

Nintendo
GAME BOY®

DMG-HP-USA

Black Bass Lure Fishing™

HOT·B®



INSTRUCTION BOOKLET

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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We here at HOT-B know what a day without fishing can be like, so we've made fishing portable! Reel in the action on two tournament lakes. Cast your line into an underwater world where 3-D action lets you watch as a fish hits your line, then fights for its freedom. With THE BLACK BASS LURE FISHING game for Nintendo's Game Boy you can fish anywhere, anytime!

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1. 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.

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.

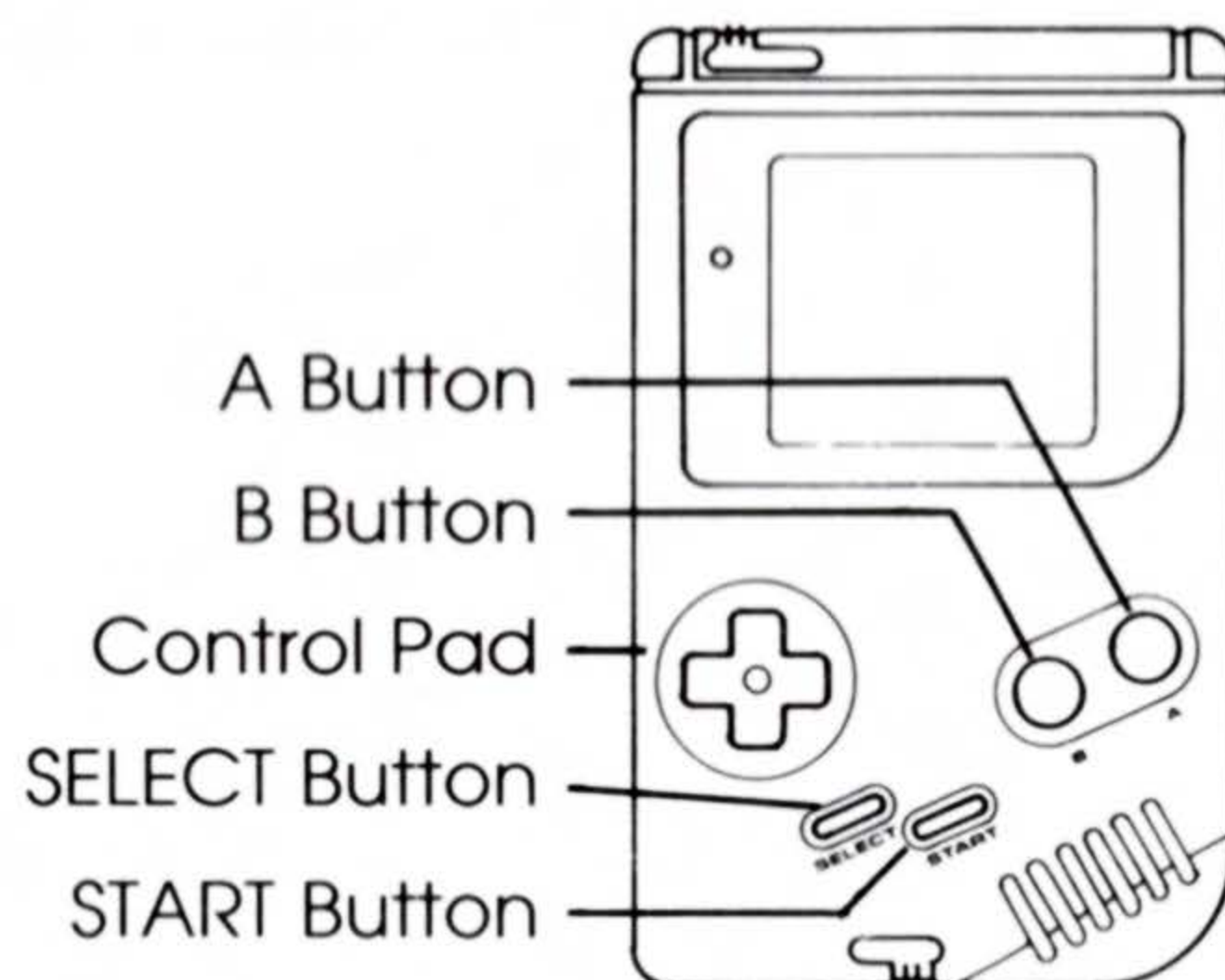
PLACE:

The tournament is held on two different lakes:

CLEAR LAKE: Class 1, 2, or 3.

STORM LAKE: Class 1 & 2 only.

2. HOW TO USE THE CONTROLS



BASIC CONTROLS

- Control Pad Press UP/DOWN/LEFT/RIGHT to move.
A Button Press to select an option.
B Button Press to cancel an option.
START Button Press to START or PAUSE the game.

MOVING YOUR BOAT

- Control Pad Press UP/DOWN/LEFT/RIGHT to move the boat.
A Button Press to select a fishing point.
B Button Press to cancel and return to Casting Menu.
SELECT BUTTON ... Press to access POINT MARK menu.

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 meter 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 Button Press to PAUSE the game.

