Nintendo

GAME BOY COLOR

CGB-AHZE-USA

BILLY BOBS HUNTIN'-N-FISHIN'™



INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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EVERYONE
ANIMATED VIOLENCE

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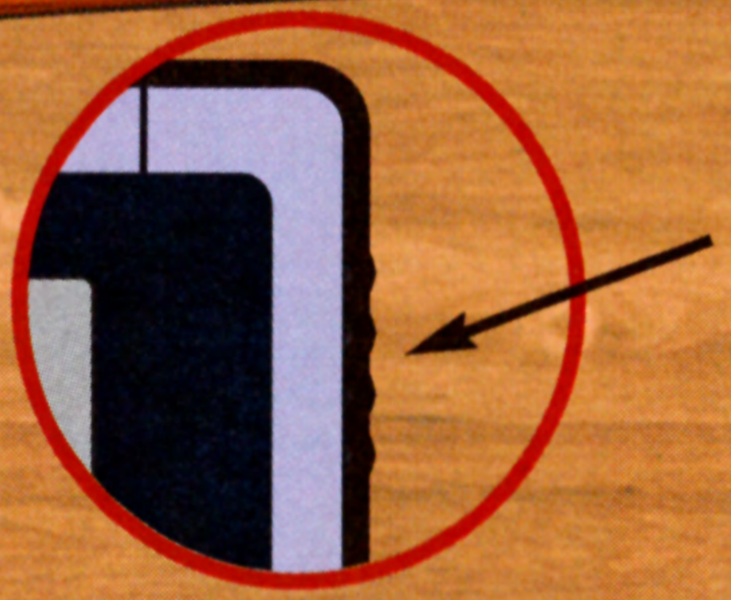
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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

TABLE OF CONTENTS

Getting Started 3
Game Controls 4
What A Gal! 5
Playin' The Game 6
Main Menu 7
Password Menu 8
The Bait Shop 9
Fishin' Games ..... 10 - 13
All About Fishin' ..... 14 - 16
The Huntin' Lodge 17
Huntin' Games ..... 18 - 20
All About Huntin' 21
Weddin' Bells 22
Hints 23
Notes 24
Credits 25
Warranty 26

GETTING STARTED



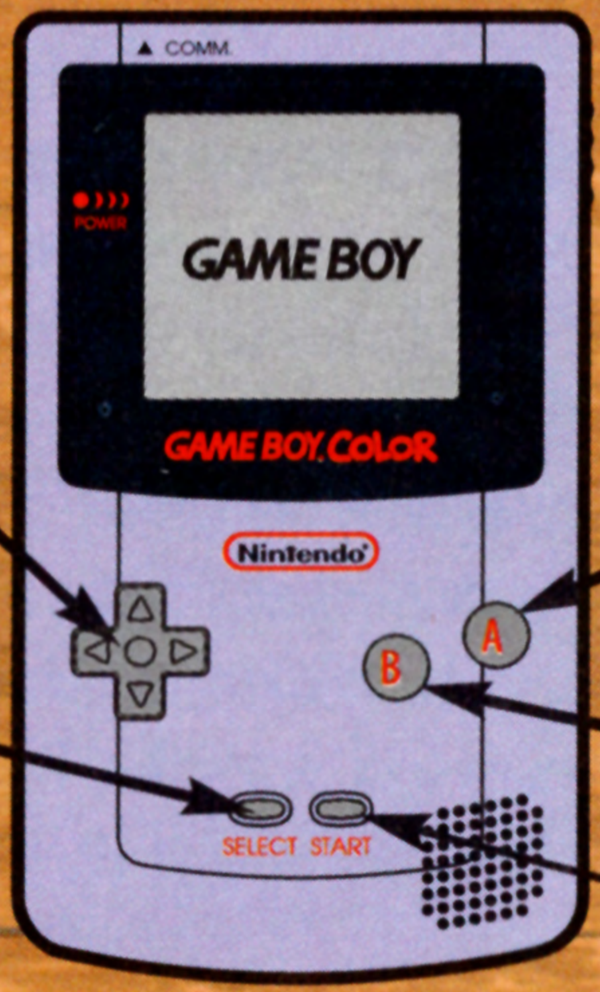
1.) Make sure the POWER switch is in the OFF position.

