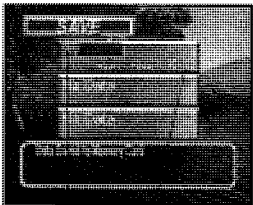
Here, rankings for the tournament in progress are displayed, and can be checked. The ranking display is updated every two hours.



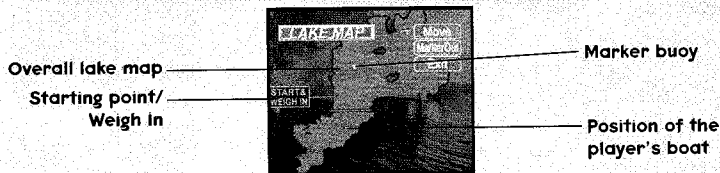
Player's rank

## Save

Here the data for the current game can be saved to a MEMORY CARD. There are three files on which you may save your games. If no game data is present, [No Data] will be displayed. Note that three empty MEMORY CARD blocks are required to save game data.



# Fishing Screens (Lake Map)



## Lake map

Here an overall map of the current lake, the position of the boat, and the position of any marker buoys are all displayed. In addition, the boat can be moved and marker buoys can be retrieved from this screen.

### ◦ Moving the boat

From this screen, the position of the player's boat can be moved around the lake instantaneously. Note that the time required to move the boat will elapse in the game.

1. Select **MOVE** with the cursor and confirm the selection with the **X** button.
2. Use the Directional buttons, the left stick, or the center stick to place the flashing boat icon where you want it.
3. Press the **X** button to confirm the boat's placement, then select **YES** when the confirmation message appears. This completes the movement.

### ◦ Retrieving a Marker buoy

Select **MARKER OUT** with the cursor and confirm the selection with the **X** button.

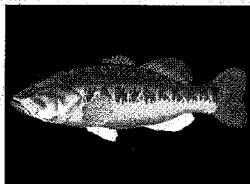
Use the **←** **→** directional buttons, or move the left stick/center stick left or right to select the marker buoy you wish to retrieve. Press the **X** button to confirm the marker buoy's retrieval, then select **YES** when the confirmation message appears. This completes marker buoy retrieval.

# Documentation (Types of Fish)

## Fish Types

### ◦ Largemouth Bass

In general, when people refer to BLACK BASS, they are talking about Largemouth bass. These fish prefer calm, warmer waters. However, they are very adaptable to their environment and can be found in many different kinds of waters.



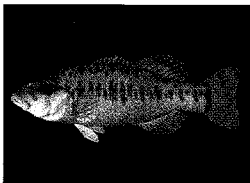
### ◦ Smallmouth Bass

One type of BLACK BASS that prefers clear, cold, moving water. These fish can be found in mountain lakes and other similar areas.



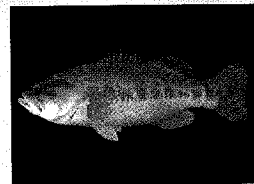
### ◦ Spotted Bass

One type of BLACK BASS that prefers comparatively cold waters. Because it does not like moving water as much as the Smallmouth bass, it falls somewhere between this and the Largemouth bass.



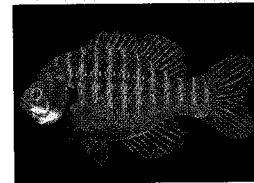
### ◦ Florida Bass

A sub-species of the Largemouth bass and the largest of any bass. Its habits are very similar to those of the Largemouth bass, but the Florida bass is said to be about three times smarter.



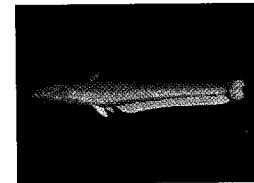
### ◦ Blue Gill

A kind of sunfish widely distributed through many regions. The largest blue gills are no more than 1 ft. long. However, they fight extremely fiercely, more than would be expected given their small size. They are therefore ideal as an introduction to game fishing.



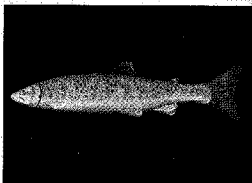
### ◦ Catfish

This fish is capable of reaching 1 1/2 to 2 ft in size. It is basically nocturnal and is a very poor eater, living off of small fish and frogs.