MOVING THE LURE

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

FIGHTING THE FISH

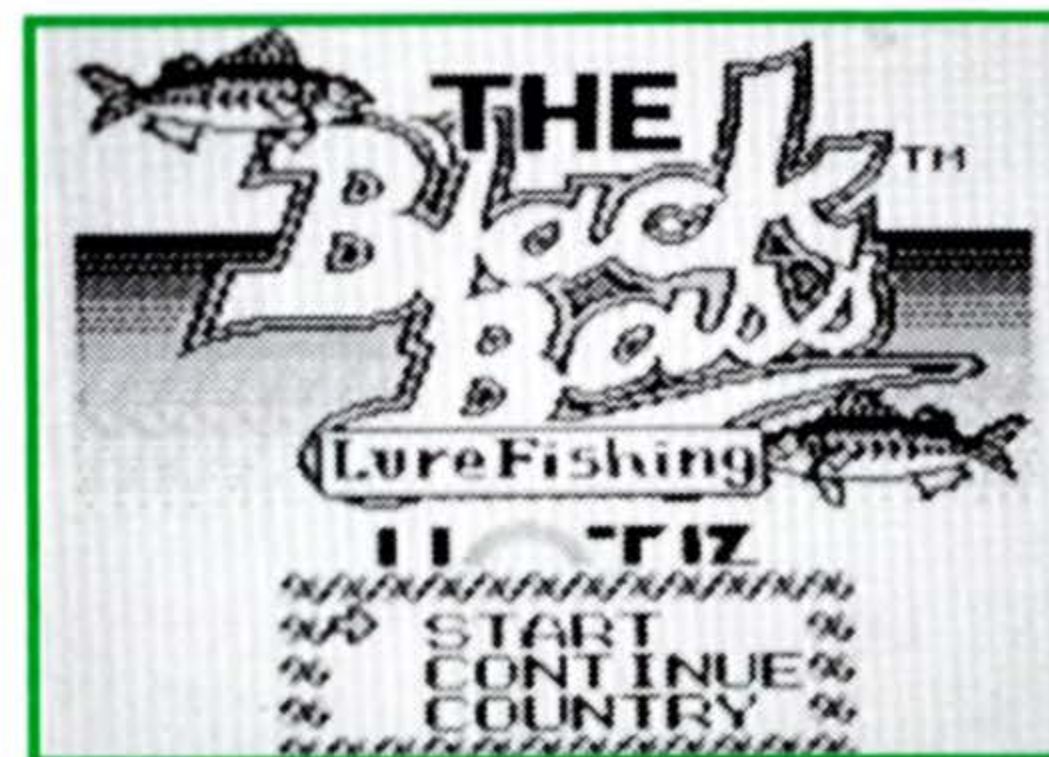
- Control Pad Press to move the fish around objects.
- A Button Press to reel in the line.
- B Button Press to “thumb” the line.
- START Button Press to PAUSE the game.

3. GETTING STARTED

Make sure your Game Boy power switch is OFF. Insert the Game Pak, then switch the power ON. After a few moments the title screen will appear. Press the START Button.

Next, you will be offered three options:

- START Start game.
- CONTINUE Continue game.
- COUNTRY ... English or Japanese text.



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

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

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

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

4. BEGINNING THE FISHING TOURNAMENT

CASTING MENU

From the Casting Menu you check all the fishing tournament information. To check, 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.

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

SELECT LURE

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.

- Control Pad . . . Press UP/DOWN to choose lure.
Press LEFT/RIGHT to choose lure color (red, blue, silver).
- A Button Press to enter lure choice and return to the 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.



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.

TODAY'S CATCH		
1	BLACK BASS	2.5Lb
2	BLACK BASS	2.3Lb
3	BLACK BASS	1.8Lb
4	BLACK BASS	1.6Lb
5	BLACK BASS	1.4Lb

TYPES OF FISH CAUGHT

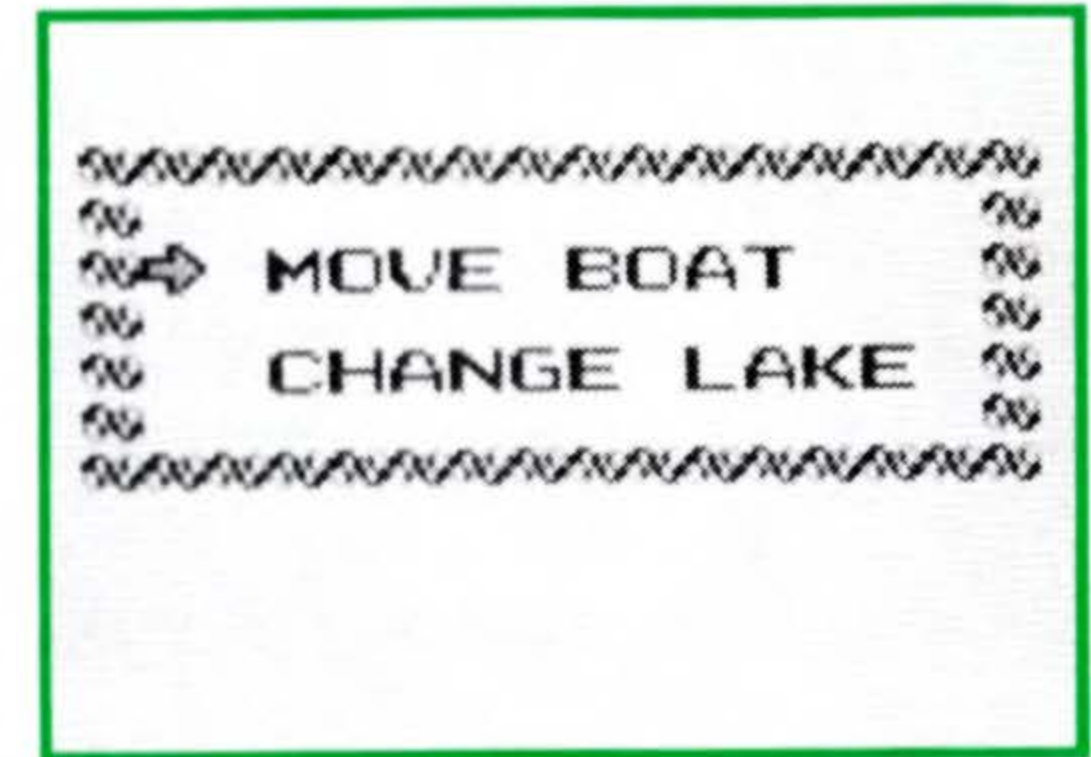
This menu shows you the number of fish that you have caught so far by type.