2.) Insert the Nintendo GAME BOY Game Pak into the slot on the back of the Game Boy body, label facing AWAY from play side.

3.) Slide the POWER switch to the ON position to turn ON the power.

4.) Follow gameplay instructions throughout this manual.

GAME CONTROLS



Control Pad

SELECT

A Button

B Button

START

Pay attention to the above information about the controls. These buttons will be referenced throughout this here manual.

WHAT A GAL!

Nestled deep in the backwoods of Skeeter County is the tiny town of Wydville, home of the locally renowned woodsman, Billy Bob. Billy Bob is most famous (in Wydville anyhow) for fishin' a 14 pound bass and 4 cans of refried beans from the local lake in a single afternoon. Now, most folks in Wydville would consider that enough excitement for one lifetime, but not Billy Bob. He wants more. He yearns for the love and affection of the most beautiful woman in all of Skeeter County, Miss Daisy Mae. This will be a most difficult task, as every bachelor in Wydville is trying to win Daisy Mae's hand in marriage and her daddy is mighty particular about what sort of fellas come a courtin' his daughter, too. He therefore declares that only true woodsmen need come a courtin' Daisy Mae. All prospective husbands must be proficient in the manly arts of huntin' and fishin'.

Billy Bob is up to the challenge, but he doesn't own a boat or an all-terrain vehicle. In fact, he doesn't even have a huntin' or fishin' license, let alone the money to buy bait and bullets. He does have his Cousin Jake, the proprietor and owner of Jake's Bait Shop and Jake's Hunting Lodge. If Billy Bob performs certain chores to Jake's satisfaction, Jake will loan him everything he needs. Billy Bob will have to pass dozens of tests in his quest to win Daisy Mae's love, but he'll be using the skills he knows best...huntin' and fishin'!

