

Nintendo®

GAMEBOY® color

DMG - ALFE - USA

Black Bass®

Lure Fishing



MAJESCO SALES, INC.

INSTRUCTION BOOKLET

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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Thank you for purchasing Black Bass Lure Fishing® for the Nintendo® Game Boy® and Game Boy® *COLOR* Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference. The screen images in this manual are from the Game Boy® *COLOR* version

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RULES OF THE TOURNAMENT



RANKING SYSTEM

You are one of 100 professional anglers taking part in this Black Bass tournament. The tournament is divided into 3 classes, with all anglers beginning in class 3.

CLASS 1 Ranks 1 to 20
CLASS 2 Ranks 21 to 50
CLASS 3 Ranks 51 to 100

To move up in each class you must raise your Black Bass weight average. So catch as many big bass as you can.

The 5 highest ranking anglers in each class (i.e. 51 to 55, 21 to 25) will move up a class at the end of each fishing day. So if you are outranked, you will move down a class.

RULES OF THE TOURNAMENT



TERM

The tournament is open for 12 days between July 5th and September 27th. In each of these three months there are 4 fishing days.

TIME

The official tournament hours are from 6:00 a.m. to 6:00 p.m. The tournament clock is measured in military time, which is based on a 24 hour day: 12:00 = NOON, 13:00 = 1:00 p.m., 14:00 = 2:00 p.m., 15:00 = 3:00 p.m., etc.

PLACE

The tournament is held on two different lakes:

CLEAR LAKE: Class 1,2, or 3

STORM LAKE: Class 1 & 2 only

HOW TO USE THE CONTROLLER



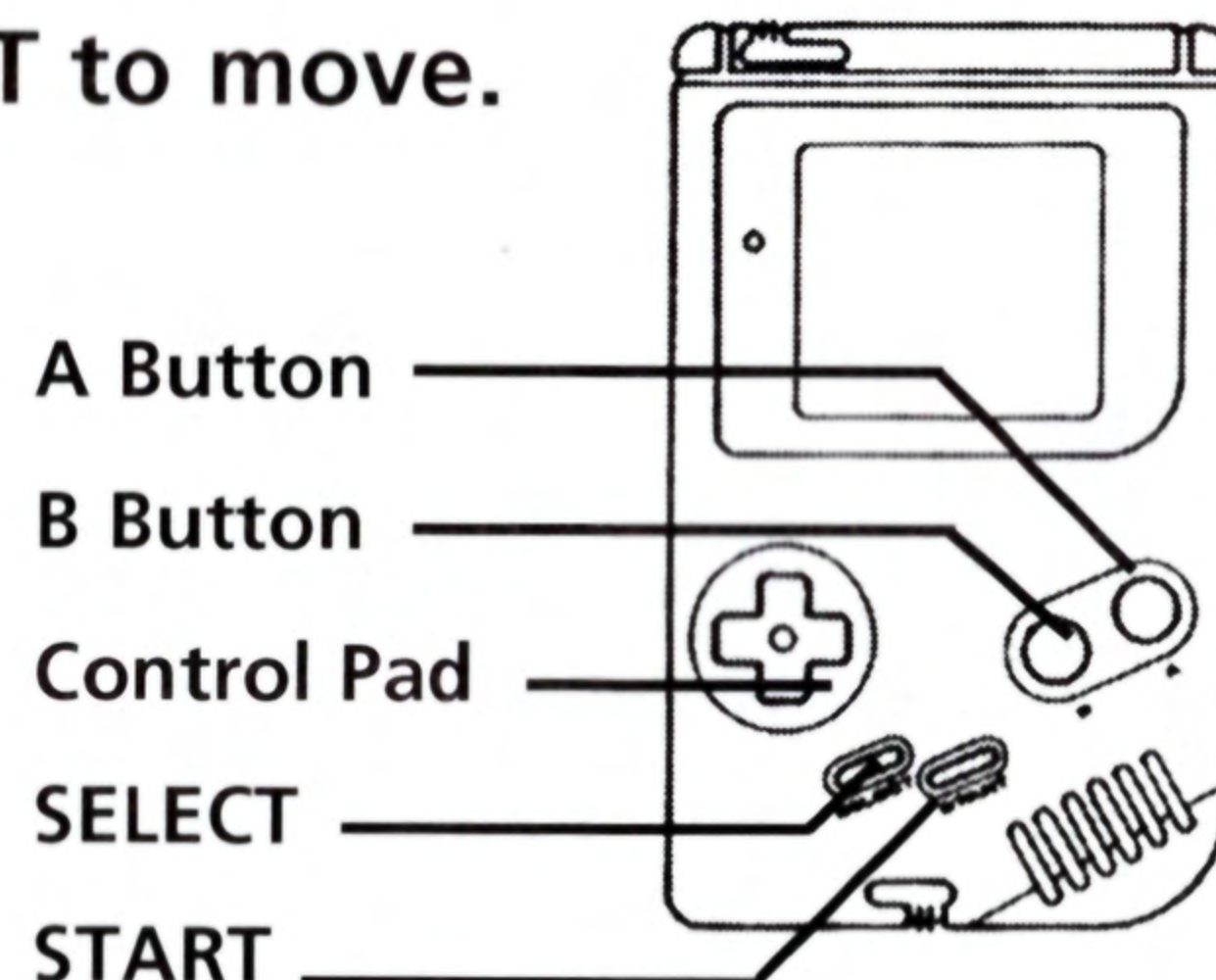
BASIC CONTROLS

Press the *Control Pad* UP/DOWN/LEFT/RIGHT to move.

Press the *A Button* to select an option.

Press the *B Button* to cancel an option.

Press *START* to START or PAUSE the game.



MOVING YOUR BOAT

Control Pad
the boat.

Press UP/DOWN/LEFT/RIGHT to move

A Button

Press to select a fishing point.

B Button

Press to cancel and return to Casting Menu.

SELECT

Press to access POINT MARK menu.