Press the A Button to return to the Casting Menu.

TYPES OF FISH CAUGHT		
BLACK BASS	6	FISH
NORTHERN PIKE	0	FISH
RAINBOW TROUT	0	FISH
CATFISH	0	FISH

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:

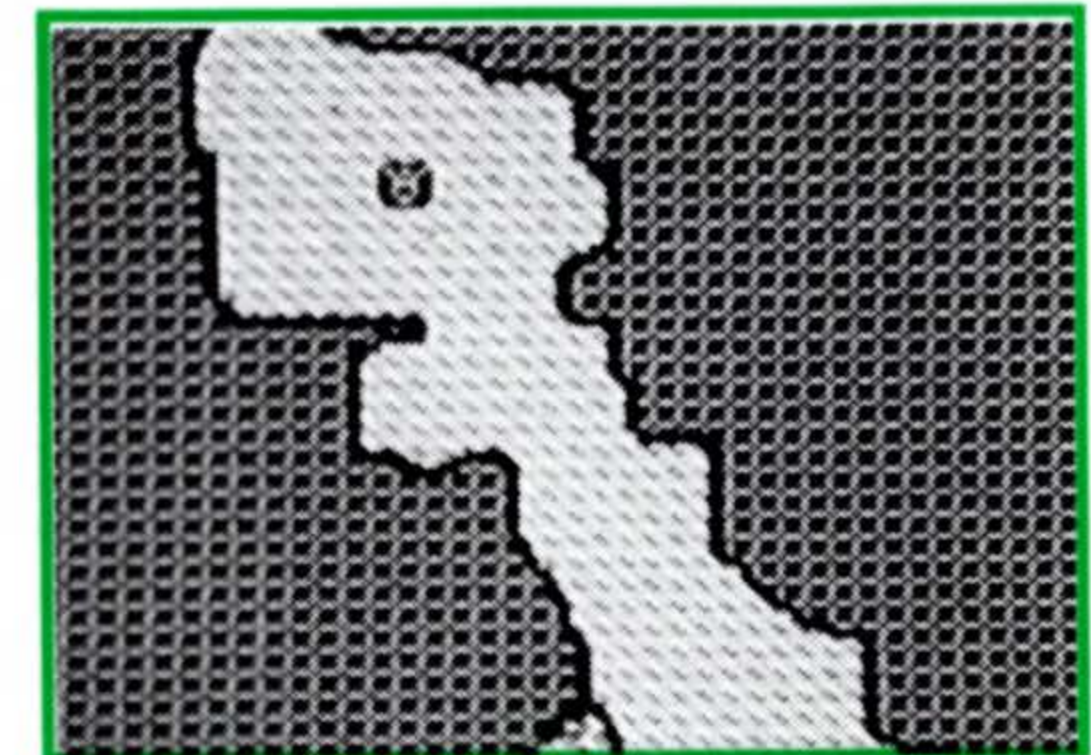


MOVE BOAT

- A Button Press to show the lake map.
- Control Pad . . . Press UP/DOWN/LEFT/RIGHT to move boat to a fishing point.
- or A Button Press to select fishing point and return to Casting Menu.
- B Button Press to cancel move and return to Casting Menu.
- Select Button . . . 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 lake map.



