

Nintendo

GAMEBOY color

DMG-AFCE-USA

TNN

OUTDOORS

FISHING CHAMP



INSTRUCTION BOOKLET

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Get Ready For A Big Splash!

Grab your rod and reel and get ready for a big splash.

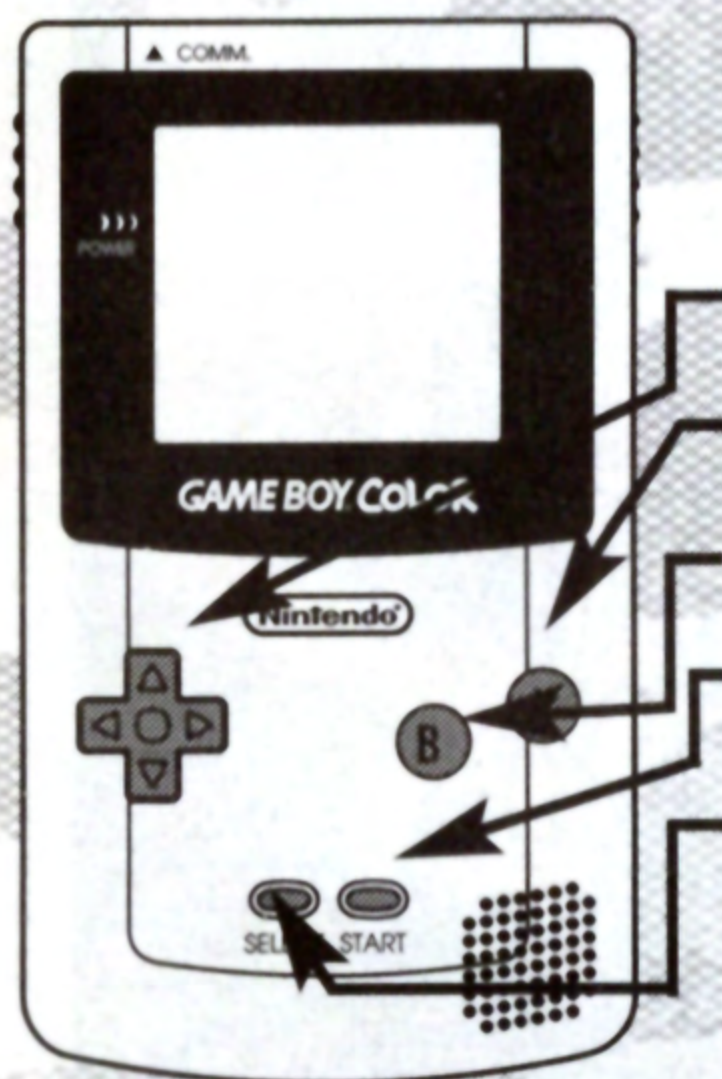
TNN OutdoorsSM Fishing ChampTM is based on the best selling virtual fishing game, TNN OutdoorsSM Bass Tournament series. Get customized advice on what bait to use for each situation, virtually guaranteeing a huge catch.

TNN OutdoorsSM Fishing ChampTM is the biggest fishing experience ever for the Game Boy[®] System.



Controller Operation

Common Operation



	Move	Casting	Retrieve & Fight
Control Pad:	Boat Direction	Direction	Control Of Lure
A Button:	Power	Casting Power	Reeling
B Button:	Command	Command	
Start:	Pause	Pause	Pause
Select:	Advice On/Off		

The Control Pad is to select, the A Button is to decide, and the B Button is to cancel.

Getting Started

Make sure the power is in the OFF position on your Game Boy® System, and then put the Game Pak in and turn the power ON. Press START to prompt the Title Menu and bring you to the Title Screen or Demo Play. Here you can select which mode you want to play in: "TOURNAMENT," "FREE FISHING," or "2 Player (Battle)".

After selecting a mode, you will be prompted to either play a previously saved game or a new game. If data is saved, it will appear on the Play Data Screen. If no data is saved, you will need to register a name to begin.



Modes of Play

TNN OutdoorsSM Fishing ChampTM is a fishing simulation game for everyone. There are three modes of play in this game:

Tournament Mode - Compete to be the champion.

Free Fishing Mode - Fish freely at any place without rules.

2 Player Battle - Players 1 and 2 compete for total weight of fish in one hour.

TOURNAMENT MODE: Select Tournament Mode on the Title Menu.

There are 6 stages in Tournament play: 2 saltwater and 4 freshwater locations. The tournament day is 7 am to 3 pm.

Stage #1 - Catch 3 flat fish

Stage #2 - Catch 5 Sea Bass

Stage #3 - Catch 6.9 lbs. livewell weight to place

Stage #4 - Catch 11.4 lbs. or more to place

Stage #5 - Catch 28.5 lbs. or more to place

Stage #6 - Catch 45.0 lbs. or more to win championship



FREE FISHING: 6 stages to experiment with different lures. Practice for Tournament play. Press "Select" for advice on lures and fishing spots. Choose any fishing location (Control Pad Left/Right).

2 PLAYER MODE: Compete against another player for a higher total weight of fish in one hour.

To play this mode, you need:

2 Game Boy Color systems

1 Game Link cable

2 Games



Before selecting 2 Player Mode, please check that both title screens appear. After selecting Play Data, select a place to start from 6 of the fishing areas. After a demo is finished, the game will start.