PLAYIN' THE GAME

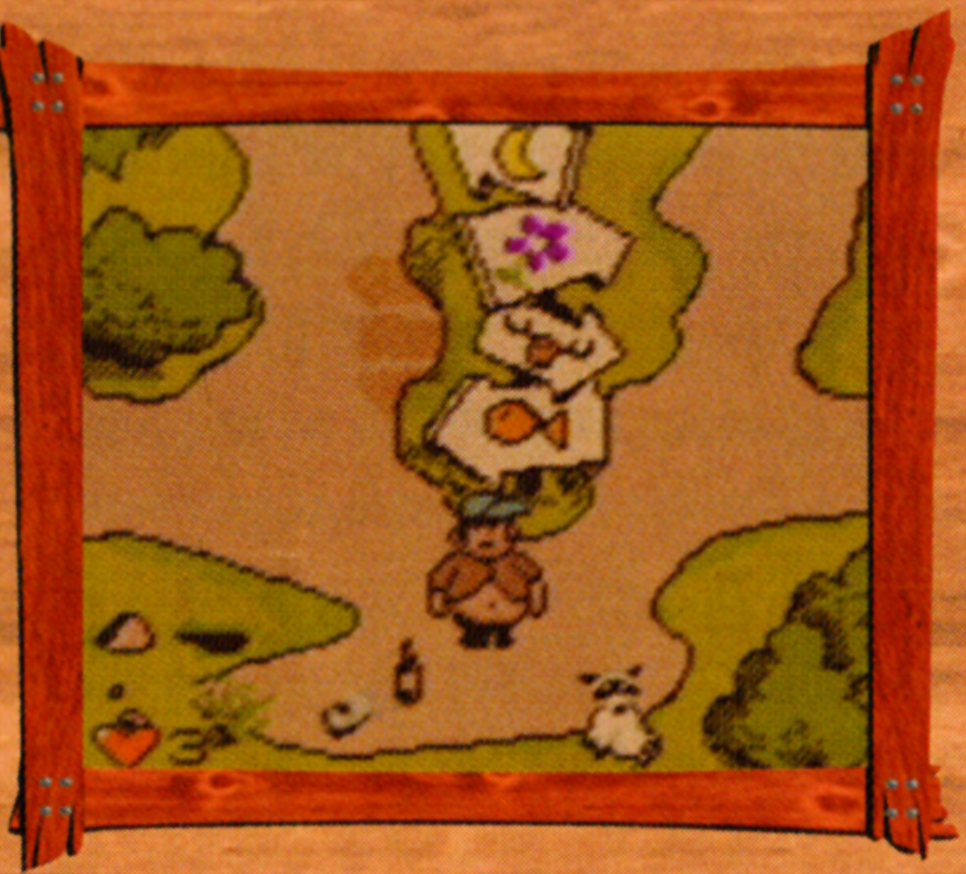


Your heart meter down there in the lower left represents Daisy Mae's current affection (or love) for you. The maximum amount of hearts you can have is 3. Various things will cause your hearts to decrease; gettin' caught by the Ranger huntin' or fishin' without a license, shootin' the wrong animal or running out of bait or ammo. Any of these actions can cause Daisy Mae to lose interest in you. If you lose all of your hearts, the game is over. You can gain hearts by successfully completing levels. Remember, Daisy Mae is impressed with a good sportsman!

When it comes to huntin' and fishin', you must complete various sub-games per level. These include games such as gettin' licenses and gettin' bait and ammo. You are only allowed 1 try per sub-game per level. So if you fail to get a license, you must hunt or fish without one! If you do that, watch out for the ranger! If you don't get as much bait or ammo as you'd hoped, too bad 'cause you can't go back until you finish a level. Otherwise, you'll lose a heart.

MAIN MENU

When you start the game, you'll see some purdy pictures followed by Billy Bob standin' smack dab in the middle of the woods. This here screen is called the Main Menu. From here you can travel in four directions. Following the path to the Upper Left will take you to the Password Menu where you can reload yer saved game. The path to the Upper Right leads to Daisy Mae's house. It's best if you win her heart before you go chargin' up to her door, 'cuz quite frankly, you're not the best lookin' individual in town!



Now, that path to the Lower Left leads to yer cousin Jake's Bait Shop (for when yer itchin' for some fishin') and the Lower Right will take you to Jake's Huntin' Lodge (for when you get a hankerin' to do some huntin'). Pick yer path and get goin'...Daisy Mae's a waitin'!

PASSWORD MENU

Passwords are given to you. You only have to remember the last one you saw and press the A Button. This will Save your game. To move along the rows, press Left and Right on that there Control Pad. You can adjust them pictures by pressing Up and Down.



To Load a game, enter the password you saved with. After you save, the default password will change when you come back. If you wish to save again, remember the password shown, enter it and press the A Button.