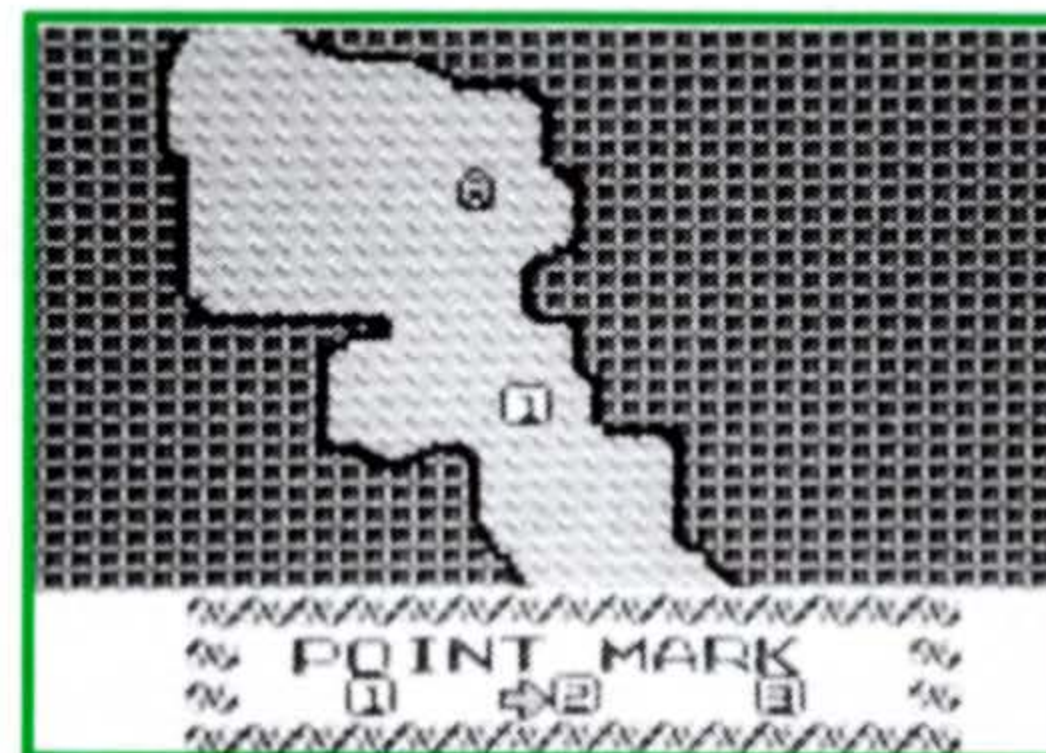
POINT MARK

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.

- or
- SELECT Button Press to see the POINT MARK menu.
 - A Button Press to mark one of your favorite points and return to the Casting Menu.
 - B Button Press to cancel move and return to the 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.

Press the A Button to return to the Casting Menu.



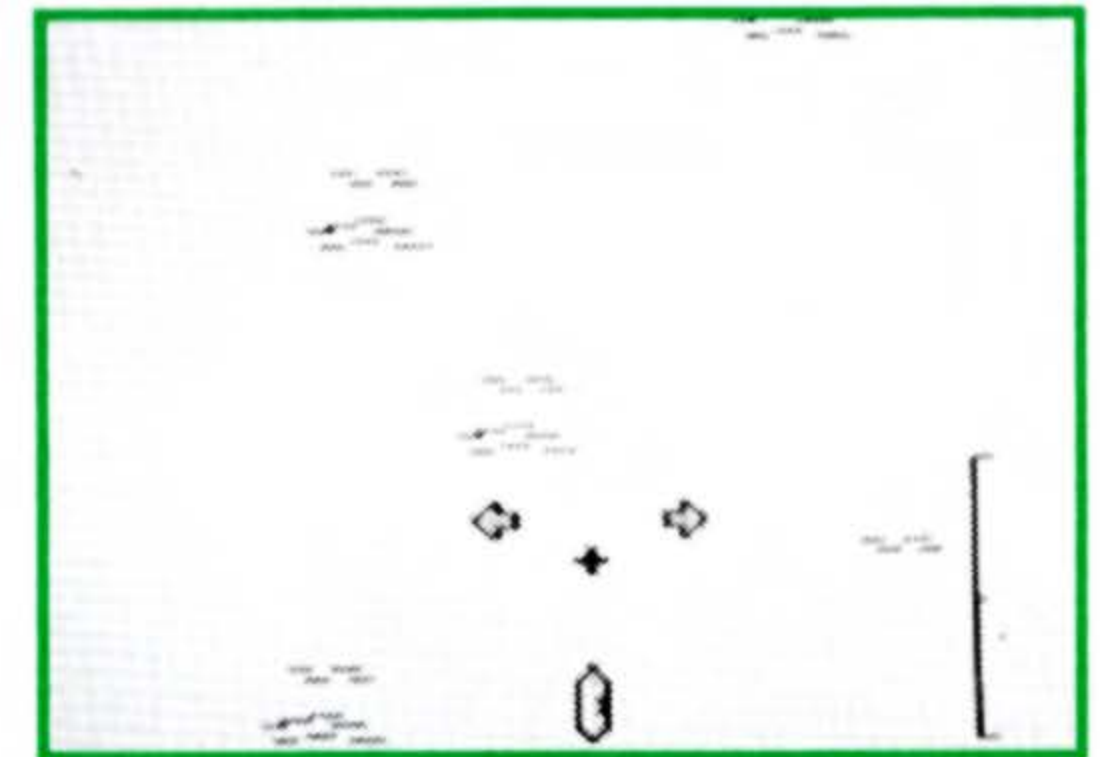
5. GO FISH!

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 following theses direction:



