

FISHERMAN'S BASS CLUB™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FISHERMAN'S BASS CLUB™

Contents:

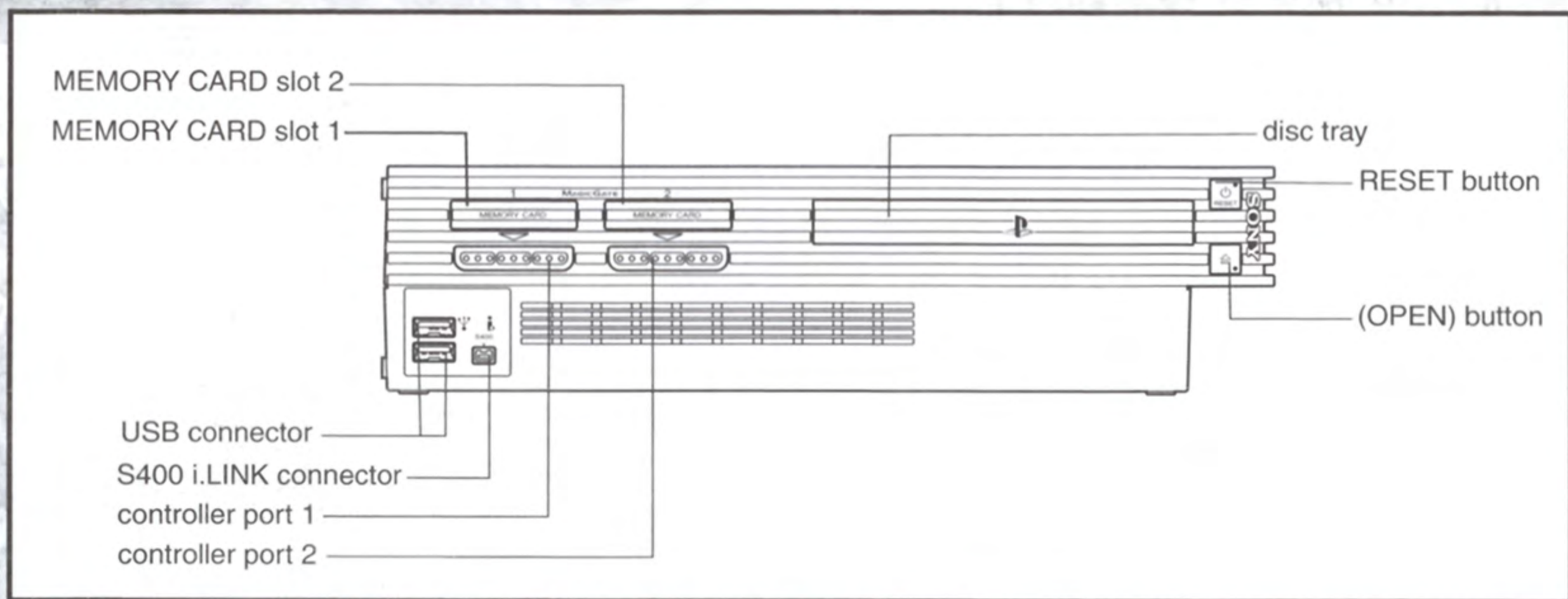
I.	GETTING STARTED	02
II.	OPERATING INSTRUCTIONS . .	03
III.	GAME START	05
IV.	FISHING POINT	07
V.	MENU	09
VI.	HOW TO FISH	11
VII.	MODE	12

Thank you for purchasing Fisherman's Bass Club™, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