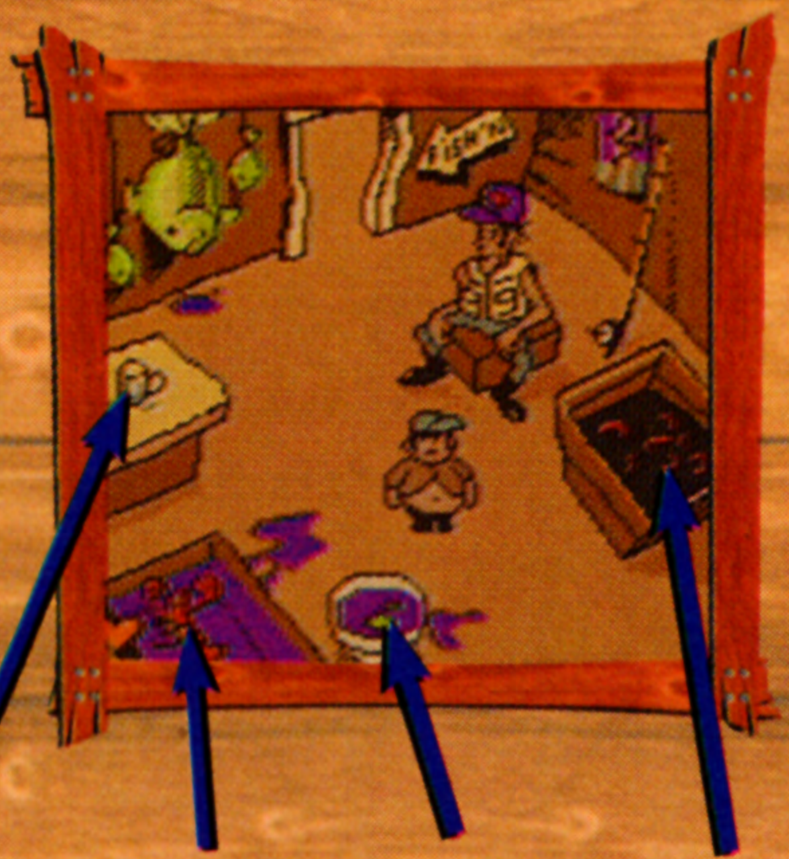
These password pictures change all the time, so make sure you've got something to write with nearby! This way you can keep track of all your saved games!

THE BAIT SHOP

At the Main Menu, move Billy Bob to the left (towards Lake Wydville). You will see the Jake's Bait Shop. Just walk right on up to the door and press the A Button. That friendly feller in front of you is the shop's owner. Jake knows what kind of fish Daisy Mae likes and since he likes you, he'll tell you what you need to catch. In order to catch bait or get yourself a fishin' license, you will have to play a sub-game.
The fishin' games are on the next couple of pages.

GETTIN' BAIT

Now around these parts, the fish have been known to take a nibble out of three things...worms, crawdads and minnows. In order for you to get some bait to fish with, you're gonna' have to catch it first! Just move ol' Billy Bob to one of the three containers shown here and press the A Button.



FISHIN' GAMES

SODA CANS



Jake will let you borrow his license if you can do him a little favor. Jakes got some soda machines for the pleasure of all his thirsty patrons. One problem, these machines break down more than Billy Bob's pick-up truck. When they break they have a tendency to fire them soda cans straight into the lake, scaring all the fishes. Billy Bob can help Jake, after all he's the quickest man in Wydville. Move to the soda cans level by walking up to the table in the top left corner of the Bait Shop and press the A Button. Billy Bob can catch the cans and stop them from entering the lake by moving Up and Down on the Control Pad. As he catches the cans, a meter will fill at the bottom. Fill the meter up and Billy Bob's got the license, but be careful, if you miss cans the meter will fall. If you fail, you will be forced to fish the next level without a license, and the Ranger won't like that at all.

FISHIN' GAMES



GETTIN' WORMS

Jake appreciates a good sportsman and he'll show it. You need worms to fish, right? Well Jake will let you take a crack at catching his worms out back of the bait shop, but they're awfully fast. Move Billy Bob to the box of dirt in the lower right and press the A Button. Billy Bob, shovel in hand, will be ready to go. When worms starting showin' their heads, move Billy Bob next to them using the Control Pad and dig em' out using the A Button. You only have a few seconds, so move as quickly as you can.

FISHIN' GAMES

CATCHIN' CRAWDADS



Some fish prefer Crawdads, luckily Jakes got those as well. Jake will also give you a chance to catch some crawdads. Move Billy Bob to the tub in the lower left and press the A Button. This will take Billy Bob outside to the creek where all the crawdads are. These critters are pretty frisky and like to jump, leavin' Billy Bob the perfect opportunity to grab em' Move Billy Bob next to the jumping crawdads and pick em' up with your net using the A Button. It's as simple as that.