Control Pad Press LEFT/RIGHT if you wish to change casting direction

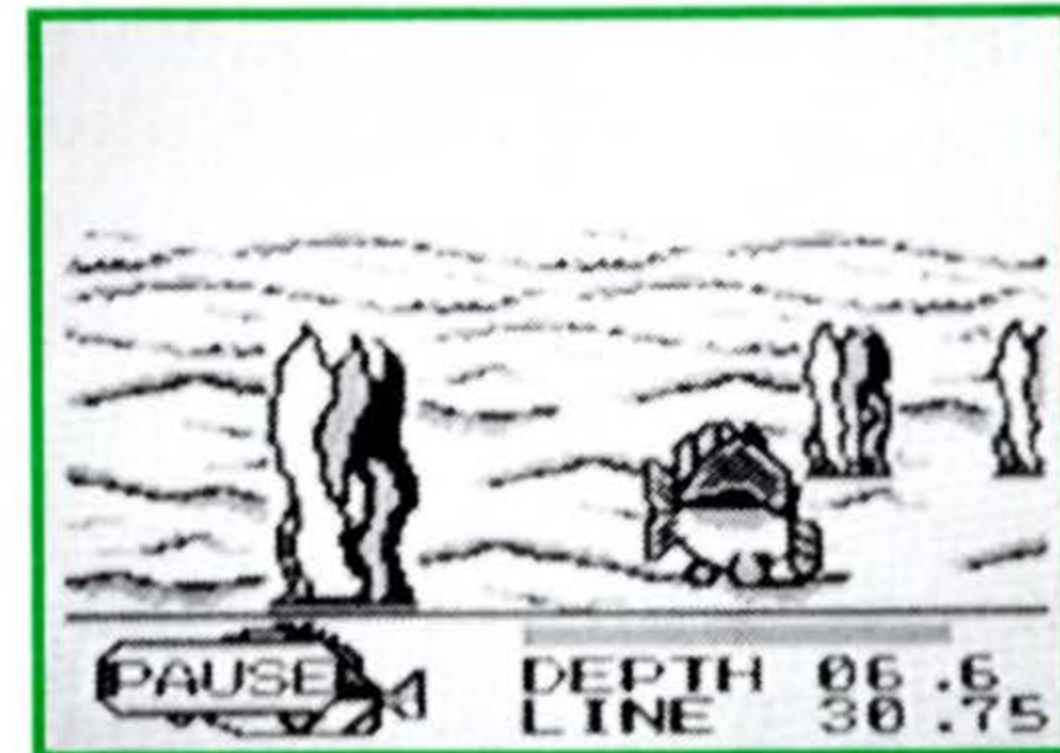
A Button Press once and the bar meter will raise.
Press again to cast the lure.

B Button Press to return to the Casting Menu.

FISH EYE VIEW

After casting the lure, the screen will change to an under 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.



MOVING THE LURE

Control Pad Press LEFT/RIGHT/UP to move the lure

A Button Press to reel in the line.

A/B Button 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 KIND OF LURES section of manual.

FIGHTING THE FISH

When the fish hits, here's what to do:

A Button Press to reel in the line.

B Button Press to “thumb” or brake the line.

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 IN THE LAKES.

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.” And he tastes great,too.



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. But they also have spines near their fins that in some species can be poisonous. the bigger fish taste good, and the smaller ones look good in aquariums.



6. LURE INFORMATION

KINDS OF LURES

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 good 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.



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 in the water.



POPPER: This is 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 make this lure hop along the surface.



COLOR OF THE LURE

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 type of lure, float and sink. The float is useful in the morning and evenings, when Black Bass feed in shallow waters. The sink is useful during the day, when Black Bass lurk in deep waters.

7. HOW TO QUIT

END/PRES.RANK

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

PRESENT RANK

Press the A Button and the first screen displays YOUR RANK and YOUR CLASS. 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.

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.

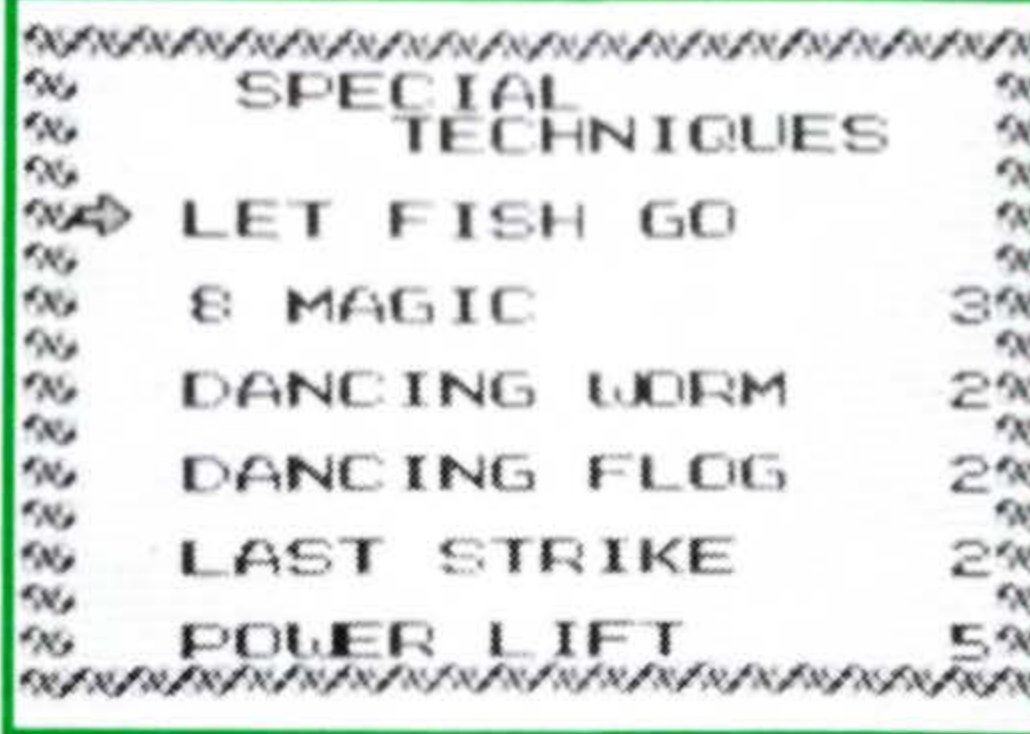
Note: If you end the game before the fishing day is through, remember that the tournament will continue without you. Your rank will be based on the fish you caught and the final results of all other anglers. You will continue on the NEXT tournament day.

