

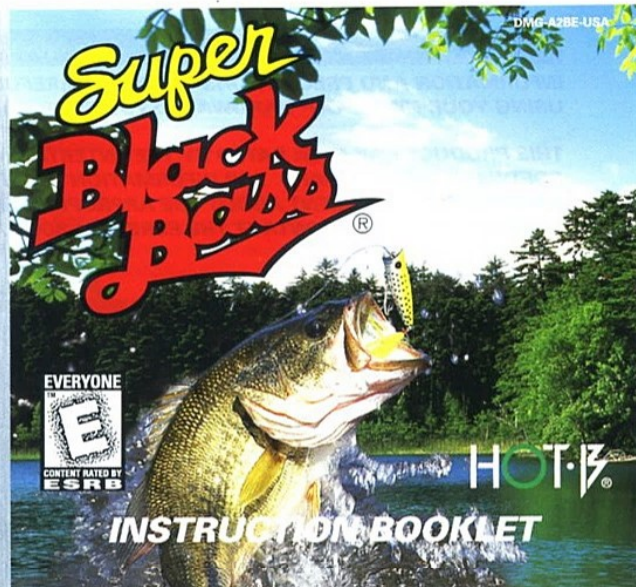
HOT-B

HOT-B USA, Inc.
1255 Post Street, Suite 1040
San Francisco, CA 94109
(415) 567-9501
WEBSITE: <http://www.hotb.com>

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Nintendo

GAME BOY



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Tournament Rules

- Tournaments begin at 7:00 a.m. and end at 3:00 p.m. Tournament clock is displayed in 24-hour time. For example, 1:00 p.m. is displayed as 13:00.
- Only Black Bass (Largemouth and Smallmouth Bass) will be included at the weigh-in.
- A maximum of five Black Bass may be kept in the livewell.
- The smallest Black Bass will be culled from the livewell automatically if more than five Black Bass are caught.
- If you weigh in after 3:00 p.m. (15:00), you will be disqualified.

Tournament Summary

STAGE 1: LOCAL AMATEUR TOURNAMENT

- Compete with 50 amateur anglers.
- Held twice a year.
- One-day tournament held at Green Lake.
- Top nine anglers qualify for the Amateur Bass Tournament.

STAGE 2: AMATEUR BASS CHAMPIONSHIP

- Compete with 95 amateur anglers.
- Held once a year.
- One-day tournament held at Turkey River.
- Top six anglers qualify for the Pro Bass Tournament.

STAGE 3: PRO BASS CIRCUIT

- Compete with 80 amateur anglers.
- Held once a year.
- One-day tournament held at Lake Miles.
- Top three anglers qualify for the Super Bass Championship.

STAGE 4: SUPER BASS CHAMPIONSHIP

- Compete with 30 amateur anglers.
- Held once a year.
- One-day tournament held at Stone Lake.
- Top three anglers are honored at the final celebration.

Using The Control Pad

BASIC CONTROLS	Control Pad A Button B Button	Move. Select. Cancel.
MOVING THE BOAT	Control Pad A Button B Button	Steer. Accelerate or select an option. Open or close an option window.
SELECTING A LURE	Control Pad A Button B Button	Highlight desired lure. Select. Go back to previous lure/screen.
CASTING	Control Pad A Button B Button START Button	Press Up/Down/Left/Right to move angler's position. Press to raise the meter to the desired casting power. Press again to stop the meter and cast the lure. Cancel cast when the meter is moving. Thumb the line while lure is in the air. Open/close a command menu. Open/close tournament information.
REELING IN THE LURE	Control Pad A Button A and B Button	Move angler/rod. Reel in lure. Retrieve or cut line instantly.

Starting The Game

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

Two options appear:

- NEW GAME.....Start game.
- CONTINUE.....Continue a game using a password.

To select one of the above options, first highlight the choice with the Control Pad and press the A Button.

NEW GAME (Name Registration Screen)

Select NEW GAME; input a name that contains four or fewer characters.