HOW TO USE THE CONTROLLER



SELECTING A LURE

- Control Pad*** Press UP/DOWN to select a lure.
Press LEFT/RIGHT to choose a lure color.
- A Button*** Press to enter a lure choice.
- B Button*** Press to keep the lure that you have.

CASTING

- Control Pad*** Press LEFT/RIGHT to change casting direction.
- A Button*** Press to raise the bar to the desired casting distance.
Press again to stop the bar meter and cast the lure.
- B Button*** Press to "thumb" or brake the reel.
Press to return to the Casting Menu.
- START*** Press to PAUSE the game.

HOW TO USE THE CONTROLLER



MOVING THE LURE

<i>Control Pad</i>	Press LEFT/RIGHT/UP to move the lure.
<i>A Button</i>	Press to reel in the line.
<i>A/B Button</i>	Press together to retrieve your line instantly.
<i>START</i>	Press to PAUSE the game.
<i>SELECT</i>	Press to select SPECIAL TECHNIQUES that automatically move the lure.

FIGHTING THE FISH

<i>Control Pad</i>	Press to move the fish around objects.
<i>A Button</i>	Press to reel in the line.
<i>B Button</i>	Press to "thumb" the reel.
<i>START</i>	Press to PAUSE the game.

GETTING STARTED



Make sure your Game Boy® or GameBoy® *COLOR* system power switch is OFF. Insert the Game Pak, then switch the POWER ON. After a few moments the title screen will appear.

Press *START* to continue

Next, you will be offered two options:

- * *START* Start game
- * *CONTINUE* Continue game

To select one of the above option, first press the *Control Pad UP/DOWN*, then press the *A Button*.



CONTINUING A GAME



If you select Continue, the next screen will ask you to input your 14 character password:

- | | |
|--------------------|---|
| <i>Control Pad</i> | Press UP/DOWN/LEFT/RIGHT to move the pointer to a character in your password. |
| <i>A Button</i> | Press and the character will appear on the bottom of the screen. |
| <i>B Button</i> | Press to delete a character. |

After entering all 14 characters, move the pointer to OK and press the *A Button*.

BEGINNING THE FISHING TOURNAMENT



CASTING MENU

From the Casting Menu you can check all the fishing tournament information. To check an item, press the *Control Pad UP/DOWN*, and press the *A Button*.

- | | |
|-----------------|--|
| * SELECT LURE | Choose a lure |
| * VIEW DATA | Current tournament information |
| * TODAY'S CATCH | Screen 1: Type of fish and weight
Screen 2: Number of fish caught by type |
| * MOVE POINT | Change lakes and / or move boat |
| * CASTING | Begin fishing |
| * END/PRES.RANK | Quit or check your rank |

*Note: Before you begin fishing, you must select a lure.
(See SELECT LURE on the next page.)*

BEGINNING THE FISHING TOURNAMENT



LURE MENU

This menu shows your lure selection. The number on the right side of the screen tells you how many lures you have now. All of the lures are not available in Class 3.

- | | |
|---------------------------|---|
| <i>Control Pad</i> | Press UP/DOWN to choose lure.
Press LEFT/RIGHT for lure color (red, blue, silver). |
| <i>A Button</i> | Press to enter lure choice & return to Casting Menu. |

VIEW DATA

This menu shows you the current fishing day information. Check this menu often. It may help you choose a fishing spot or a type of lure.

Press the *A Button* to return to the Casting Menu.

BEGINNING THE FISHING TOURNAMENT



TODAY'S CATCH

This menu shows you a list of the fish that you have caught and their weight. This screen only appears if you have caught at least one fish.

Press the *A Button* and the next screen will appear.

TYPES OF FISH CAUGHT

This menu shows you the number of fish that you have caught so far by type. Press the *A Button* to return to the Casting Menu.

MOVE POINT

This menu lets you move your boat or change lakes. Select MOVE POINT from the Casting Menu to see the following two options:

BEGINNING THE FISHING TOURNAMENT

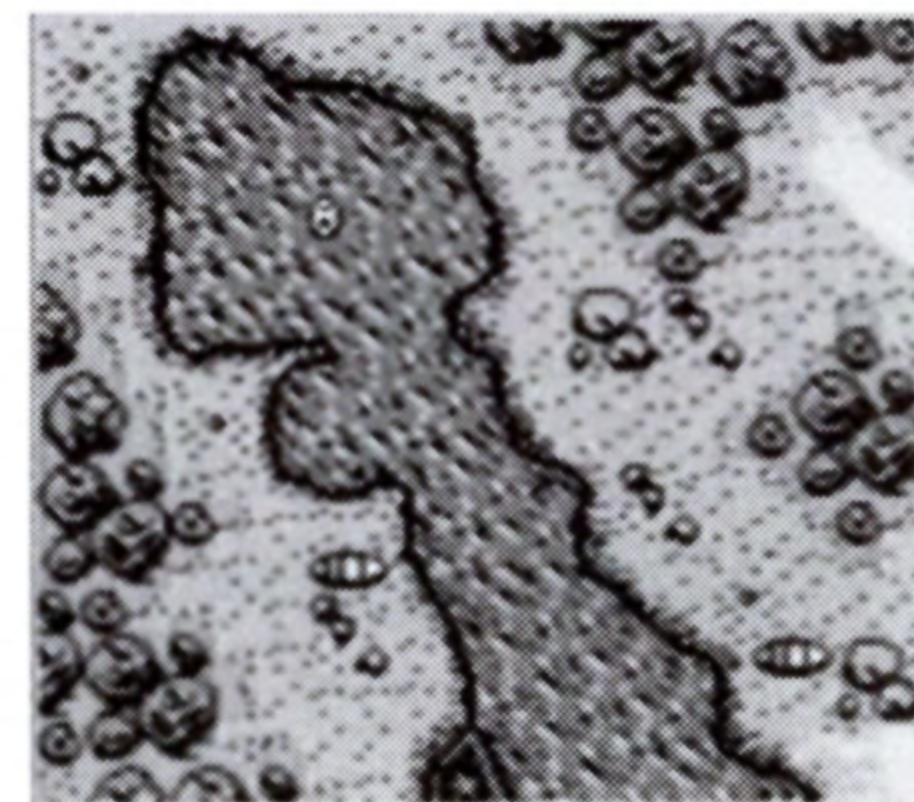


MOVE BOAT

- | | |
|---------------------------|--|
| <i>A Button</i> | Press to show the lake map. |
| <i>Control Pad</i> | Press UP/DOWN/LEFT/RIGHT to move the boat to a fishing point. |
| <i>A Button</i> | Press to select fishing point and return to the Casting Menu. or |
| <i>B Button</i> | Press to cancel move and return to Casting Menu. |
| <i>SELECT</i> | Press to access POINT MARK Menu. |

