

Thank you for purchasing Sega Bass Fishing 2. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Sega Bass Fishing 2.

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Sega Bass Fishing 2 is a memory card compatible game. With this game, 19 blocks of memory are needed to save a game file. The following data is saved: option settings, records, characters, and new lures acquired during gameplay.

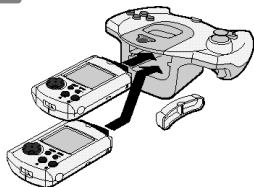
SETTING UP

Sega Bass Fishing 2 is a one-player game. Connect the Dreamcast Controller or the Fishing Controller (sold separately) into Control Port A of the Dreamcast console. You will not be able to play a controller connected to any other port.

VMU

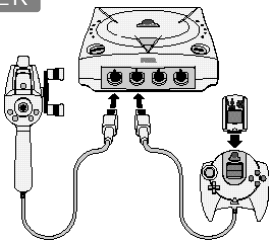
In order to be able to save game files, you'll need to connect the VMU to the Dreamcast Controller. You may use the memory card connected to any socket and any port of the Dreamcast Controller.

NOTE: Never remove the memory card or disconnect the controller while the game data is being saved or loaded.



PLAYING WITH THE FISHING CONTROLLER

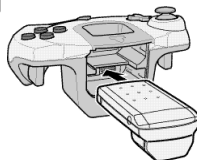
The Fishing Controller does not have an Extension Socket for a memory card. To save game files when using the Fishing Controller, connect a Dreamcast Controller (with an inserted memory card) into any of the Control Ports. You will not be able to use the Dreamcast Controller to play Sega Bass Fishing 2 when the Fishing Controller is being used. Although it is possible to play Sega Bass Fishing 2 using only the fishing controller, you will be unable to save game files.



THE JUMP PACK™ (SOLD SEPARATELY)

Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller. The Jump Pack does not lock into place when inserted into Expansion Socket 1, and may fall out during game play.

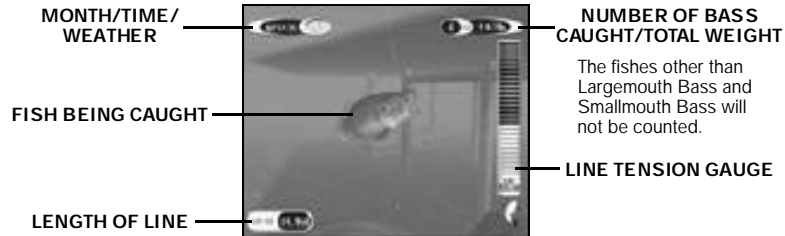
Insert the memory card into Expansion Socket 1 of the Dreamcast Controller and the Jump Pack into Expansion Socket 2.



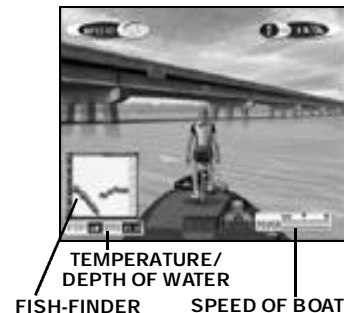
GAME DISPLAY

Here are basic screens you will see in this game.

WHEN FISHING



MOVING AROUND WITH BOAT



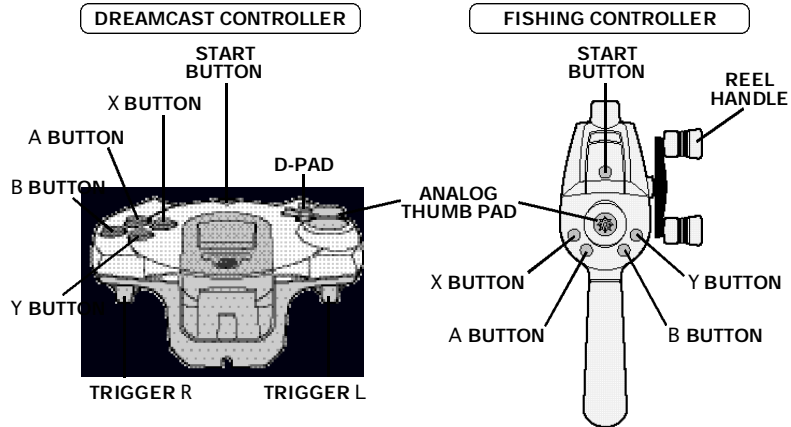
BEFORE CASTING



FISH-FINDER window displaying a MAP

HOW TO FISH

CONTROLLERS



To return to the Title Screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons on the Dreamcast Controller or the Fishing Controller.

SELECT AREA

The first thing you will do is to select the fishing area. Use the Analog Thumb Pad or D-Pad *@ to select the area of the lake on which you wish to fish.



BOAT CONTROLS

Within the selected area of the lake, you can freely move around by controlling the boat. Use the Analog Thumb Pad *@\$^ to steer, Y to speed up, and X to slow down. When you have selected the spot to fish, press A to stop the boat and move on to select your Casting Direction.