FISHIN' GAMES

CATCHIN' MINNOWS



Of course, the best bait is the Minnows. Most fish find these little delicacies irresistible. Unfortunately for Billy Bob, they are also the hardest to catch. Jakes got some tubs of minnows in the back room. Walk to the bucket of water at the bottom left of the bait shop and press the A Button. There you will find 4 tanks full of minnows. They're so hyper, they're jumpin' from tank to tank. Luckily, Billy Bob's got his fishing net again. To catch the minnows, move the Control Pad in the direction you want the net to go (Up, Down, Left or Right). You gotta be quick 'cuz these minnows are fast.

ALL ABOUT FISHIN'



Once you've got yourself some bait and a license, head out back to start fishin'. Move Billy Bob to the door at the top of the Bait Shop and press the A Button. Out back you'll find three fishin' boats to choose from. To select one, highlight the buoy it's tied to and press the A Button. For some reason, faster boats seem to sink quicker. Billy Bob is a good fisherman, but it might be a good idea to start with a slower boat. You see, the faster the boat, the faster you take on water!

Now that you've picked out a boat for yourself, it's time to get out on the lake! Move Billy Bob around the lake using the Control Pad. If you run into the Ranger, show him your license. If you didn't get a fishin' license, the Ranger will throw you in jail, causing Daisy Mae's affection towards you to fade. So make sure you get a license first!

ALL ABOUT FISHIN'

FISHIN'...BILLY BOB STYLE

To fish, find a spot where you think the fish are bitin' and press the A Button. The next thing you'll see is Billy Bob sittin' in his boat. To reel in your line, press the A Button. If you hold the A Button down, you'll reel in your line really fast. The boat will sink at a steady level, but catching cans and old boots will slow the leak and allow Billy Bob to bail some water out! Try not to let your boat sink. After all, what good is a fisherman without a boat?



Billy Bob's pole will dip when he gets a bite. When this happens, press the A Button to set the hook. The hook is set if you see a fish on your status bar (bottom of screen). Hold down the A Button to reel the fish in. If Billy Bob stands up in his boat, let go of the A Button or else your line will break. When he settles down again, press and hold the A Button. This is how you "play" the fish. Play the fish this way to tire them out and reel 'em in.

ALL ABOUT FISHIN'

THAT THERE FISHIN' PAUSE MENU



While you're out on the lake, you may want to change bait, move to a different spot, adjust your fishin' depth or head back to the Bait Shop. To do any of these things, press START while you're on the lake. The Fishin' Pause Menu will appear. Move the Control Pad Left and Right to select a fishin' option such as PICK BAIT or PICK DEPTH. To adjust your fishin' depth or to select a different bait to use, highlight the option and press Up and Down on the Control Pad to change the option. If you select QUIT, Daisy Mae will lose some of her affection towards you and you will lose a heart. Since you are trying to win her heart (and you know she doesn't want to marry a quitter), you probably will want to keep fishin' and catch what she wants. To do this, highlight FISH and press the A Button. You will now continue to fish on the lake.

THE HUNTIN' LODGE

Now way back at the Main Menu, if you would've gone to the Right you would've headed over to Jake's Huntin' Lodge. Just walk up to the door and press the A Button. Since Jake is your cousin, he'll try to help you as best he can. Just like the Fishin' Games (Pages 10-13), you'll have to play games to get ammo for your rifle, get a huntin' license and even have to wash that stink off of your body! Those animals will smell you comin' a mile away if you don't!

This here picture will show you where to go. The next few pages will tell you what to do when you get there. So get goin', Daisy Mae won't be single forever!