8. 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.
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 ft.
7. If the fish gets close to the water surface, it may jump. Don't do anything, or you may lose the fish.

9. 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 the SELECT Button and the menu will appear, then press the A Button to choose one of the following:



SPECIAL TECHNIQUES	
→ LET FISH GO	
8 MAGIC	3
DANCING WORM	2
DANCING FLOG	2
LAST STRIKE	2
POWER LIFT	5

- 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 ft. of boat.
Press the A Button to select.

- 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.

- 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 than 8 Magic.
 Line is within 4 ft. of boat.
 Press the A Button to select.

No. 1



CLEAR LAKE

No. 2

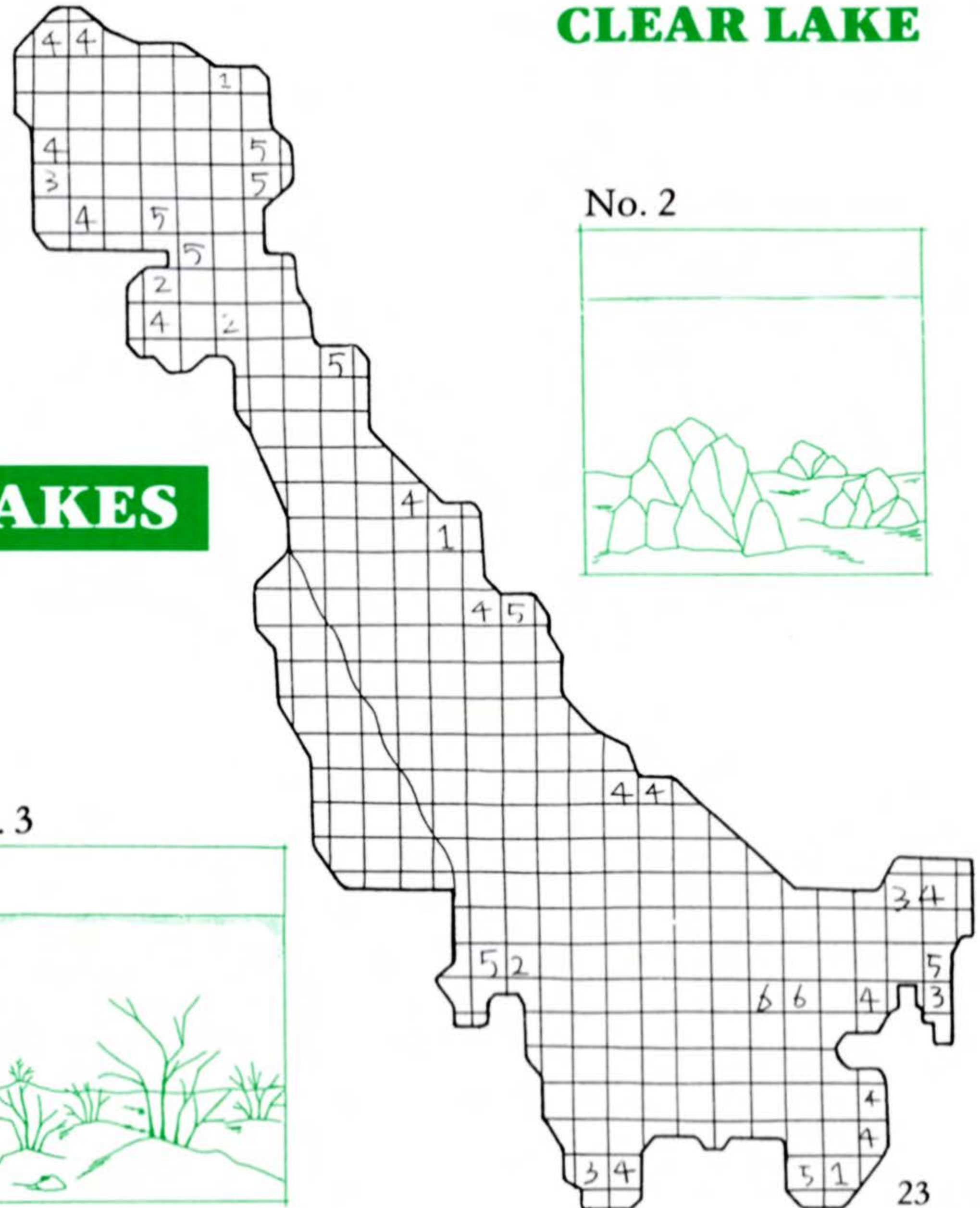


10. MAP OF THE LAKES

OBSTACLES IN THE WATER

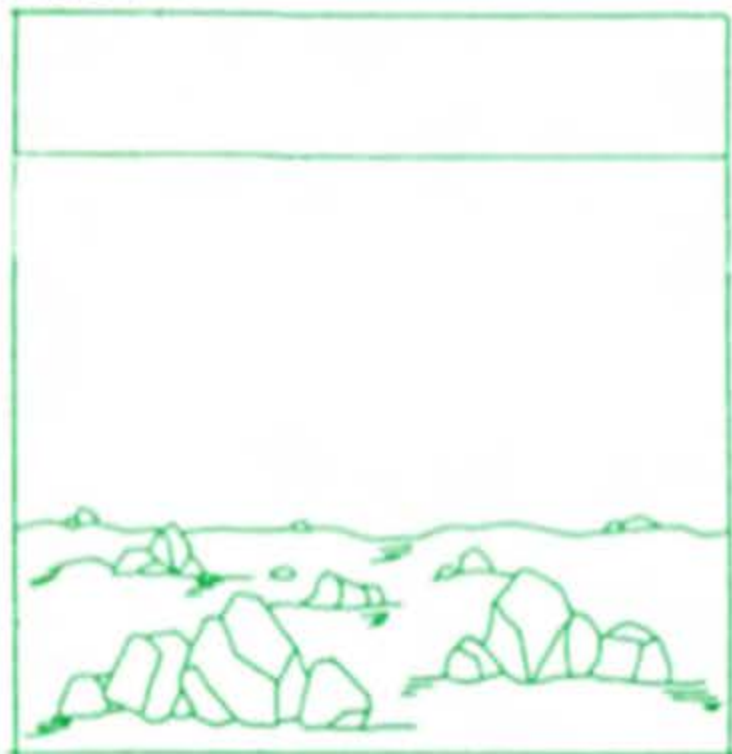
1. Pier
2. Cape
3. Shallow grasses
4. Shallow rocky bottom
5. Depth marker
6. Strong shallow current
7. Reeds
8. Lily pads