** CD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.*

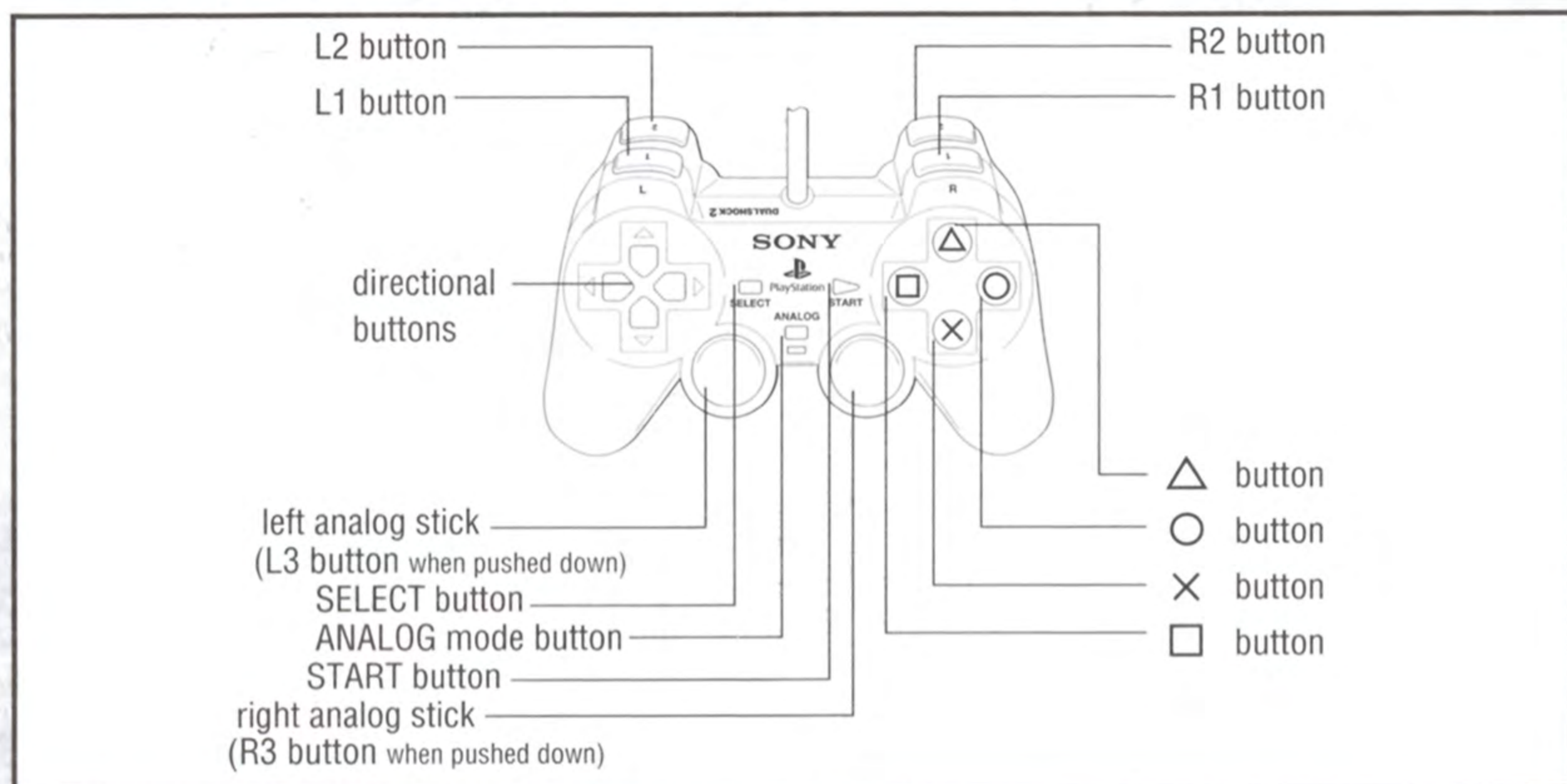
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the Fisherman's Bass Club™ disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