CHANGE LAKES

Class 3 anglers cannot change lakes! Only Class 1 or 2 anglers can access this menu. Select Clear Lake or Storm Lake by pressing the *Control Pad* UP/DOWN and press the *A Button* to view the lake map.



BEGINNING THE FISHING TOURNAMENT



POINT MARK

This feature allows you to mark up to 3 of your favorite fishing spots. To access this menu, follow the MOVE BOAT directions. Once you are viewing the lake map, move your boat to a fishing point you want to remember.

SELECT

Control Pad

A Button

B Button

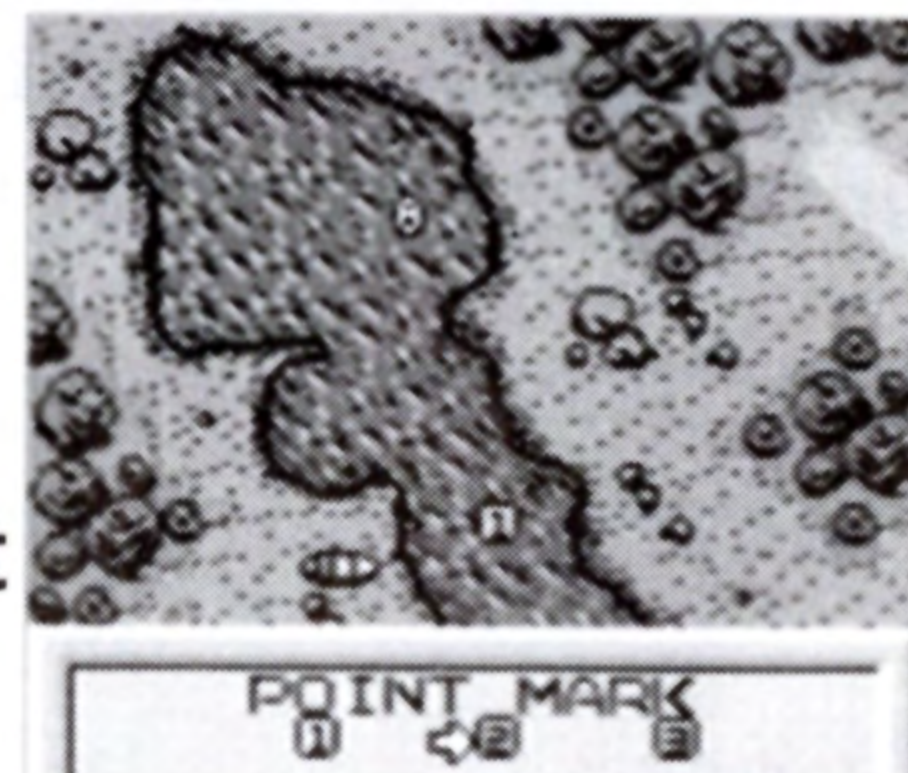
Press to see the POINT MARK Menu.

Press LEFT/RIGHT to select point mark

Press to mark your favorite points and return to the Casting Menu.

Press to cancel move and return to Casting Menu.

Move your boat in any direction to see your favorite point highlighted with a number. Repeat these steps to mark or change up to 3 of your favorite fishing points, as often as you like.



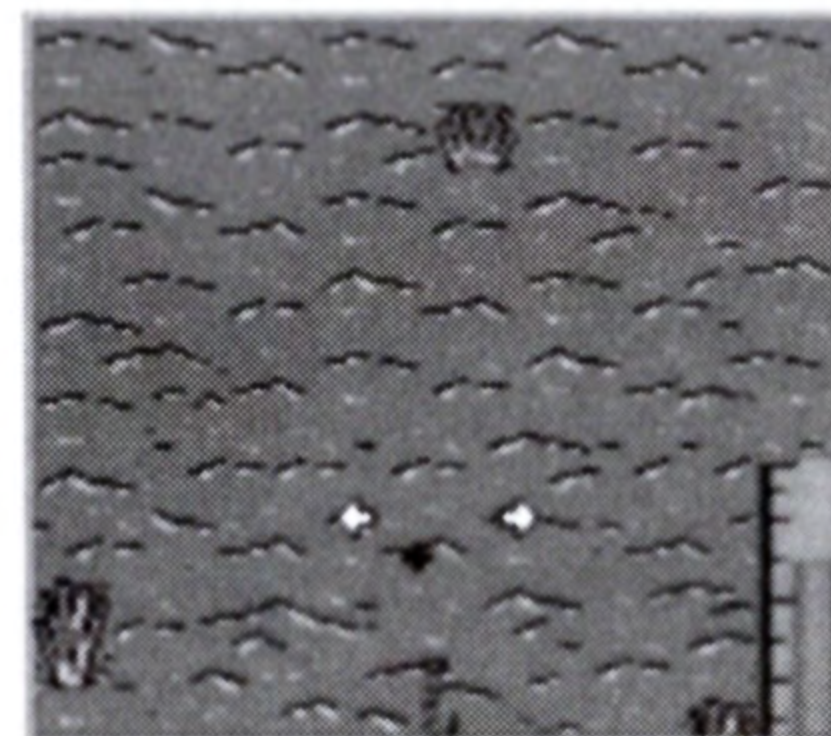
GO FISH!



