Thank you for purchasing Sega Bass Fishing! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Sega Bass Fishing.

**CONTENTS**

- WELCOME TO LAKE PARADISE: 2
- SETTING UP: 3
- STARTING A GAME: 4
- GAME DISPLAY: 5
- THE CONTROLS: 6
- BASIC FISHING CONTROLS: 8
- THE MODES: 12
- ARCADE MODE: 12
- ORIGINAL MODE: 12
- PRACTICE MODE: 15
- OPTIONS: 15

Sega Bass Fishing is a memory card (Visual Memory Unit, or VMU, sold separately) compatible game. To save a game file, you must have 50 blocks of space available on your memory card. The following data is saved: the total bass caught in every mode, Big Bass Rankings, the current status of unfinished tournaments, option settings, and any new lures that you acquire during game play.
WELCOME TO LAKE PARADISE!
This is the Golden Land of Bass Fishing, a place where everyone from beginners to pros can gather and be sure to excel.

You will see the dark shadows of many huge fish in the depths of this lake where you will be able to thoroughly experience the true charm and sheer thrill of Bass Fishing!

SETTING UP

SAVING
The Fishing Controller (sold separately) does not have an Expansion Socket for a memory card. To save game files when using the Fishing Controller, connect a Dreamcast Controller (with an inserted memory card) into any of the Control Ports. You will not be able to use the Dreamcast Controller to play Sega Bass Fishing when the Fishing Controller is being used.

Although it is possible to play Sega Bass Fishing using only the Fishing Controller, you will be unable to save game files.

Insert a memory card into a Dreamcast Controller.

THE JUMP PACK™
(SOLD SEPARATELY)
Make sure that you insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller. The Jump Pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play.

Insert the memory card into Expansion Socket 1 of the Dreamcast Controller and the Jump Pack into Expansion Socket 2.
STARTING A GAME

TITLE SCREEN
The Title Screen is displayed once the opening sequence is finished. You can skip the opening sequence by pressing Start. Press Start to display the Mode Selection Menu.

MODE SELECTION MENU
Use ↑↓ on the Analog Thumb Pad or the D-Pad to select a mode, then press Start to enter the selection.

ARCADE MODE
This mode is a direct port of the Arcade Version. See p.12.

In this mode, you can compete as an SBFA (Sega Bass Fishing Association) amateur angler against the computer to become a world class champion angler. See p.12.

ORIGINAL MODE
This is a mode without time limits, where you can select your favorite area, weather conditions and time of day. Here you can prepare for competition in the ORIGINAL MODE. See p.15.

PRACTICE MODE
This is where you can modify the game difficulty level and save or load game files. See p.15.

OPTIONS

GAME DISPLAY
This is a screen shot from basic gameplay. The screen indicators differ slightly from mode to mode.

TIME REMAINING
Time's up when the timer shows "00".

LINE OUT
The length of the line.

W.TEMP
The present water temperature.

TOTAL WEIGHT
The total weight of all caught bass.

CLEAR
The total weight of caught bass necessary to clear the area.

LURE
The lure that you are using.

CAST INDICATOR
The point where the lure will land.

TOTAL NUMBER OF CAUGHT BASS
The total number of bass that you have caught.

Once you have cast the lure, the Lure Action Screen will appear.

When you successfully hook a bass, the Line Tension Gauge will appear on the screen.
THE CONTROLS

Sega Bass Fishing is a one player game. To return to the Title Screen at any point during game play, simultaneously press and hold the ③, ④, ⑤, ⑥ and Start Buttons on the Dreamcast Controller or the Fishing Controller.

THE DREAMCAST CONTROLLER

- Analog Thumb Pad
- ③ Button
- ④ Button
- ⑤ Button
- ⑥ Button
- Start Button
- Trigger
- D-Pad

START BUTTON
③ BUTTON
④ BUTTON
⑤ BUTTON
⑥ BUTTON
ANALOG THUMB PAD
TRIGGER
D-PAD

Pause/Game Start
Enter a Mode, Area/Casting
Cancel
Area Selection (ORIGINAL MODE)
Lure Selection
Move Cast Indicator/Move Selection Cursor
Move Selection Cursor

THE FISHING CONTROLLER (SOLD SEPARATELY)

- Start Button
- Reel Handle

START BUTTON
③ BUTTON
④ BUTTON
⑤ BUTTON
ANALOG THUMB PAD
CASTING THE CONTROLLER

Pause/Game Start
Enter a Mode, Area/Casting
Cancel
Area Selection (ORIGINAL MODE)
Lure Selection
Rod Control
Move Cast Indicator
Move Selection Cursor
Reeling
Casting/Hooking

When casting and hooking, hold the Fishing Controller firmly, with your index finger on the hook as shown, to ensure that you don’t accidentally throw it out of your grip.