No. 3

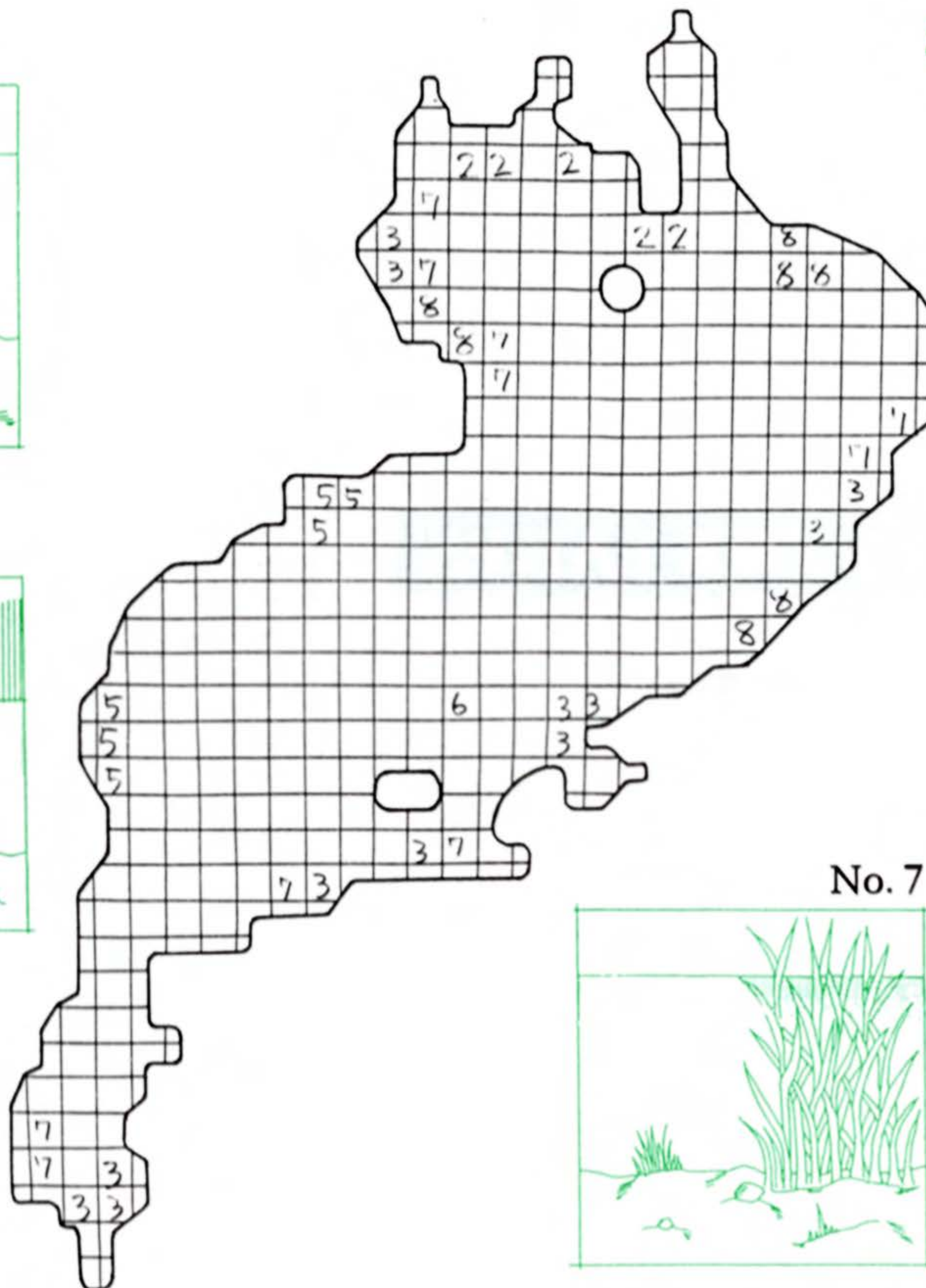


STORM LAKE

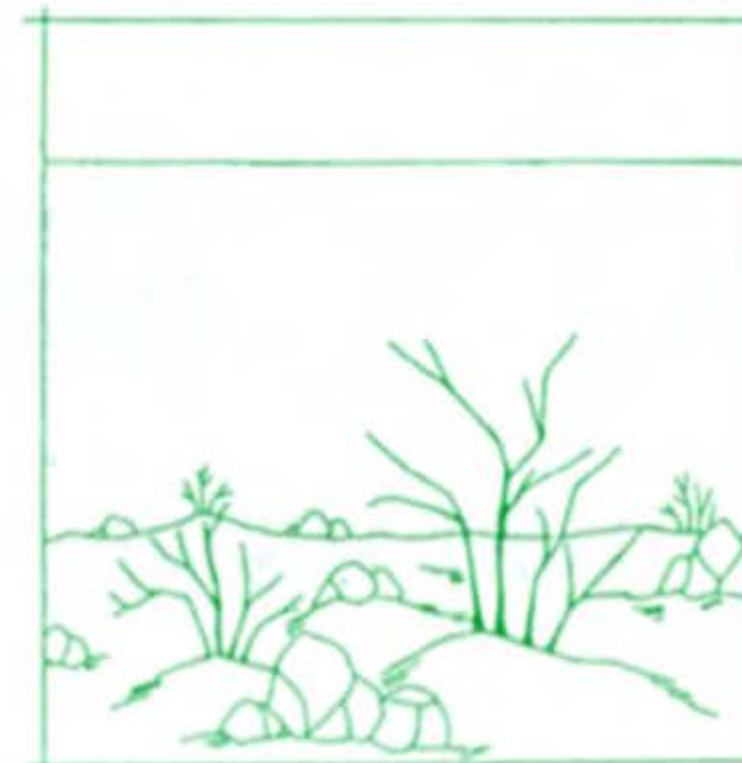
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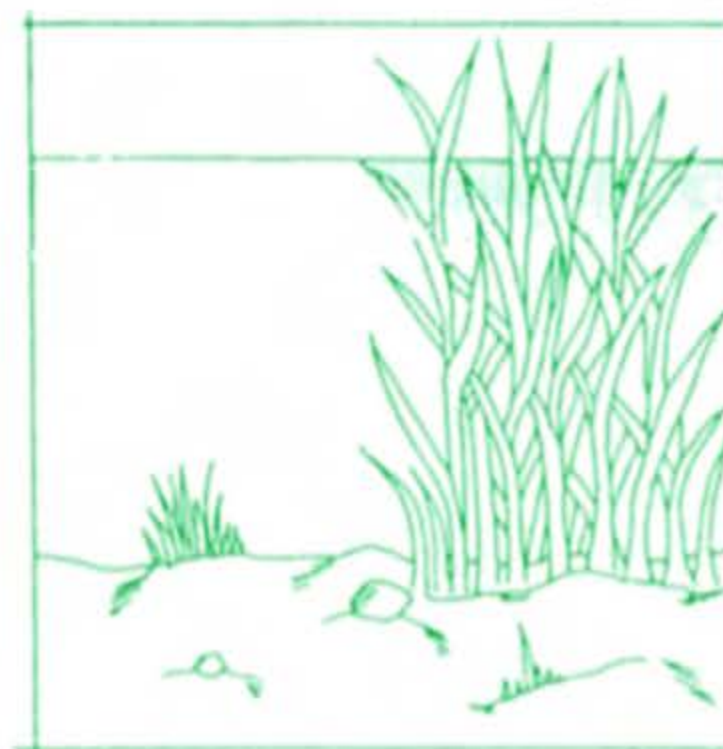