CASTING THE LINE

After viewing the tournament data, choosing your lure, and choosing a fishing point, it's time to cast. Select the CASTING option from the Casting Menu.

At the bottom center of the screen is the lure that you have chosen. The '+' symbol just in front of it indicates the direction the lure will go. If you cast too far left or right, you will lose your lure.



At the bottom right hand side of the screen is the bar meter. Control how far your line is cast by the following:

- | | |
|---------------------------|---|
| <i>Control Pad</i> | Press LEFT/RIGHT to change the casting direction. |
| <i>A Button</i> | Press once and the bar meter will raise.
Press again to cast the lure. |
| <i>B Button</i> | Press to return to the Casting Menu. |

GO FISH!



FISH EYE VIEW

After casting the lure, the screen will change to an underwater 3-D view. The line near the top of the screen is the water's surface. Near the surface you will see the lure. The middle portion of the screen shows the floor of the lake. On the bottom of the screen there are two indicators: DEPTH-measures lure depth, and LINE-measures the line length.

Depending on where you cast, the underwater scene may vary. There may be rocks, reeds, or lily pads. There is a MAP OF THE LAKES section in the back of the manual that indicates where the different underwater objects are.



GO FISH!



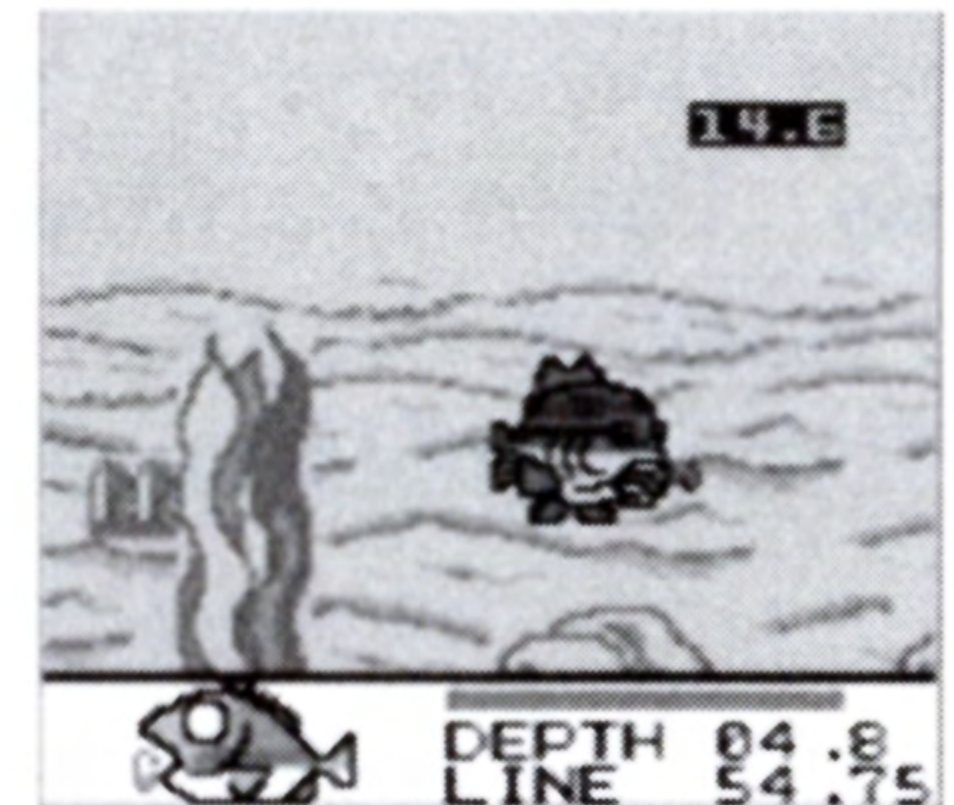
MOVING THE LURE

<i>Control Pad</i>	Press LEFT/RIGHT/UP/DOWN to move the lure.
<i>A Button</i>	Press to reel in the line.
<i>A/B Button</i>	Press together to reel in the line instantly.

Keep the lure moving to attract the fish. Practice the different lures using the helpful suggestions in the KINDS OF LURES section of the manual.

FIGHTING THE FISH

<i>A Button</i>	Press to reel in the line.
<i>B Button</i>	Press to "thumb" or brake the line.



GO FISH!



On the bottom of the screen there is a bar meter that measures line stress. A warning bell will signal if your line is in danger of snapping. If your line does snap you need to select another lure. If you run out of lures, they will be replaced on the next fishing day.

When the fish is putting up a good fight, "thumbing" or braking the line is a technique that may help. This keeps the reel from spinning out quickly, while letting you rest.

There are 4 stages to gauge the strength of the fish:

Strong

Resting

Weak

Give Up

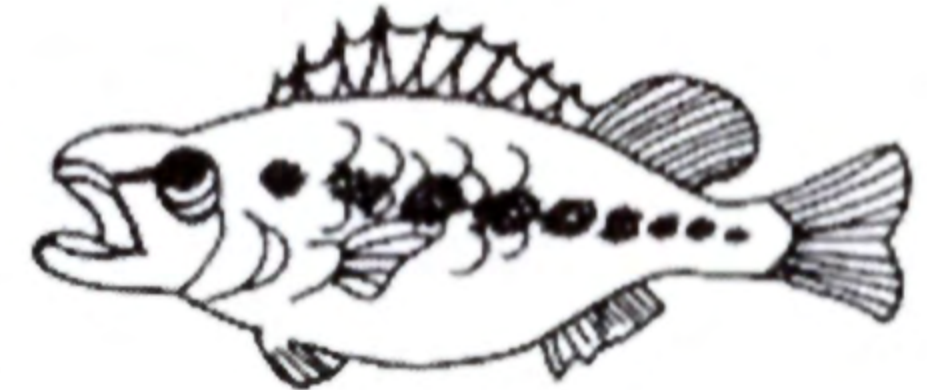


KINDS OF FISH



BLACK BASS

This popular fish has one big mouth, so they call him the "large mouth bass." This fish eats smaller fish and looks for food in the morning and evenings. During the day he rests near the bottom of the lake.