OPERATING INSTRUCTIONS

DUALSHOCK®2 analog controller CONFIGURATIONS



Casting Screen

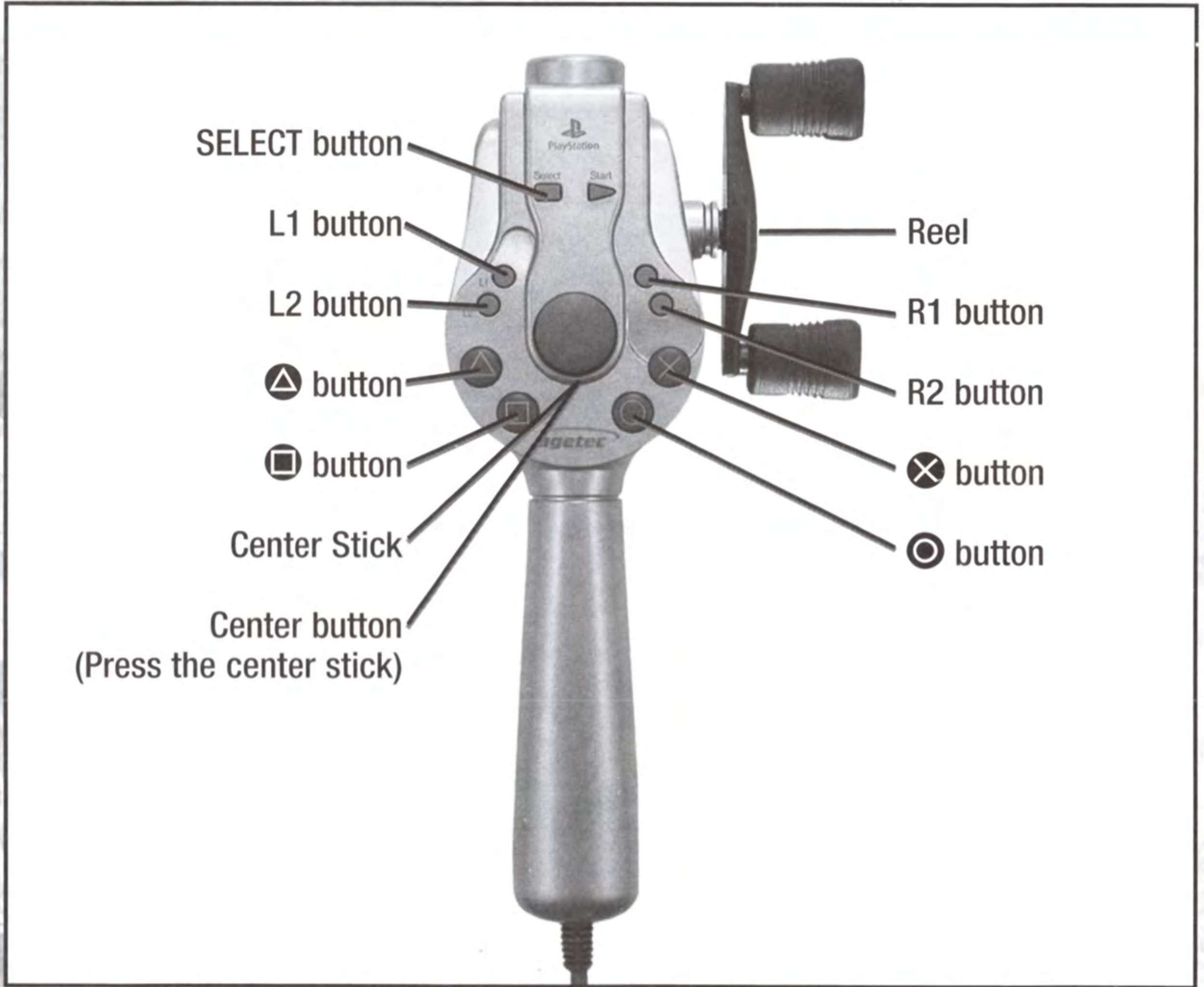
○ button	Go back to previous screen.
× button	Confirm your selection.
START button	Start a game.
directional button	Select your command.
left analog stick	Select your command.

Fishing Screen

× button	Casting/Retrieve
○ button	Go back to Casting Screen from Under-Water when the fish are not biting.
△ button	Menu Screen appears.
directional button	Select Menu Screen on Fishing Screen.
left analog stick	Select the location of Casting. (Press ○ button to speed up the speed of transportation.) Adjust the direction of the Rod. Select Menu on Fishing Screen.

- * The Vibration Function is ON after setting up the PlayStation®2 computer entertainment System.
- * This game supports the DUALSHOCK®2 analog controller's vibration function and the L3/R3 buttons.
- * The LED indicator is always lit when the system is ON.
- * This software is compatible with the DUALSHOCK® analog controller. Operation function is same as with the DUALSHOCK®2 analog controller.
- * The vibration function can be toggled ON/OFF via the OPTION menu.

Agetec Fishing Controller



Casting Screen

○ button	Go back to previous screen.
× button	Confirm your selection.
START button	Start a game.
directional button	Select your command.

Fishing Screen

× button	Casting/Retrieve
○ button	Go back to the Casting Screen from Under-Water when the fish are not biting .
△ button	Menu Screen appears.
Stick	Select the location of Casting. (Press ○ button to speed up the speed of transportation.) Adjust the direction of the Rod. Select Menu on Fishing Screen.
Handle	Retrieve

GAME START

Title Menu appears by press START button at the Title Screen.

NEW GAME	Select to start a new game. You will enter the Challenge Tournament.
CONTINUE	Continue the game from a previous game. Game Data Load screen appears after select.
FREE	Practice fishing in an unlimited time frame.
EXIT	Go back to the title screen.



Start A New Game

To begin a new game select NEW GAME at the Title Menu then input your name. You can input up to 8 characters.

Game Menu

Once name entry is done, GAME MENU screen will be displayed.

TOURNAMENT	There are total 10 tournaments available to try.
QUIZ	Take fishing quizzes to win prizes.
CHALLENGE	There are a total of 10 different challenge games to play.
TUTORIAL	Learn about fish, lure types, or fishing points that appear in the game.
FISHING NOTE	See your records of caught fish, their height and weight, by the type/kind.
OPTIONS	Change the settings of the game.
SAVE	Save the data.
EXIT	Go back to the Title screen.