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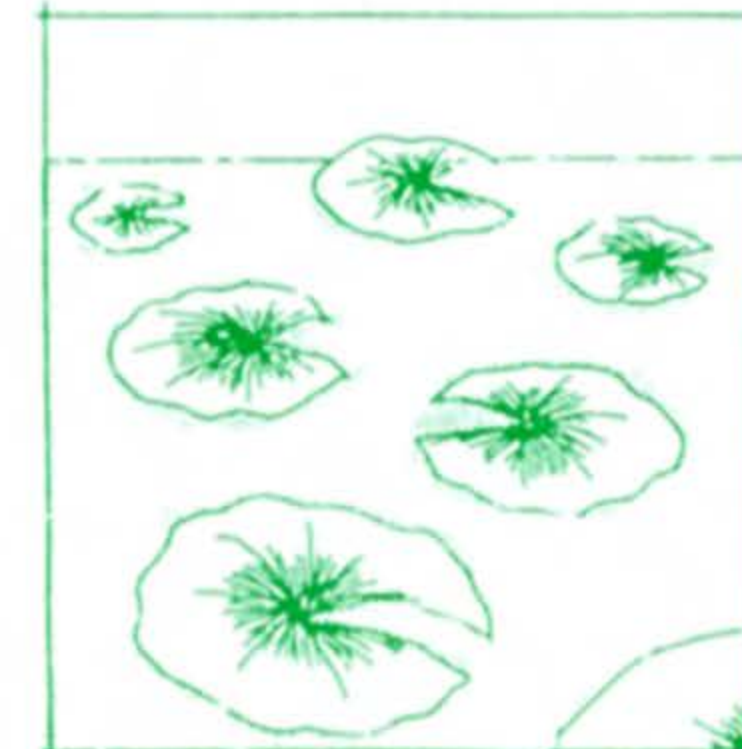
No. 6



No. 7



No. 8



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PRINTED IN JAPAN