RAINBOW TROUT

This colorful fish is widely acclaimed as one of the world's finest for game fishing. He sometimes has a stripe down his side that shades from red to pink, which is why he gets the name "rainbow."



KINDS OF FISH



NORTHERN PIKE

This fish has a long snout and forked tail and is a favorite sports fish because of its length. These fish like to sneak attack their victims by darting from cover, catching their prey with razor teeth and then swallowing them head first.



CATFISH

This fish was named for his whiskers that poke out like a cat's on either side of his snout. They also have spines near their fins that in some species can be poisonous.



LURE INFORMATION



SHADOW RUNNER A float lure used on the surface and in middle depths. The suggested movement is to press the *A Button* to make the lure go down, (it will come back up by itself) while pressing the *Control Pad* LEFT/RIGHT.



SPINNER BAIT A sink lure for deep waters. The lure will drop by itself. The suggested movement is to press the *A Button* to keep it just off of the bottom of the lake. Press the *Control Pad* LEFT/RIGHT quickly, as the top metal part of the skirt reflects light and attracts the fish.



LURE INFORMATION



WORM A sink lure that looks and moves like a real worm. It's effective when used where the Black Bass are hiding. The suggested movement is to press the *Control Pad* LEFT/RIGHT and UP, in order to make the worm look like it is dancing on the bottom of the lake.



SPINNER A classic sink lure with feathers, useful at any mid-depth. The suggested movement is to move it LEFT/RIGHT and UP to make the feathers work in the water.



SPOON A shallow to deep sink lure that was originally designed from a spoon, hence, the name. The suggested movement is UP and LEFT/RIGHT to make the lure dip and hop.



LURE INFORMATION



POPPER A shallow float lure useful on top of the water. The suggested movement is LEFT/RIGHT and UP quickly. Because of a dent at the head of this lure it makes a strange popping sound and hops along the water.



PENCIL BAIT A float lure used on the surface of the water. The suggested movement is to press the *Control Pad* to make the lure move to the LEFT/RIGHT. Also, tap the *A Button* to wind in the line and press UP to attract the fish.



FROG A float decoy shaped like a frog that is best used when casting among the lily pads. The suggested movement is to press the *Control Pad* LEFT/RIGHT and UP, to hop along the surface.



LURE INFORMATION



Suggested use for the different lure colors:

Red

Rainy/Cloudy Days

**Very Shallow or Deep Waters
Early A.M. or Late P.M.**

Blue

Clear or Cloudy Days

**Mid-Depths
1:00-3:00 P.M.**

Silver

Clear Days

**Shallow to Mid-Depths
Early A.M. or Late P.M.**

There are two types of lures, float and sink. The float is useful in the morning and evening, when Black Bass feed in shallow waters. The sink is useful during the day, when Black Bass lurk in deep waters.

HOW TO QUIT



END/PRESENT RANK

The menu lets you check your present ranking or quit fishing.

PRESENT RANK

Press the *A Button* and the first screen displays YOUR RANK, YOUR CLASS, and the total WEIGHT of the Black Bass that you have caught. Refer to the RULES OF THE TOURNAMENT section in the front of this manual for information regarding your standing. If you wish to keep fishing, press the *B Button*.

ENDING THE GAME

To end the game, press the *A Button* and the next screen will display your 14 character password. YOU MUST WRITE DOWN YOUR PASSWORD TO SAVE YOUR TOURNAMENT STANDING.

HOW TO QUIT



Press the *A Button* and YOU WILL BE ASKED IF YOU WANT TO QUIT. Select YES or NO with the *Control Pad* and press the *A Button*.

Note: If you end the game before the fishing day is through, remember that the tournament will continue without you. Your rank will be based on the fish you caught and the final results of all other anglers. You will continue on the NEXT tournament day.

TOURNAMENT TIPS



1. Find a good fishing point, there are several on the lake. Remember that Black Bass like to hide near, around, and beneath things.
2. If you only catch other kinds of fish, it may not be a good spot for Black Bass. Catching other kinds of fish in the lakes will not help you.
3. In Class 3, you don't have enough power or equipment to fight the bigger fish, and you may lose them and your lures. Try these fish in Class 1 or 2, with the SPECIAL TECHNIQUES menu.
4. Learn the best ways to move the lures. There are good methods for each of the different types of lures.

TOURNAMENT TIPS



5. To move up in each class, you must increase your overall Black Bass weight average.
6. The smallest bass is 1.3 lbs., the largest bass is 7.7 lbs. The deepest point in the lakes is 8.4 feet.
7. If the fish gets close to the water surface, it may jump. Don't do anything, or you may lose the fish.

SPECIAL TECHNIQUES



Having trouble catching a fish? Fighting a tough battle? The SPECIAL TECHNIQUES Menu is a bag o' fishing tricks just for you! You can access this menu when you are working a lure, or when a fish has hit your line. Press *SELECT* and the menu will appear, then press the *A Button* to choose one of the following:

LET FISH GO

YOU MAY LET THE FISH GO WITHOUT LOSING YOUR LURE.

Conditions - All classes may use this.

Press the *A Button* to select.

8 MAGIC

AUTOMATICALLY MOVES THE LURE TO ATTRACT THE FISH

Conditions - Class 1 and 2 only.

Use only 3 times per day.

Line is within 4 feet of boat.

Press the *A Button* to select

SPECIAL TECHNIQUES



POWER LIFT

AUTOMATICALLY PULLS THE FISH OUT OF THE WATER.

Conditions - Class 1 only.

Use only 5 times per day.

Lands bigger fish in a short amount of time,
but uses lots of energy.

Press the *A Button* to select.

DANCING WORM

AUTOMATICALLY MOVES THE LURE TO ATTRACT THE FISH.

Conditions - Class 1 and 2 only.

Use only 2 times per day.

Use the WORM lure.

Press the *A Button* to select.

SPECIAL TECHNIQUES



DANCING FROG

AUTOMATICALLY MOVES THE LURE TO ATTRACT THE FISH.