Use the Control Pad to highlight the desired character and press the A Button to enter each character. When finished entering a name, select END and press the A Button.

CONTINUE

Select CONTINUE; input a 16 character password from previous gameplay.

Use the Control Pad to highlight the desired characters and press the A Button to enter the selection. When you have finished entering a password, select END and press the A Button.

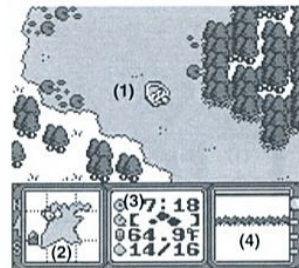
When copying passwords from the screen, pay close attention to the characters.

If a wrong character is entered, the password will not be accepted.

Fishing

After the introduction for each tournament, the Driving Screen will appear. This screen allows you to maneuver the boat on the lake and access angling information.

MOVING THE BOAT



DRIVING SCREEN

- 1) Boat
- 2) Location on the lake
- 3) Fishing data:
Current time/weather/water
temperature/location
- 4) Fish finder

Control Pad..... Steer the boat.

A Button..... Accelerate.

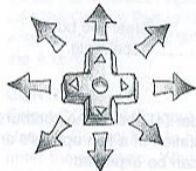
The Fish Finder (4) shows the contours of the lake and whether fish are present. If the representation of a fish appears on the fish finder, a high probability of encountering a fish can be expected.

Casting

To cast, stop the boat and press the B Button to open the Command Screen. Use the Control Pad to highlight CAST and then press the A Button.

CASTING SCREEN

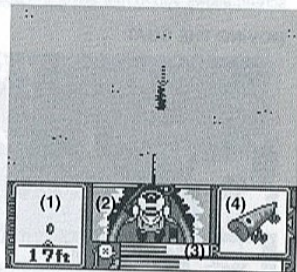
- 1) Line length
- 2) Angler position
- 3) Casting/reeling meter
- 4) Lure in use



CASTING STYLE

Use the Control Pad to select one of eight different casting styles. (See casting diagram.) After selecting a casting style, press the A Button while the Control Pad is depressed until the desired casting power is attained. Press the A Button again to cast the lure.

To prevent tangling the line in the reel on long casts, press the B Button to thumb the line.



RETRIEVING THE LURE/FIGHTING THE FISH

Once the lure hits the water, the reeling function is activated. Presenting the lure to the fish in a realistic manner is important for attracting fish. Each lure needs to be presented in a slightly different manner to accentuate its individual characteristics.

SETTING THE HOOK

When the fish attacks the lure, an "!" mark will be shown beside the angler's image. Swing the rod up (press the Control Pad Down) to set the hook.

After the hook is set:

- The lure window (4) changes to represent how well the hook is set.
- The line tension meter appears below the casting/reeling meter.
- A fish image to the left of the line tension meter shows the strength of the fish. Different levels of strength appear (strong/tired/weak).

If the lure image is shaking, swing the rod Up to set the hook before the fish breaks free. A warning bell will signal if the line is in danger of snapping. If the line does snap, another lure needs to be selected. Lost lures will be replaced in the next tournament.

LANDING A FISH

Once a fish is landed, the name of the fish, length and weight appears on the screen. The livewell holds up to five bass. Smaller bass will be culled automatically if more than five bass are caught. Non-bass species will not be kept in the livewell, but a record of these catches will be kept.

Ending The Game

- Select P.W. on the Driving Screen to generate a password and then select Quit.
- Go back to the dock and weigh in. After the weigh-in, a password will be generated.

WEIGH-IN

Maneuver the boat back to the dock (starting point).

The following message will appear:

WEIGH IN?

[NO].....Resume current tournament.

[YES].....End fishing day.

The total catch will be reviewed when the fishing day is over. Names and total weights for the top 10 angler will be shown on the ranking board.