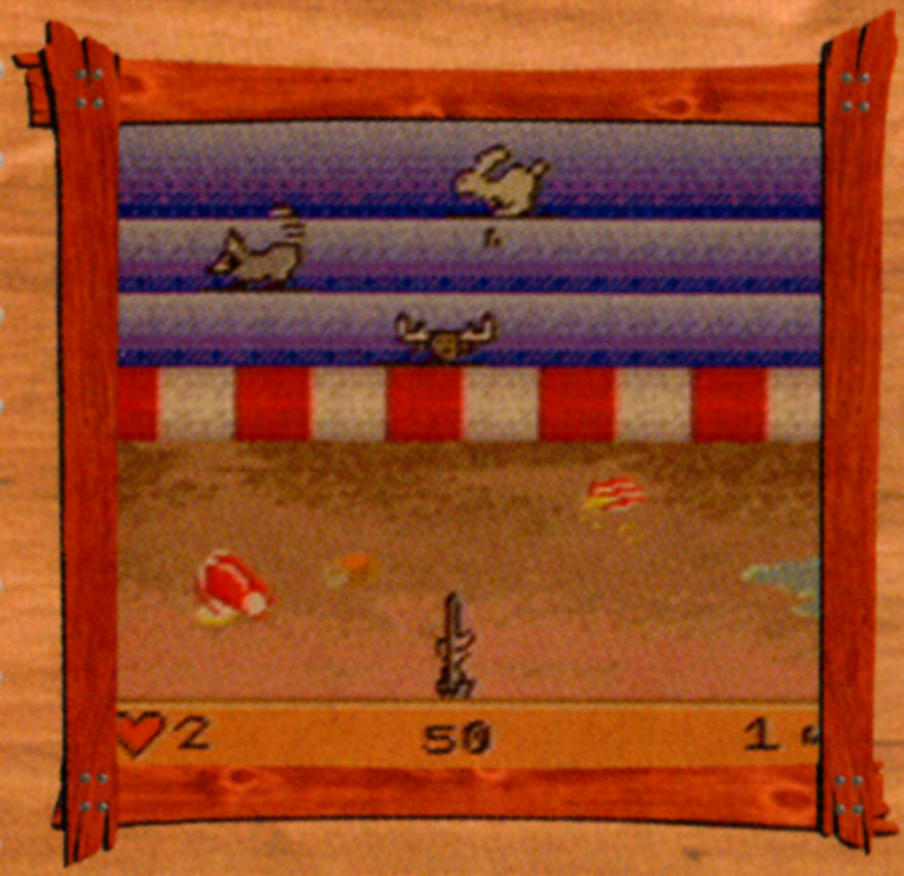
HUNTIN' GAMES

GETTIN' A HUNTIN' LICENSE



Just like gettin' a Fishin' License, gettin' yourself a Huntin' License before you go hunting will keep the Ranger from throwin' your butt in jail. Jake will be there to give you advice if you need it. To talk to Jake, just walk up to him and press the A Button. Jake controls who gets a license, and only expert marksmen gets licenses in these parts. Billy Bob will need to flaunt those skills, not only to impress Daisy Mae but to obtain a huntin' license. Move Billy Bob to the deer target in the lower right of the Lodge and press the A Button. You will be transported to the target range. The object of this game is to shoot twelve of the same critters. You will be instructed to shoot at only one type of animal. Shooting the wrong animal will automatically cause you to fail and you will be forced to hunt the level without a license, and we know how much the Ranger hates illegal hunters. To aim your shotgun, press Left, Right, Up or Down on the Control Pad. Press the A Button. The targets move quickly, so aim carefully.

HUNTIN' GAMES



GETTIN' AMMO

You got your gun, you got your license, only one thing else you need to bring on your huntin' trip is...AMMO! Jake has a shootin' gallery out back where Billy Bob can earn some ammo. To go to the shootin' gallery, move to the bottom left of the Lodge to the box marked "Ammo" and press the A Button. This will take you into the shootin' gallery. After you're told which animal to shoot, aim your shotgun by pressing the Control Pad Left or Right. Once Billy Bob's got the target lined up, press the A Button to shoot. Hitting the right animal will give you 1 shotgun shell, but hit the wrong animal and a shell will be taken away. Some targets move faster than others, so be careful!!