Conditions - Class 1 only.

Use only 2 times per day.

Use the FROG lure.

Use neAr lily pads.

Press the *A Button* to select.

LAST STRIKE

AUTOMATICALLY MOVES THE LURE TO ATTRACT THE FISH.

Conditions - Class 1 only.

Use only 2 times per day.

More effective then 8 Magic.

Line is within 4 feet of boat.

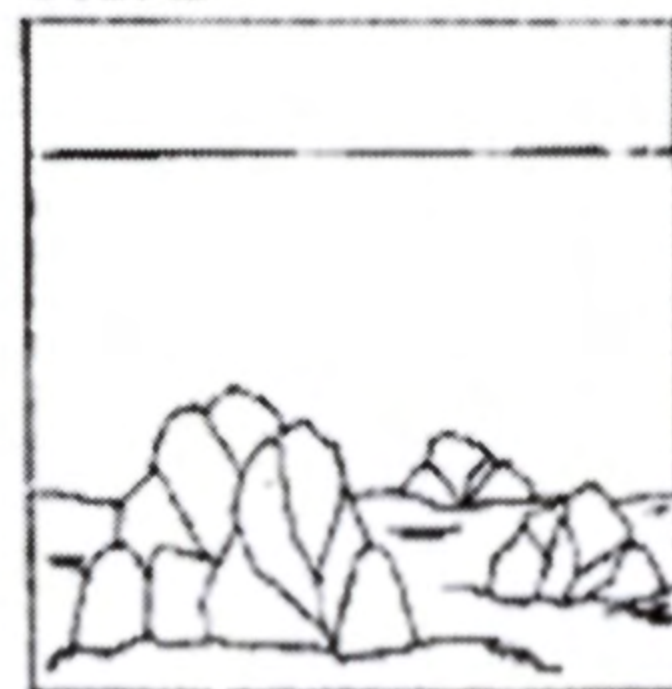
Press the *A Button* to select.

No. 1



CLEAR LAKE

No. 2

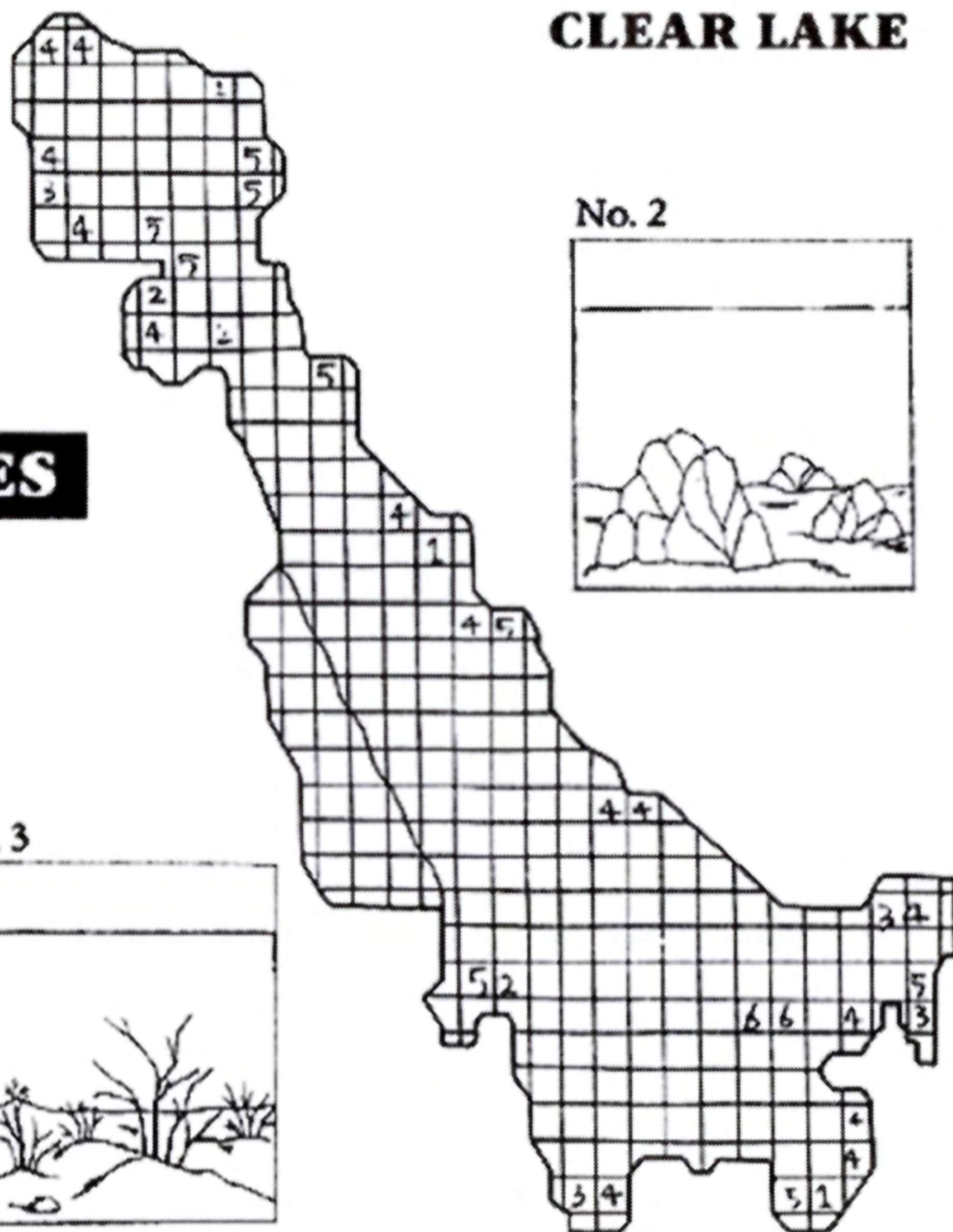
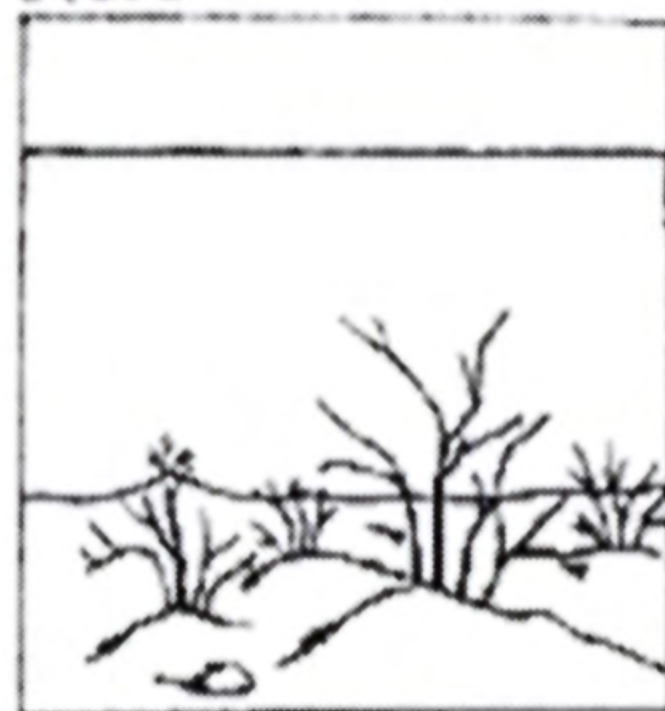