When controlling the boat, press B to display a menu. Use the Analog Thumb Pad or D-Pad *@ to select the menu item, and press A to enter.

- Fish-Finder -- Map** Switches the display in the lower left corner of the screen between the fishing area or depth.
- Go To Other Areas** Change the area to fish within the same lake (go back to Select Area screen).
- Weigh-in** End the fishing for the day, and start weigh-in (available only with the Tournament mode).
- Today's fish** Display the list of bass caught.

CASTING DIRECTION

After you've selected your spot, it's time to fish. Use the Analog Thumb Pad \$^ to select the direction to cast. If you wish to change the spot to fish, press B to return to the Boat Control. If you wish to change the lure, press X (see p. 6). After selecting a casting direction, press A to advance to the Casting Method Select screen.

CASTING METHOD SELECT

After you have selected the casting direction use the Analog Thumb Pad to select the method.

- * Overhead casting
- @ Pitching
- \$ Backhand casting
- ^ Sidehand casting

If you wish to change the lure, press X (see p. 6). To return to the Casting Direction Select screen, press B.



CHANGING LURES

While on the Casting Direction Select screen or the Casting Method Select screen, press **X** to change lures. A list of selectable lure types will be displayed. Use the Analog Thumb Pad or D-Pad ***@** to select a lure type, and press **A** to enter. Press **B** to exit the menu.



Next, use **\$^** to select from the available lure types, and ***@** to select from the available color variations. Press **A** to enter a selection. Press **B** to reselect a lure type.



Note that the number of available lures will increase when certain requirements are met.

CASTING

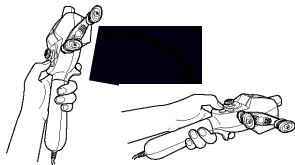
With the Dreamcast Controller

Press **L** to start casting. Simultaneously, you can press the D-Pad ***@** to adjust the strength of casting.



With the Fishing Controller

To cast using the Fishing Controller, first hold it upright, then flick it downwards as if you are casting an actual fishing rod. Make sure to put your index finger on the hook, as shown, to avoid accidentally throwing it out of your grip. You don't need to use a lot of force.



Note

It is possible to cast while on both the Casting Direction Select screen and the Casting Method Select screen. On the Casting Direction Select screen, it is only possible to cast overhead.

LURE ACTION

Once a lure is cast, either press **R** on the Dreamcast Controller or turn the Reel Handle (in any direction) on the Fishing Controller to reel in. While reeling in, you can use the Analog Thumb Pad to give action to the lure. To retrieve the lure, press **B**.



HOOK UP

When a fish bites, hook the fish. If you do not hook quickly, the fish will get away.

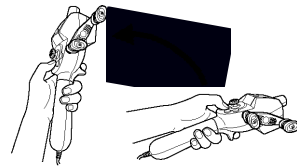
With the Dreamcast Controller

Press **L** to hook the fish.



With the Fishing Controller

To hook the fish, flick the Fishing Controller upward, in the opposite direction to casting.



FIGHT

When you have successfully hooked the fish, reel it in. A Line Tension Gauge will appear on the right side of the screen. Pay attention to both the Line Tension Gauge and the action of the fish when reeling it in.



There are three zones on the Line Tension Gauge: green (low), yellow (medium), and red (high). When there is too much tension on the line, the gauge will flash, signaling that the line might break, resulting in the fish escaping. Stop reeling and wait for the tension to decrease. When there is not enough tension, the fish may unhook and escape. To reel in successfully, control your reeling speed.



By controlling the rod, you can also control the tension from rising too much. Use the Analog Thumb Pad $\$^{\wedge}$ to move the rod left and right, and $*@$ to raise and lower the rod. Try to move the rod in the opposite direction to which the fish is moving.



CATCH

When you reel the fish in close enough, the screen will change to the Catch screen. A Catch gauge with a red marker will be displayed at the bottom of the screen. Use the Analog Thumb Pad to control the rod. When the marker is within the yellow zone, press **A** to successfully catch the fish. If you fail, you will have to try again.

NOTE: If you are using a Mad Catz Rumble Rod™, you must press **B** to successfully catch the fish.



SUCCESSFUL CATCH

When you successfully catch the fish, the name of the fish you caught and its weight will be displayed.



You will resume fishing from the Casting Direction Select screen.

PAUSING THE GAME

At any time during the game (except on the Select Area screen), press the Start Button to pause the game and display a Pause menu. Use $*@$ to select a menu item. Select **BACK** and press **A** (or simply press the Start Button) to resume the game. Select **QUIT** to end the game (your action will be confirmed before quitting).



TIME LIMIT

You will fish until the given time limit. When the time limit nears, a message will be displayed to indicate this.



STARTING THE GAME

After the opening sequence, the Title screen will be displayed. Use *@ to select either NEW GAME or CONTINUE, and press the Start Button.

When NEW GAME is selected, the Main Menu screen will be displayed. If CONTINUE is selected, the Load screen will be displayed (see p.15).

On the Main Menu screen, use *@\$^ to select the menu item, and press A to enter.



Here are available modes:

FREE FISHING

Catch fish with the area, season, time of day and weather condition of your choice.