To change the Hooking control to ③, set the Rod Control to reverse in OPTIONS.
BASIC FISHING CONTROLS

Read the following explanation to learn how to catch a bass. This basic explanation applies to every game mode.

1 AREA SELECTION

Select a fishing location. Use left and right on the Analog Thumb Pad or the D-Pad to select, then press × to enter the selection.

2 LURE SELECTION

Select a fishing lure. Use 1 and 2 to select, then press × to enter the selection. You can press × during game play (except when casting) to return to the Lure Selection Menu and change your lure.

LURE DIFFICULTY

EASY
NORMAL
DIFFICULT

LURE USUAL

WATER DEPTH

FULL RANGE
TOP
SHALLOW
MIDDLE
DEEP

The lures differ in their suitable water depth and the way to use them. Carefully consider how you plan to use the lure when you select one, paying attention to the message that is displayed on the screen.

HOW TO CAST USING THE FISHING CONTROLLER

With your wrist as a pivot, holding the Fishing Controller up towards you, flick it down in a quick jerking fashion. You don’t need to use a lot of force. When using the Fishing Controller, hold it tightly, keeping your index finger behind the hook as shown.

3 CONTROLLING THE LURE

Use Trigger A, Trigger B, or the Reel Handle to reel in, while using the Analog Thumb Pad as the rod to control the lure. The higher the difficulty level of the lure that you are using the more difficult it is to control, but your chances of catching a big fish are greater. You can reel the Reel Handle in either direction.

4 CASTING

Once you have selected a suitable location, cast the lure. If you are using the Dreamcast Controller, press × to cast. If you are using the Fishing Controller, press ×, or perform a casting motion as though you were casting an invisible line.

5 MOVING THE CAST INDICATOR

Use left to move the cast indicator. You can often see the shadows of the bass swimming beneath the surface, so use this movement to help you decide where to cast.
HIT AND HOOKING

Hooking starts when a bass bites the lure. If you are using the Dreamcast Controller, press  on the Analog Thumb Pad. (You can change this to  by setting the Rod Control to reverse in OPTIONS). If you are using the Fishing Controller, then use the opposite casting motion to hook. (See below). If you miss, the bass will get away.

HOW TO HOOK USING THE FISHING CONTROLLER

1. You should hook the moment a bass bites at the lure without the slightest hesitation. Hooking uses the opposite action to Casting. With a snap of the wrist, pull the Fishing Controller up towards you.

2. If you successfully hook a fish, the command "Fish!!" will appear on the screen, and the Landing process will start. If you hook a fish in ARCADE MODE, the words "Hit Bonus" will appear, and you will be given extra time.

LANDING

Land a bass while reeling and controlling the rod. Pay careful attention to the Line Tension Gauge, the movements of the bass and the screen commands as you land the fish.

LINE TENSION

The Line Tension Gauge (displayed on the right side of the screen) indicates the amount of strain on the line. If there is too much tension, the line may break and the bass will escape. When the line tension increases too much, the Line Tension Gauge will turn red. You should stop reeling and wait for the tension to decrease before reeling again.

Controlling the rod is another very important way to limit line tension. Use  to move the rod left and right and use  to lower the rod and  to raise it. (You can change the settings under "Rod Control" in OPTIONS). Move the rod  in the opposite direction from which the bass is pulling.

CONTROL INDICATORS

The rod will become impossible to control if there is too much line tension, and the "!" command will be displayed. Follow these instructions to rectify your rod control problem. If you fail to follow these commands, your line will break!

GET BASS!!

After successfully landing your bass, the weight and rank of the fish will be displayed. In ARCADE MODE, you will be given a Time Bonus in relation to the weight of the bass. Also, once the total weight of your catch equals or surpasses a stipulated amount, you will clear the area, and advance to the next one.

The bass ranks are, in order, SMALL ONE/MEDIUM/BIG ONE/HUGE.
THE MODES

ARCADE MODE

TIME UP/GAME OVER
When the counter at the top of the screen reaches zero, then time is up. Press Start to continue. There will be a countdown from ten to zero in which you can continue. If you let this count reach zero, then it’s Game Over.

BIG BASS RANKING
If you manage to catch a huge bass, you can enter your name in the Big Bass Ranking List. The Name Entry Screen will be displayed if you catch a bass big enough to rank in, clear the game or when the game is over. Use 🅳 to select letters, and press 🅰 to enter the selection.