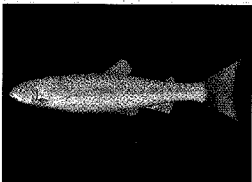
◦ **Brown Trout**

It proliferates in muddy waters that are cold and have lots of oxygen. As this fish grows larger, it tends to eat other fish. At 3 or 4 years of age, it reaches a size between 8 in. and 1 1/2 ft., and its maximum size has been confirmed at over 3 ft.



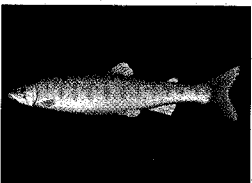
◦ **Rainbow Trout**

An easy fish to raise, Rainbow trout are known to multiply and grow better in warmer waters than other cold-water fish. Those that live in lakes tend to eat other fish as they grow larger. Rainbow trout are frequently seen at sizes exceeding 2 1/2 to 3 ft. in length.



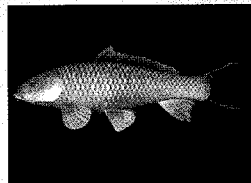
◦ **Cherry Trout**

The Cherry trout can reach sizes around 2 ft in length, and although it is a very nervous fish, it has little interest in its surroundings. Some of these reside in swampy waters, making it a good fish for lure fishing.



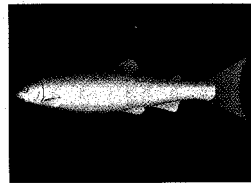
◦ **Carp**

Carp can live in a wide variety of environments and tolerate murky water well. Some carp can approach 5ft in length and can also weigh more than 77lbs. Because it eats a wide variety of things, including small fish as it matures, lures can be used when fishing for carp.



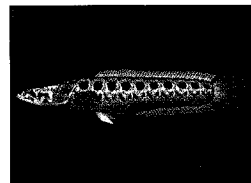
◦ **Lake Biwa Trout**

A subspecies of trout unique to Japan, which occurs naturally only in Lake Biwa. This fish has been introduced to other lakes, and may grow to a maximum of 1 to 1 1/2 ft. in length.



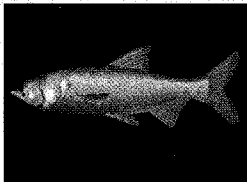
◦ **Snake Head**

This fish can be found in swampy, murky lake waters. Large specimens grow to about 3 ft. in length. It is very infrequent that a fish of this type is caught that exceeds 3 ft.



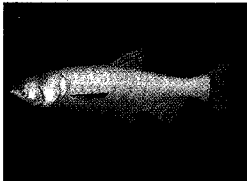
◦ **Silver Carp**

A fish originating from China, it can be found in swampy, murky, lake waters. They often reach 3 ft in size.

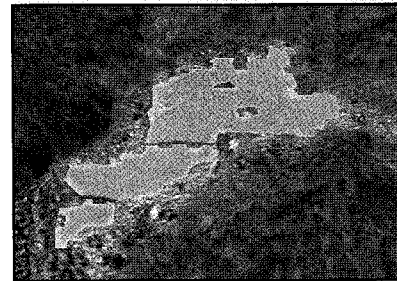


◦ **Big Head Carp**

Another fish originally from China. Similar to the Silver Carp, the Big Head carp can reach 3 ft. in length, though a specimen slightly larger than 5 ft in length has been caught in the past.



## Documentation (Lakes)



**Lake List**

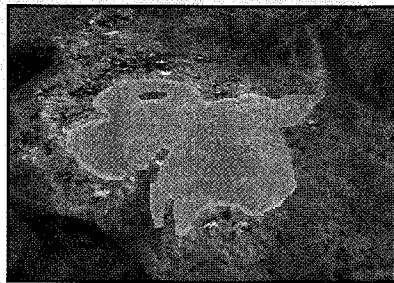
◦ **Lunker Lake**

**Maximum depth:** 164 ft.

**Fish present:** Largemouth Bass, Spotted Bass, Florida Bass, Rainbow Trout, Blue Gill, Catfish, Snake Head, Carp, Lake Biwa Trout, Silver Carp

**Water quality:** Murky

This lake has many man-made structures and extremely good vegetation quality. It is the deepest of the four lakes and has the best water volume, fish variety, and the largest amount of stocked fish. There is a considerable amount of bait in the lake, so it also has the largest average sized bass.