MAP OF THE LAKES

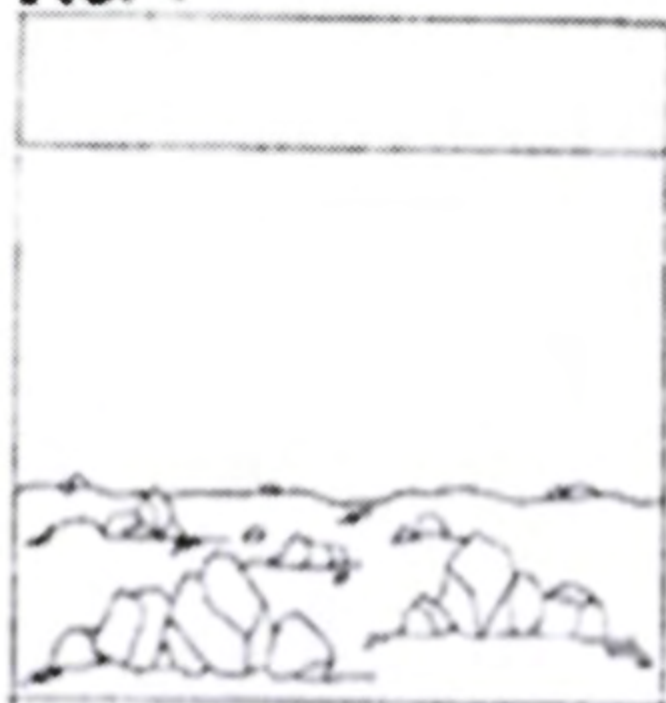
OBSTACLES IN THE WATER

1. Pier
2. Cape
3. Shallow grasses
4. Shallow rocky bottom
5. Depth marker
6. Strong shallow current
7. Reeds
8. Lily pads