ORIGINAL MODE

NEW GAME/CONTINUE
After selecting ORIGINAL MODE on the Title Screen, you will be asked if you want to start a New Game or Continue an old one. If you are playing the ORIGINAL MODE for the first time, select New Game. To continue playing a previously saved game, select “Continue”.

PLAYER SELECT
Select whether to play as a male or a female player. (Only for a New Game)

NAME ENTRY
Enter your name. (Only for a New Game)

ORIGINAL MODE MAIN MENU

This is the main menu for the ORIGINAL MODE.

START GAME
Select to start a game

PERSONAL DATA
Display the personal data screen

RULES
View the tournament rules

RANKING
View the current tournament rankings

SAVE/LOAD
Save and load ORIGINAL MODE game files

EXIT
Return to the Title Screen

START GAME
When playing in a tournament for the first time, the game will start from the amateur tournament.

PERSONAL DATA
You can check your individual data here.

DATA
View a record of your catch and any trophies or achievement certificates you have received.

TACKLE BOX
Find out more about the lures that you can use.

DIARY
Display the Diary Screen. (For details, see p. 16)

RANKING
Check how successful you have been in tournaments until now, and see your total points.

RULES
See the regulations (the conditions that must be met to clear an area) for each tournament: Amateur, Challenge, Professional and Masters Classic.

SAVE/LOAD
Save the results of an unfinished tournament and you can then load a saved file. To save or load a file to the memory card, press 🅳. Select either “Save” or “Load,” then press 🅰 to enter. Select “Exit” to return to the ORIGINAL MODE Main Menu.
CHANGING LOCATIONS DURING GAME PLAY
If you haven't already cast, you can return to the Area Selection Screen during game play by pressing @, and select another area.

NEW RESULTS
When a block of time is used up, your present results will be displayed. You will then advance to the next block of time.

PERFORMANCE SCREEN
When you have finished all the blocks of time; morning, noon and evening, your individual performance record for the day will be displayed. You will see the number of caught bass, the weight of each bass, a grand total weight and your present ranking.

FINAL RESULT SCREEN
The following information is displayed on the Final Result Screen. In a tournament with no set limits on the number of bass to catch, you will be shown: the total number of caught bass, the total weight, and your ranking. In a tournament with a set limit of bass to catch, you will be shown: the total number of bass caught within the limit and your ranking.

OVERALL RANKINGS
You can check the tournament rankings here. Press @ on the Rankings Screen to return to the ORIGINAL MODE Main Menu. Check your individual performance and save your file before advancing to the next stage.

THE NEXT TOURNAMENT
You can advance to the next tournament by finishing the final stage of your present tournament within its regulations.

GAME OVER
If you failed to keep to the regulations of the tournament by the end of the final stage of the tournament, the game will end.

PRACTICE MODE
PLAYER SELECTION/NAMES ENTRY
Select whether to play as a male or a female, and enter your name.

AREA/WEATHER CONDITIONS/TIME SELECTION/CHANGE
Select the area, weather conditions and time that you want to practice in. Use ⬆️ to select, then press @ to enter the selection. Even after game play has started, you can change the area, weather conditions and time by pressing Start while you are still able to move the cast spot.
Select "Area Select" and press @ to stop practicing and return to the Area Selection Screen.

EXITING THE PRACTICE MODE
Press Start while you are still able to move the cast indicator, then select "Exit" and press @ to exit the PRACTICE MODE.

OPTIONS
This is where you can modify the game and sound settings, save and load game files and check records of caught bass.
Use ⬆️ to select and ⬇️ to modify an item. Press @ to enter the new settings. Select "Exit" or press @ to return to the previous screen.

SET UP
This is where you can change settings relating to the game's contents.

DIFFICULTY
Change the difficulty of the ARCADE MODE

FIRST NORM
Change the total weight necessary to clear an area in ARCADE MODE

TIME
Change the amount of remaining time in ARCADE MODE

ROD CONTROL
Change the direction the @ move on the Analog Thumb Pad

VIBRATION
Turn the vibration ON or OFF (only available when using the Jump Pack or the Fishing Controller)

NORMAL
Analog Thumb Pad @ Lower the rod
Analog Thumb Pad & Raise the rod

REVERSE
Analog Thumb Pad & Lower the rod
Analog Thumb Pad @ Raise the rod
Sega Bass Fishing Credits:
The following list of credits list the staff responsible for the localization, marketing and manual for the US version of Sega Bass Fishing. Credits for the original development staff are listed in the game itself.

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