About The Tournament Mode

The Tournament Mode has a list of entries that are available for you to try.

These Tournaments are not based on typical tournaments. You need to clear the requirements that differ by the fishing entries. There are entries where you have to fish the minimum required size or qty of fish within the time limit. There are a total of 10 entries available. The more entries you clear, the more selections you will be able to choose from the Tournament list. You will have more options of fishing points when you clear the entries.



Here are some entries from the Tournament.

BEGINNER TOURNAMENT

- Tournament for Beginner
- Compete by Gross Weight
- Time: 6:00-12:00
- Target Fish: Black Bass
- Clearing Requirement: above 9.00 lb.

AMATEUR TOURNAMENT

- Tournament for Beginner
- Compete by Max. Weight
- Time: 8:00-14:00
- Target Fish: Black Bass
- Clearing Requirement: above 6.60 lb.

SPECIAL TOURNAMENT

- This is a Special Tournament
- Compete by total number of fish caught
- Time: 15:00-17:00
- Target Fish: Black Bass
- Clearing Requirement: 4 or above

FISHING POINTS

There are 5 fishing points. You have a limited number of fishing points to select at the beginning of the Tournament Mode.



Building Ruins

The Ruined Building is the main point. The structure offers a combination of hiding places for the fish, around the Ruined Building and in the shade of the trees.



Boat Dock

The main areas to concentrate are the reeds and the spaces among the boats. Try aiming under the Bridge.



Under The Bridge

Under the Bridge is the main point. The depth of the water around here is pretty deep so it requires you to use a technique that lures the fish to you. You need to fish actively and aggressively.



Near The Billboard

The Bridge Pier is the point to aim your casts. The water depth is shallower so there are no places for the Bass to settle. You need to draw forth the fish with accurate lure actions.













Around The Ruins

The Submerged House is the best point to aim your casts. Aim for the bottom of the lake and use an active and aggressive style.



LURES

	<p>Pencil Bait This is a good lure to use for getting fish that stay close to the water surface. Appeal to the fish by moving the Rod to shake the tip/top of lure to the left and right.</p>
	<p>Popper This lure makes a splash when it hits the water and makes a popping noise to attract bass at the surface of the water. Repeat to pull the lure straight up and release down at the surface of water.</p>
	<p>Floating Minnow This lure has a lip at the tip/top of it. Shake the Rod finely/shortly in the water to add movement to the lure.</p>
	<p>Swisher This lure appeals to Bass by the sound it makes with its propeller. Wiggle the edge of the Rod as quick as you can to make the correct movement for this lure.</p>
	<p>Suspended Minnow This lure has a lip at the tip/top of it. You can completely stop this lure at constant level in the water.</p>
	<p>Deep Crank This lure has a lip at the tip/top of lure. The lure has a round shape. The longer the length of its lip, the deeper it goes.</p>
	<p>Spinner Bait The hook is located behind the arm, which makes it difficult to tangle. The lure vibrates by turning its blades, thus making it an attractive target to the fish.</p>
	<p>Rubber Jig This lure's Jig head has a combination of a weight and hook wrapped up by the rubber. This lure mimics a crawfish, so you need to make its movements realistic to the way a crawfish moves for success.</p>
	<p>Curly-Tail Worm This is a one-of-a-kind lure that is also called a soft worm. It wags its tale to attract the bass.</p>
	<p>Straight Worm This lure rolls its body and the movement appeals to the bass very well.</p>