No. 3



No. 4

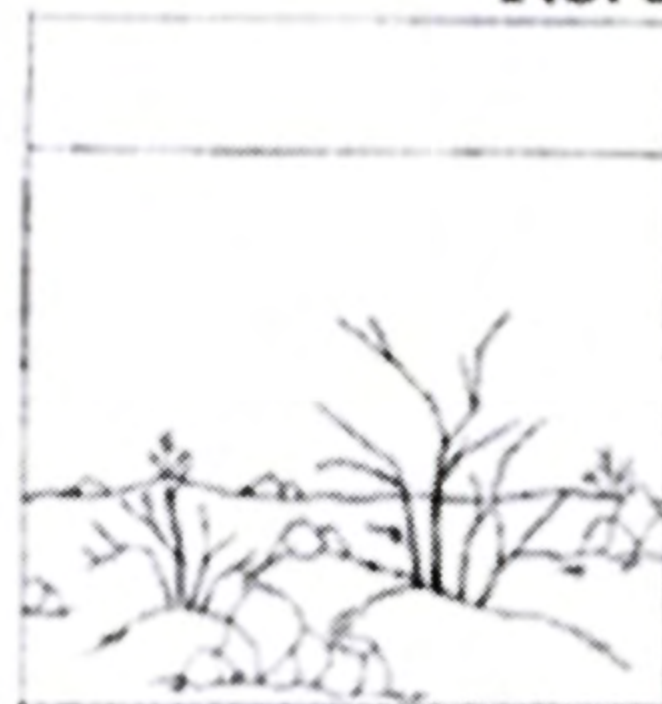


No. 5

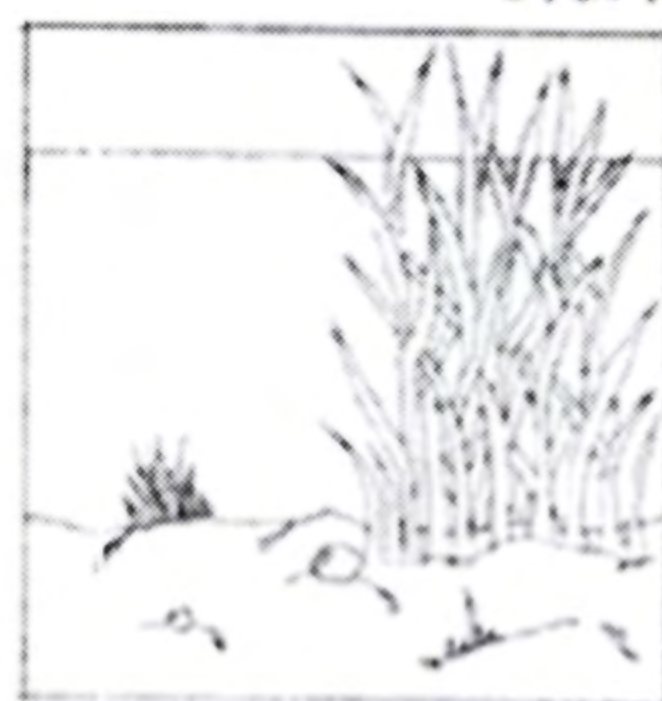


STORM LAKE

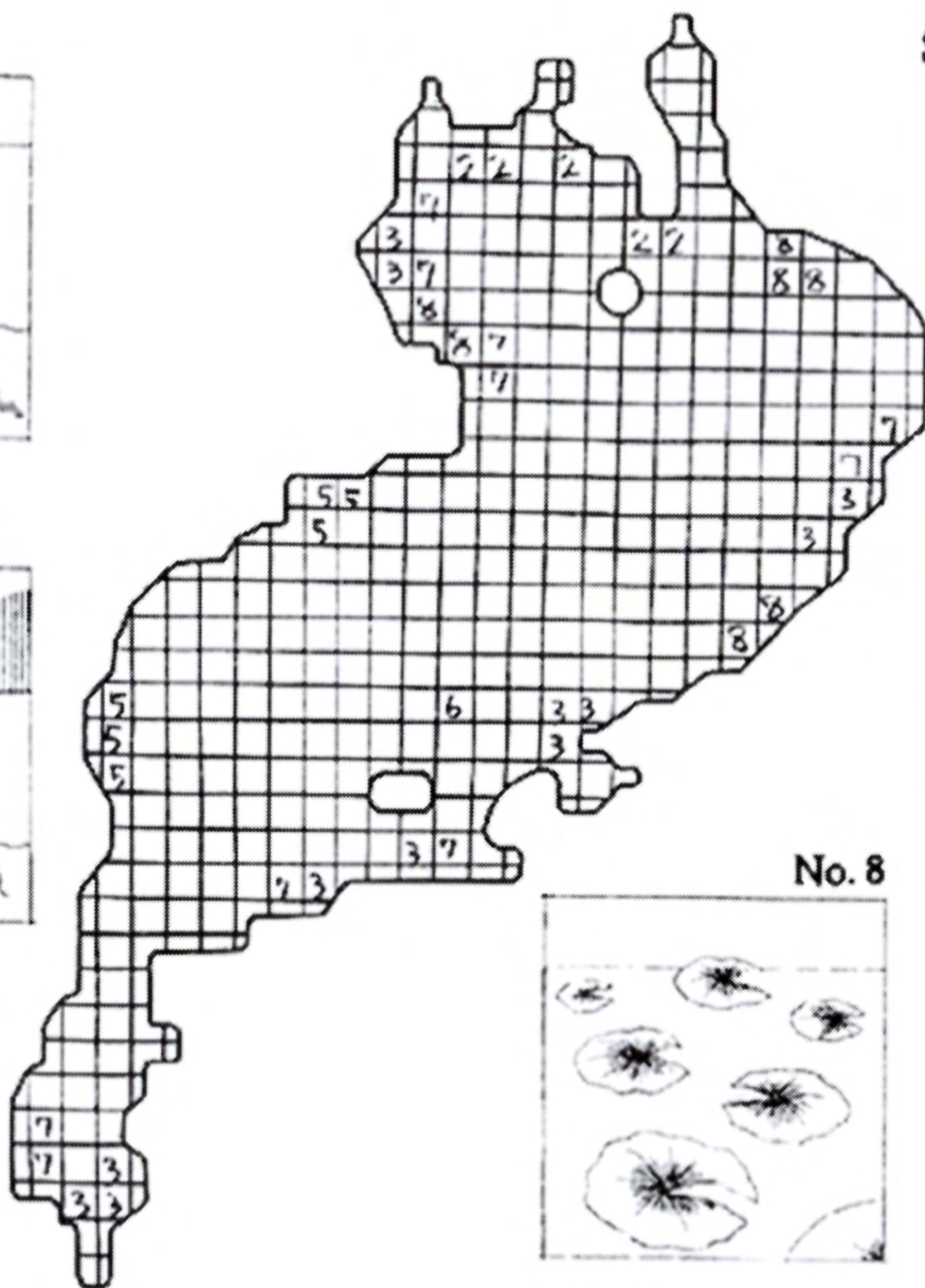
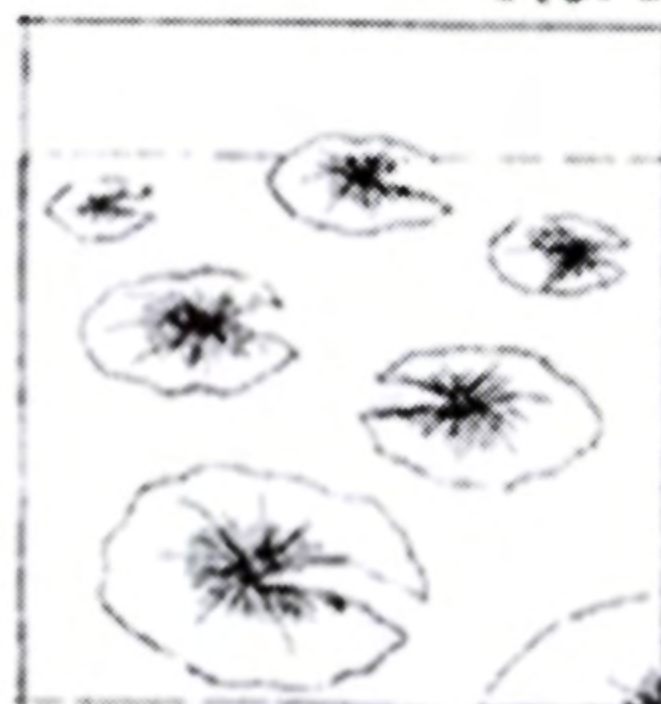
No. 6



No. 7



No. 8



WARRANTY INFORMATION



Majesco sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAC, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
244 Fernwood Avenue
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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