HUNTIN' GAMES

WASHIN' THE STINK OFF



Before you step foot in the woods to hunt whatever Daisy Maeś heart desires, you should wash the odor off of your body. Move Billy Bob to the bathtub and press the A Button. Billy Bob will find himself in the waterin' hole out back getting clean. Thereś one small problem though...the pigs want to get clean also. If those filthy swine get in the water with you, you're liable to stink even worse than before! Move Billy Bob by pressing Left and Right on the Control Pad. As the pigs fly through the air, try to catch them before they hit the water and bounce them into their pig pens on the sides of the screen. You can see how much Billy Bob stinks by looking at the top meter on the bottom-right of the screen. If he stinks too much, the animals will run away from him and he won't win the heart of Daisy Mae.

Washin' up before you take to huntin' is a good thing. While you're out in the woods, you'll have a little meter down at the bottom-right of your screen showing how much you're stinking. Remember that the more you stink, the harder it is to get close to the animals. If the meter fills completely you will get kicked out of the hunting level and lose a heart. If the animals won't get close to you, how do you expect Daisy Mae to? For more information on huntin', turn to the next page!

ALL ABOUT HUNTIN'



Hop on your All-Terrain-Off-Roadin' vehicle and hit the game trail. Make sure you got yourself a Huntin' License (page 18) or else the Ranger will be after you! You can move around the woods by pressing the Control Pad in all directions. Be sure to watch out for logs and other obstacles. You'll have to go around them (even your vehicle has limits). Keep a close eye out for animal tracks, they'll appear every now and then. Once you see some, press the A Button to hop off of your vehicle. Move Billy Bob to the tracks (if they haven't disappeared already) and press the A Button. Now you're ready to start shootin'!

Aim by pressing the Control Pad. These critters move fast, so line 'em up as quick as you can and fire! You can shoot your rifle by pressing the A Button. Keep huntin' until you get whatever sweet Daisy Mae's heart requires. Once you have reached your limit, move your vehicle to the flashing word EXIT and press the A Button. This will take you back to the Huntin' Lodge. You can also go back to the Huntin' Lodge by pressing START while you're out in the woods. The only options on the Huntin' Pause Menu are HUNT, MOVE and LODGE. To select one, move the Control Pad Left and Right, then press the A Button.

WEDDIN' BELLS

That Daisy Mae, she sure is a needy gal. She may want the moon before she'll take your hand in marriage, but she sure as heck is worth it! Even if you catch the fish she wants and hunt all the critters she desires, it probably won't be enough to win her undyin' affection. In fact, you're gonna' have to fish and hunt about 5 times before you she'll even let you through her door. So make sure you've been practicin', because Daisy Mae will make you prove that you are the man for her...and it ain't gonna' be easy.

ASKIN' FOR PERMISSION

Once you've completed all the Huntin' 'N' Fishin' levels, it's time to pick up Daisy Mae at her house. Now that you've proven yourself a true sportsman, Daisy Mae has fallen head over heels for you. Unfortunately her parents haven't. Daisy's Pa will require Billy Bob to pass one more test, the test of strength...Arm Wrasslin'!

At the bottom of the arm wrestling screen you will see an arrow occasionally show up on the screen pointing to the Left. When you see this arrow, press the Control Pad in the direction of the arrow and keep tapping it. The arrow will quickly flash in the other direction, when it does, you must also tap the Control Pad in the other direction. Basically just follow the arrow wherever it points and you will emerge victorious. If you can beat Pa, you will get the chance to take Daisy away, or will you???

HINTS

Here's a few hints to help you catch the girl of your dreams. Just make sure you've read this here manual for everything you need to know about the game.

1.) Remember to get a license before you do any huntin' or fishin'. The Ranger doesn't take kindly to poachers and illegal fishin' types.

2.) Minnows are the preferred bait. Try to catch as many of the quick little critters as you can!

3.) Remember to write down your passwords!

4.) Make sure you're nice and clean before you go a huntin'!

5.) If you fish illegally, try to use a faster boat. You may sink faster, but it's better than goin' to the county jail!

6.) Try to sneak up on the critters you're huntin'. Your noisy All-Terrain-Vehicle is likely to send them little guys runnin'!

NOTES

Since we had some extra space, here's some room for writin' down some passwords.
Remember to write 'em down often so you can save your progress!

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