TOURNAMENT

Compete in the Tournament.

CHARACTER

Change the character to be used in the game.

DATA BOOK

View your records.

LOAD

Load the data from the VMU.

SAVE

Save the data to the VMU.

OPTIONS

Change various settings of the game.

FREE FISHING

In this mode, you can catch fish with the area, season, time of day and weather condition of your choice.

SELECT AREA

Use \$^ to select the lake/river to fish, and *@ to select the area on the lake/river. At first, you can only select one lake, but as certain conditions are met, you will be able to select other lakes. Press A to advance to the next screen. Press B to return to the Main Menu screen.



SELECT CONDITIONS

Next, you will select the season, time, and weather of your choice. Use *@ to select the menu item, and \$^ to change the setting. After all settings have been selected, press A to start fishing. Press B to go back to the previous screen.



END OF FISHING

The fishing ends when the time becomes 18:00. A message will be displayed in order to notify the player that the time limit is nearing. The result will be displayed. Note that only bass will be counted in your fish total.



TOURNAMENT

In this mode, you will compete in tournaments against the CPU players.

SELECT TOURNAMENT

Here you can select the tournament to participate in. Use *@ to select the tournament, and press A to enter. Press B to return to the Main Menu screen. Please also note that, at first, only SGBTA Amateur Series can be selected.



When the tournament is selected, the tournament regulations will be displayed. Read the regulations thoroughly, then press A to advance. Press B to return to the previous screen.



PRACTICE

Before you fish in the tournament, you can practice on the lake where the tournament will be held. Use \$^ to select either YES or NO, and press A.



WEIGH-IN

At the end of each day, there will be a weigh-in of the bass caught. The total weight of the bass will be measured. Depending on your record, you may earn the right to participate in the next tournament, a new lake selection to choose in Free Fishing mode, or a new lure. You may choose to weigh-in your bass in the menu window, but please keep in mind that doing so will end your fishing for the day.



CHARACTER

You can change the character to be used in the game. In the beginning, you can only select from seven characters, but by winning the tournaments, your selections will be increased.

CHARACTER ABILITIES

Each character has his/her own abilities. The abilities are Casting Distance, Casting Accuracy, Retrieving Speed, Sight, Fighting Technique, and Retrieving Technique. Select your character not only by his/her looks, but also by his/her abilities.



SELECTING CHARACTERS AND ATTRIBUTES

Use *@ to select the menu item, and \$^ to select from available options of the menu item. Press A to enter your selection, or B to cancel.



PLAYER TYPE
CLOTHING
SUNGLASSES
CAP/HAT
BOAT COLOR

Change the character to be used.
Change the color of the wear the character is wearing.
Select the character WITH or WITHOUT the sunglasses on.
Select the character WITH or WITHOUT the cap/hat on.
Change the color of the boat the character is riding.

DATA BOOK

Here you can view your records.

A menu of data you wish to view will be displayed. Use *@ to select the data to view, and press A to enter. Press B to return to the Main Menu screen.

FISH DATA

Here you can view the total number, the total weight, and the average weight of the bass caught. Please note that only the bass (Largemouth Bass and Smallmouth Bass) are counted.

You can also view the five largest fish you have caught in the past inside the fish tank.

TOURNAMENT DATA

You can view the results of the tournaments and annual series you have played in the past.

LURE DATA

You can view the lures you have obtained so far. Use \$^ to select other lures.



LOAD/SAVE

You can load or save the game data.

When you select either LOAD or SAVE from the Main Menu screen or CONTINUE from the Title screen, a VMU SELECT screen will be displayed. The locations where VMUs are present will be displayed with bright VMU icons. Use *@\$^ to select the VMU, and press A to enter. Select YES and press A to load the data, or select NO to cancel. Press B to return to the Main Menu screen.



When the VMU is selected, your action (loading/saving) will be confirmed. Upon saving, if a game file already exists, you will be asked to confirm to overwrite the data. Use \$^ to select YES/NO, and press A to enter. Select YES and press A to save the data, or select NO to cancel. Press B to return to the Main Menu screen.



19 blocks of memory are needed to save the game file.

NOTICE

The game does not have automatic saving function. When you end the game, please select SAVE to save the game file manually.

OPTIONS

You can change various game settings.

A list of changeable options will be displayed. Use *@ to select the menu item, and press A to enter.

For each menu item, a screen with a list of available settings will be displayed. Use *@ to select from the settings, and press A to enter. Press B to cancel.



FREE FISHING TIME SCALE	Adjusts the clock speed in the Free Fishing Mode or changes the amount of remaining time.
ROD CONTROL	Changes the vertical control of the rod.
AUDIO	Changes the stereo/monaural audio output.
VIBRATION	Turn the vibration ON or OFF (only available when using the Jump Pack or the Fishing Controller).
FORMAT	Select YES to bring all settings to the default value.
EXIT	Return to the Main Menu screen.

CREDITS

The following credits list the staff responsible for the localization, marketing and manual for the U.S. version of Sega Bass Fishing 2. Credits for the original development staff are listed in the game itself.

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Shinobu Shindo
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