MENU

Casting Screen

Name of Tournament

The lure currently used

The current length of line

Current temperature



Current time

Tournament's Regulation

Current condition/score

** This won't appear in the Practice Mode.*

Under Water Screen

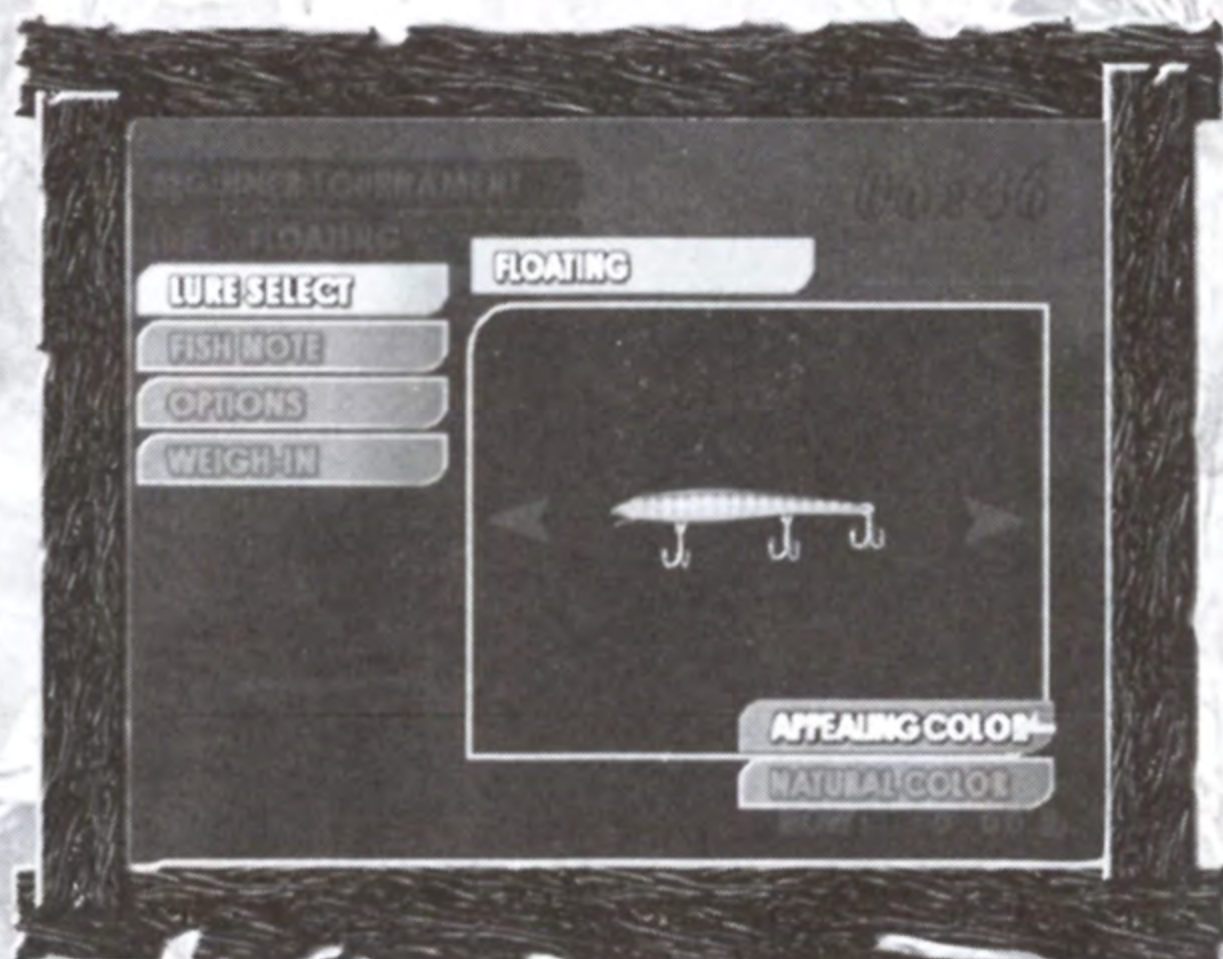
Tension Meter

Water Depth



Menu During Fishing

The Fishing Menu appears by pressing the  button on the Water Surface screen.