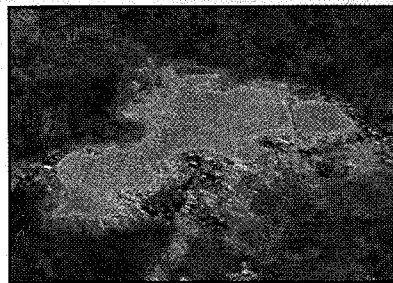
◦ **Crystal Lake**

**Maximum depth:** 115 ft.

**Fish present:** Largemouth Bass, Smallmouth Bass, Rainbow Trout, Brown Trout, Blue Gill, and Carp

**Water quality:** Clear

This lake is the only one with Smallmouth bass living in it. Surrounded by mountains on all four sides, Crystal Lake abounds with natural scenery. There is an overhang around the lake's island, making for an ideal fishing location. Although there are no other eye-catching formations on the lake other than the overhang, there are many rocks and the like in the lake, making it important to be able to use your Depth Finder effectively. The pressure level in this lake is the lowest of all four, but the recent popularity of catching Smallmouth Bass is slowly increasing the wariness of the fish.



◦ **Alpine Lake**

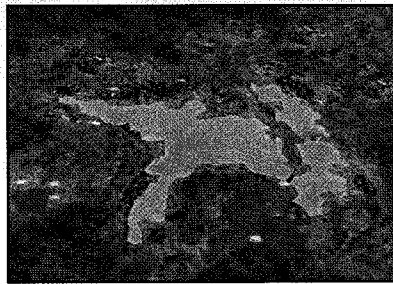
**Maximum depth:** 46 ft.

**Fish present:** Largemouth Bass, Rainbow Trout, Brown Trout, Cherry Trout, Blue Gill, Catfish, Carp

**Water quality:** Clear

A lake with many visible man-made structures, giving it the reputation of a large fish farm. The lake is stocked with bass, and is very popular with anglers. Alpine Lake also has one of the highest pressure levels of the four lakes. Recently, farm-raised bass have been released in the lake, the average size of which run between 8 and 12 in. However, bass over 20 inches in size have been transplanted from other lakes.





◦ **Mirror Lake**

**Maximum depth:** 23 ft.

**Fish present:** Largemouth Bass, Spotted Bass, Florida Bass, Blue Gill, Catfish, Snake Head, Carp, Silver Carp, Big Head Carp

**Water quality:** Muddy

Mirror Lake has shallow banks and is also the shallowest of the four lakes, with a maximum depth of 23 ft. The fish are spread out all over the lake, and focusing on a good spot is difficult. Because of the many anglers who visit, the stock of fish in the lake is thought to be good. The lake's water is muddy meaning that some time will pass before bass will come into an area where someone has been fishing. The complex topography, along with the inlets and coves provides for many good fishing spots. A dock, built with stones is of particular fishing interest. However, you may come across a number of fighting Blue Gills unless your timing is right. The size of the fish is large on average.

## Tips

To avoid losing a fish to a "Hook Off" here are some things to keep in mind and practice.

1. Follow the on-screen text and voice prompts once a fish has been hooked (ex. Move the rod in the direction you are prompted when fighting a fish.)
2. Tire out the fish (especially bass) before trying to land them. Early in the fight set the drag to a lower level (level 2 works well) then let the fish fight for awhile until they've expended most of their energy. Once they've tired of the fight increase the drag a bit and reel them in!
3. Make sure you keep a good amount of tension (not too much though or the line could break!) on the line at all times, if there is slack in the line it is much easier for the fish to get off the hook. Try alternating between reeling fast and normal reeling to keep the line tension at an acceptable level.
4. When the bass jump out of the water switch your rod position (down if it is up, and up if it is down) while reeling fast to keep the line from going slack.
5. Avoid line breaks by paying attention to the line tension meter and adjusting your drag appropriately.
6. To cast or set the hook with the fishing controller, all that is necessary is a firm flick of the wrist (similar to what you would experience when throwing a frisbee). Avoid swinging the controller wildly or in large arcs.