PASSWORDS

At the end of the weigh-in you will be given a password (16 characters). If you wish to continue using the data from the completed tournament, you must write the password carefully.

When copying passwords from the screen, pay close attention to the characters. If a wrong character is entered, the password will not be accepted.

Command Menu

Press the B Button to open the Command Window. Press the Control Pad Up/Down to highlight a command and press the A Button to open.

- MOVE..... Go to Driving Screen.
- CAST..... Go to Casting Screen.
- LURE Go to Tackle Box to change lure or view lure information.
- FISH..... View Livewell or Records.
- MARK..... Use Casting Mark.
- P.W. Obtain password, resume play or quit.

MARK/CASTING MARK

Casting Mark enables you to scan the casting area and mark a desired casting location. After selecting MARK, press the A Button to activate the mark icon and maneuver the icon with the Control Pad. Press the A Button again to set the mark.

LURE INFORMATION

Tackle Box

A full tackle box of lures is supplied at the beginning of each tournament. The tackle box is stocked with three of each type of lure. Lost lures will be replaced in the next tournament.

The following message appears:

WHICH?.....Press the A Button to open the tackle box. Use the Control Pad to choose another lure.

[CHANGE]..... Change lure.

[ABOUT]..... View lure information.

The following symbols represent certain characteristics of each lure:

- ◇ A larger number indicates that the lure is more attractive to bass.
- Hook A larger number represents a lure that is difficult to lose.
- Weedless A larger number indicates a lure that is more weedless; i.e., a lure that is easier to pull through grass and thick cover.

Retrieving Techniques:

- 1) Reeling - Reel in the lure in a straight line and adjust the speed by pressing the A Button.
- 2) Stop & Go/Up & Down - Press the A Button and/or the Control Pad Down little by little to move the lure.
- 3) Slow & Steady - Press the A Button continuously so that the lure is retrieved at an even speed.
- 4) Twitching - Press Control Pad Left/Down two or three times and then Right/Down two or three times in a quick rhythmic pattern that imitates a small swimming fish or crayfish.
- 5) Swimming - Press Control Pad Left/Down and then Right/Down to move the lure in a smooth fashion.
- 6) Bottom Trolling - Press Control Pad Down twice continuously to make the lure bump off the bottom of the lake and then reel. Repeat.

- **SILVER LEAF (SPINNER):** The revolving blade reflects and creates a noise that attracts bass.
Recommended Movement Patterns: Reeling (1) and Slow & Steady (3) are effective.
- **BULLHEAD JR. (POPPER):** A minnow-sized floating lure that is useful in shallow areas. The depression in the front of the lure makes a "popping" sound and splashes water.
Recommended Movements: Stop & Go (2) or Twitching (4) are effective.
- **MINNOW:** The wobble imitates a struggling baitfish near the surface of the water.
Recommended Movements: Stop & Go (2) or Twitching (4) are effective.
- **FAT BOY (CRANKBAIT):** This popular sink lure resembles a slowly sinking baitfish with a rattling sound.
Recommended Movements: Reeling (1) and Stop & Go (2) are effective.
- **BIG CHAMP (SPINNERBAIT):** This lure combines a jig and a metal blade. The blade reflects and creates a noise that attracts bass.
Recommended Movements: Reeling (1) and Slow & Steady (3) are effective.
- **WAVY WORM (PLASTIC WORM):** This lure resembles a real worm.
Recommended Movements: Up & Down (2) and Bottom Bumping (6) are effective.
- **GRUB:** This lure is made of soft plastic and has a hooked tail.
Recommended Movements: Up & Down (2) and Bottom Bumping (6) are effective.
- **JIG & PORK:** This lure moves like a crayfish with a pork flavor.
Recommended Movements: Up & Down (2) and Bottom Trolling (6) are effective.

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HOT-B USA, Inc.
1255 Post Street, Suite 1040
San Francisco, CA 94109
Phone #: (415) 567-9501

E-mail: custserv@hotb.com
Website: <http://www.hotb.com>

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