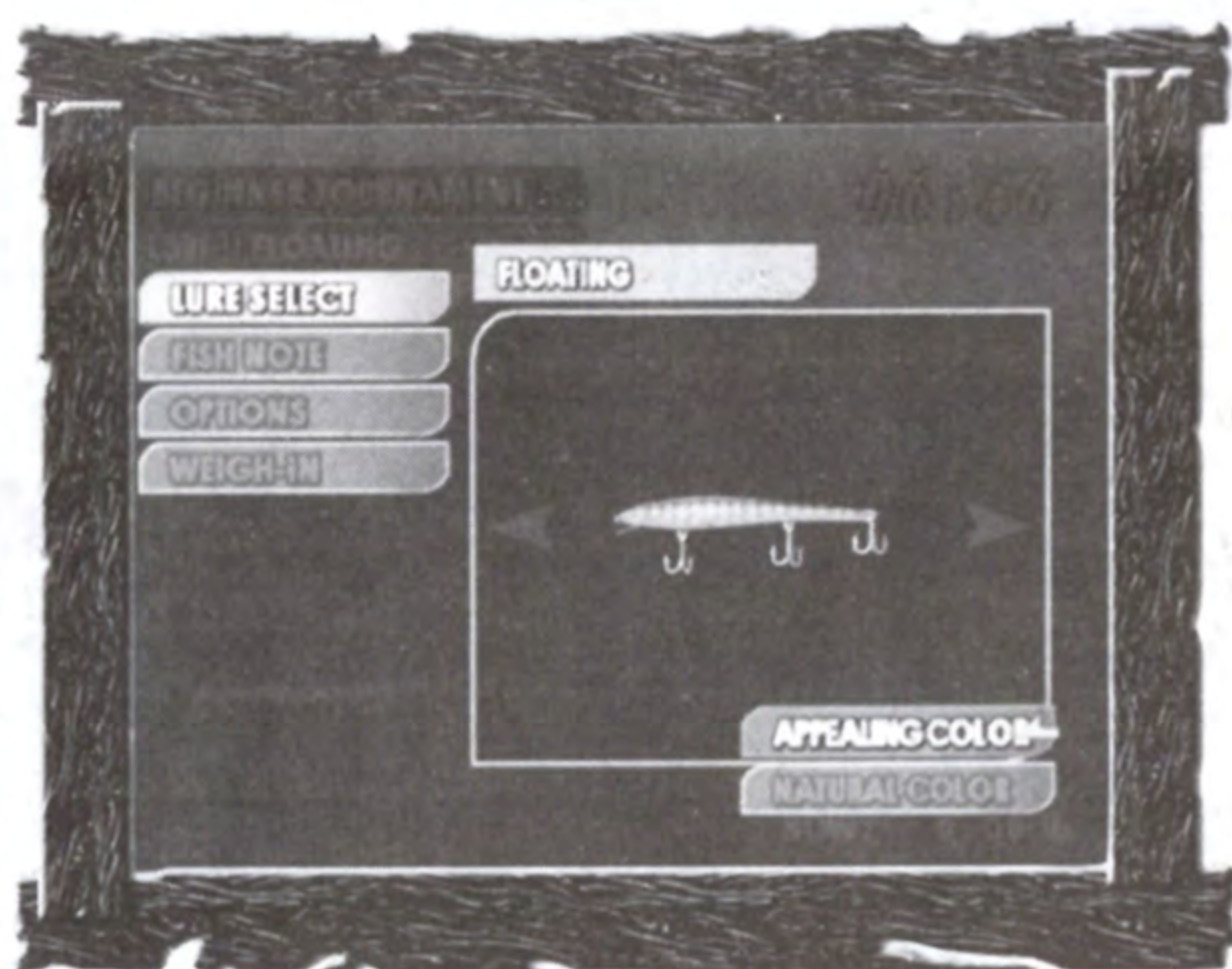


LURE SELECT

Select a lure from the 10 types.

You may also select a color for the lure of either [Appeal] or [Natural]. You should change the color of the lure depending on the current weather or time of day.

Appeal Color	Better to use when the water is muddy and you can't see well.
Natural Color	Better to use when the water is clear.