Time Limitation: 1 Hour only (7:00 to 8:00)

There is a "State" command to see a comparison of the weight of fish. You may also forfeit if you desire. Press "Start" to select "Give Up" or "Continue." If you want to give up, select "Yes." After both players weigh in, the game is finished and the results will appear.

WR = Win Rate

WR is the percentage of victory. As the WR changes, the boat size changes. The variation of your WR goes up or down depends on the WR of your competitor.

How To Play

Press the A button to go to the Boating Screen. Use the control pad and the A button to power the boat to the desired fishing spot. The lower left corner of the Boating Screen is the Boat Position Indicator. The center section at the bottom of the screen indicates the time, weather, temperature, and exact position (x, y coordinates). The lower right corner of the screen is the Depth Finder, which indicates the contour and depth of the bottom at the boat's exact location as well as the presence of any fish.

Note: Fish can sometimes be present but too small to appear on the depth finder.



Move the boat to a spot where there are fish. Press the B button and a menu will appear in the lower left corner of the screen. Using the control pad, select:

Cast: To catch a fish

Lure: To go to the Tackle Box to select and change lures

Fish: To view the fish that you've caught. To return to game, move to 'check' and press the B button.

Exit: To exit

Casting: Select "cast" from the menu. Use the control pad to direct the cast. Press the A button and the power meter will show the power of the cast. Press the A button again to cast the line at the optimum point of release. Watch the shadow of the fish as it moves toward the lure. If the fish bites, the "!" appears. Use the the A button and control pad to try and reel the fish in! Be careful not to break or tangle the line when fighting the fish. Watch the stress meter (lowerbar, center of screen). You may need to release your finger from the A button.



Note: The approximate location of fish will also be indicated by little squares on the Boat Position Indicator on the lower left corner of the screen.

Move to Another Spot: Press the B button from the Casting screen. A Menu will appear on the lower left corner of the screen.

Move: To go back to the Boating Screen

Lure: To select or replace a lost lure

Fish: To view the fish caught

Mark: To mark up to 5 different locations

Note: When you select "Mark" a cast mark comes up on the center of the

screen. Press the A button to mark the spots that you want to keep. Press the B button to cancel. After you finish marking, the screen will automatically scroll back to the player.

Fish Types

There are 32 different types of fish in the game:

Saltwater

Bonfish
Tarpon
Sea Trout
Flat Fish
Barracuda
Snook
Sea-Bass
Mackerel
YellowTail
Bluefish
Mullet
Skipjack
Octopus
Flathead

Freshwater

Largemouth Bass
Smallmouth Bass
Bluegill
Northern Pike
Catfish
Crappie
WallEye
Shad
Striped Bass
Rainbow Trout
Brown Trout
Brook Trout
Yellow Perch
Lake Trout
Grayling
Albino Pink
Albino White
Albino Gold



LURES and BAIT

Each lure has a different feature and use:

A = Appeal: The higher the number, the more attractive

H = Hook Point: The higher the number, the more solid

W = Weedless: The higher the number, the better in weeds

Lures and Bait

Spinner - Silver Leaf:

The flash and sound of the spinning blades lure the fish.

Most effective when reeling.

A = 3, H = 4, W = 0

Popper - Pop-R-Magic:

Lures the fish with the thrusting sound made by twitching the line.

A = 4, H = 4, W = 0

Minnow - Streamliner:

The rattling sound and fish-like shape work best when resting, or with stop and go motion.

A = 4, H = 5, W = 0



Spinner Bait - Big Champ:

Lures the fish with the sound and flash of the blades and movement of the skirt. Effective when reeling or steady, constant motion.

$A = 5, H = 7, W = 2$

Worm - Tricky Worm:

Attracts the fish with its soft wiggly motion. Effective on lift and fall and bottom bumping.

$A = 1, H = 6, W = 3$

Grub - Wavy Grub:

Lures the fish with its curly waving tail. Effective for lift and fall and/or bottom crawl.

$A = 3, H = 6, W = 3$

Pork and Jig - Pig and PG Pork:

Lures the fish like a runaway crawfish!. Great for lift and fall and bottom bumping.

$A = 3, H = 7, W = 2$

Grub - Wavy Grub:

Lures the fish with its curly waving tail. Effective for lift and fall and/or bottom crawl.

$A = 3, H = 6, W = 3$

Metal Jig - Super Metallic:

Especially effective at sea using a twitching or jerking motion.

$A = 4, H = 6, W = 2$

Fishing Spots

White Beach: The shoals and sands of White Beach with its sandy bottom are where Flatfish are commonly found.

Sky Bay: A small fishing port where fish can be found near a docked boat and in and around the mouth of the river.

Blue Lake: A small natural lake with a lot of small underwater plant life. An excellent place for Pike.

Green River: Known as "Bass River" the banks and shore protectors regulate the quantity of water with a fair amount of reed growth.

Stone Lake: A typical lake with a dam. Trout can be found here.

Twin Lake: A large natural lake near the city. There are bridge girders and floodgates where fish including Lake Trout, converge.



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