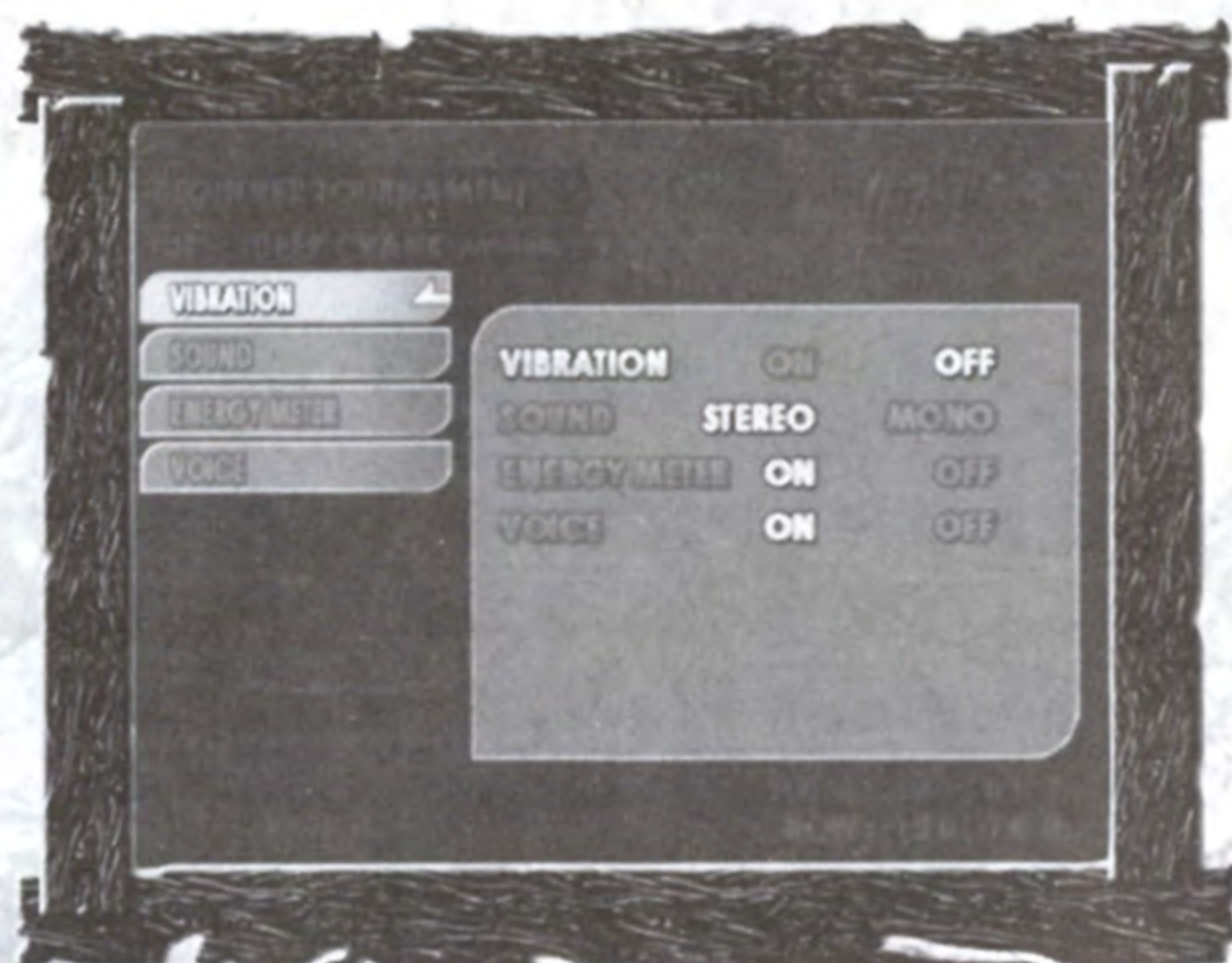
FISH NOTE

Review your fishing record. You can check the biggest size, heaviest weight, and largest number of fish that was caught by the fishing points.

OPTIONS

Can change the game settings here.

VIBRATION	Switch vibration On or Off.
SOUND	Set the sound to Stereo or Mono.
ENERGY METER	Set up the Energy Meter. (Please see page 12)
VOICE	Set up the Voice during game.



WEIGH-IN

End the Challenge Mode and go to Weigh-In.

HOW TO FISH

1. Fishing Screen (Casting)

By using the left analog stick, select the location that you want to aim your cast.

Press the **X** button to confirm your selection and you will go back to the Under Water screen.

left analog stick	Move the direction to aim your cast
O button	Cancel
X button	Cast

2. Fishing Screen (Under Water)

After casting, the screen switches to under water. Press the **X** button to retrieve and move the Rod with left analog stick. Waddle and/or swing the lure wisely to attract the fish.

3. About Fighting

When you hook a fish, move the Rod up quickly. If you do it right, you will fight with the fish. During the fight, pay attention to the Tension Meter. The Tension Meter indicates the tension of the fishing line. The line will snap if the Tension Meter reaches the MAX. Moving the Rod in the direction the Fish is moving helps lower the Tension Meter.

left analog stick	Adjust the Rod.
X button	Cast/Retrieve the line.
O button	Go back to Casting Screen from Under-Water when the fish are not biting.

4. Landing Screen

If you are able to retrieve the fishing line and catch a fish, the name and size of the fish appears on the screen.

Always try to catch a fish that is a Ranker!

5. Weigh-In Screen

The Weigh-In Screen appears after either selecting Weigh-In or when the time is up. This is where you can check the size of Fish you caught. In Challenge Mode, it is determined if you cleared the size of fish or not by its measurement in the Weigh-In Screen.



MODE

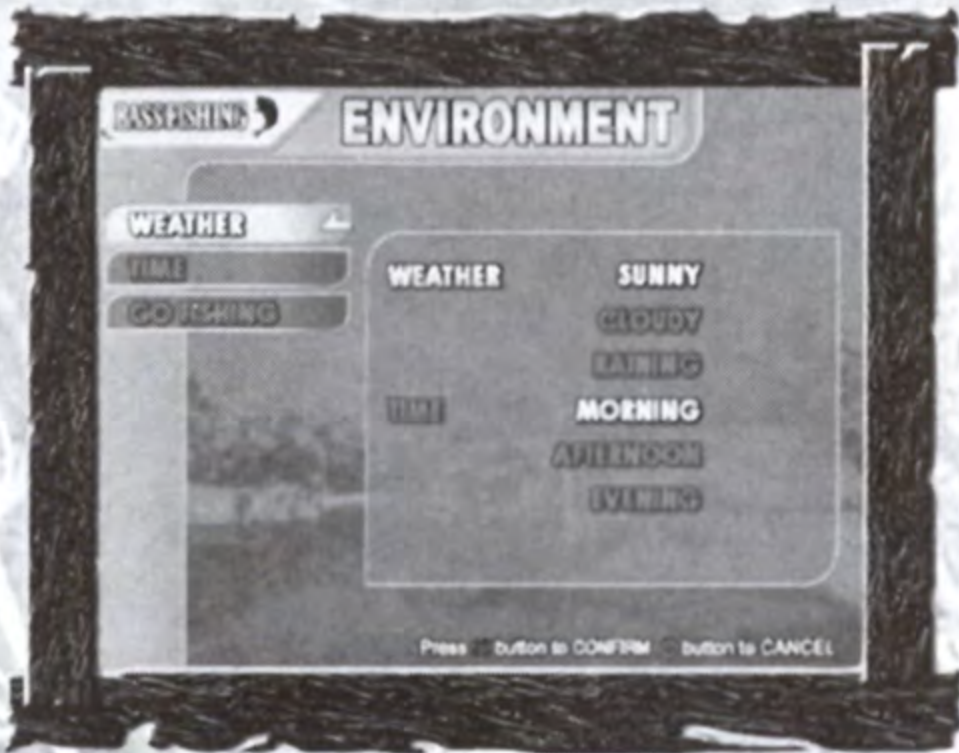
Energy Meter

• FISH'S ENERGY METER

The Fish's Energy Meter is MAX when you enter to the fishing area, however, the gauge naturally weakens when a fish has engaged in several fights. Find a fish you fought before and try to fight it again. This gauge allows you to see which fish are weaker and easier to catch.

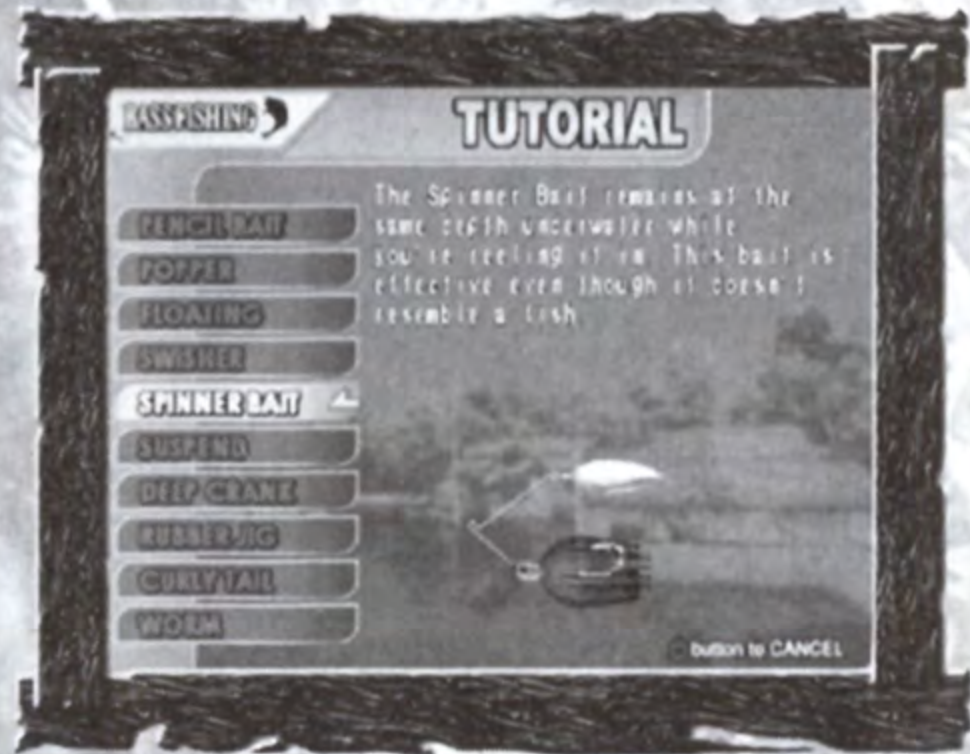
• TIMING TO CATCH A FISH

You will better understand the "timing to catch" by turning the Vibration Function on and also by looking at the blinking Tension Gauge (if you set up the Energy Meter ON).



Free Mode

Select FREE at the Title Menu. You can set up the weather or time conditions freely. Practice fishing in this mode to get ideas for the best locations at the fishing points and challenges at the Challenge Mode.



Tutorial Mode

Select TUTORIAL at the Title Menu. You will be able to find out the names of the various Fish found in this game, and learn about the different lures and fishing points. Utilize the Tutorial Mode to build your strategies for fishing!

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Fishing Controller



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Bass Landing

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