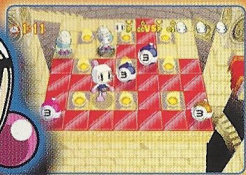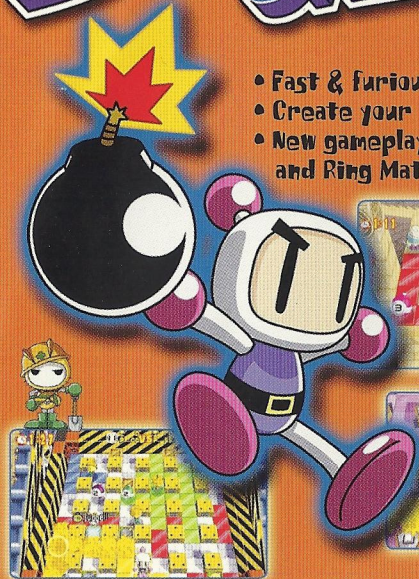# BOMBERMAN ONLINE™

BRACE FOR IMPACT!

- Fast & furious online multi-player mayhem!
- Create your very own Bomberman design!
- New gameplay modes like Hyper Bomber and Ring Match!

RATING PENDING
RP

Visit www.esrb.org or call 1-800-771-3772 for more info
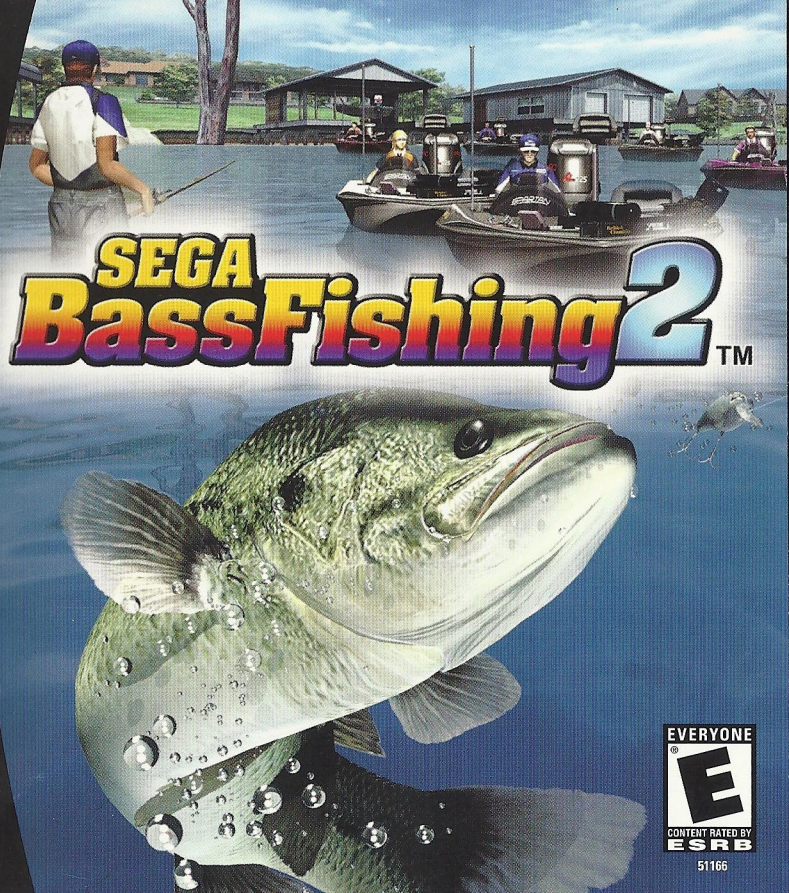
CONTENT RATED BY ESRB

Dreamcast

SEGA BassFishing2™

EVERYONE
E

CONTENT RATED BY
ESRB

SEGA®

51166

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in any thing other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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.

CONTENTS

SAVE GAME FILE
19 BLOCKS USED

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.
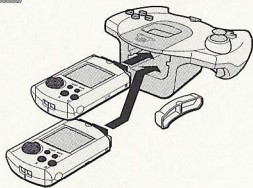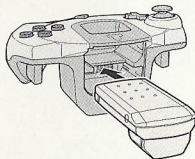
PLAYING WITH THE FISHING CONTROLLER

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.
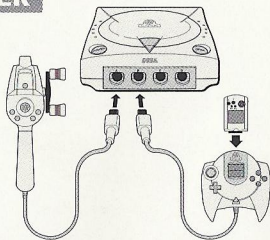
THE JUMP PACK™ (SOLD SEPARATELY)

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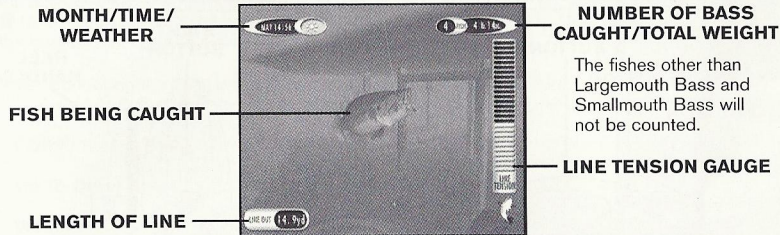
Insert the memory card into Expansion Socket 1 of the Dreamcast Controller and the Jump Pack into Expansion Socket 2.
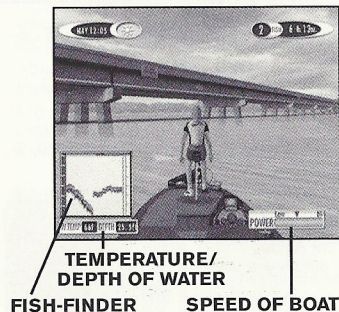
2

GAME DISPLAY

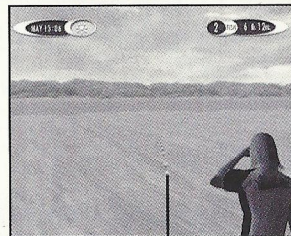Here are basic screens you will see in this game.

WHEN FISHING

MONTH/TIME/WEATHER

NUMBER OF BASS CAUGHT/TOTAL WEIGHT

The fishes other than Largemouth Bass and Smallmouth Bass will not be counted.

FISH BEING CAUGHT

LINE TENSION GAUGE

LENGTH OF LINE

MOVING AROUND WITH BOAT

TEMPERATURE/DEPTH OF WATER

FISH-FINDER

SPEED OF BOAT

FISH-FINDER window displaying a MAP

BEFORE CASTING

DIRECTION OF CASTING

3

HOW TO FISH

CONTROLLERS

DREAMCAST CONTROLLER

START
BUTTON

Ⓧ BUTTON

Ⓐ BUTTON

Ⓑ BUTTON

D-PAD

ANALOG
THUMB PAD

Ⓨ BUTTON

TRIGGER Ⓡ   TRIGGER Ⓛ

FISHING CONTROLLER

START
BUTTON

REEL
HANDLE

ANALOG
THUMB PAD
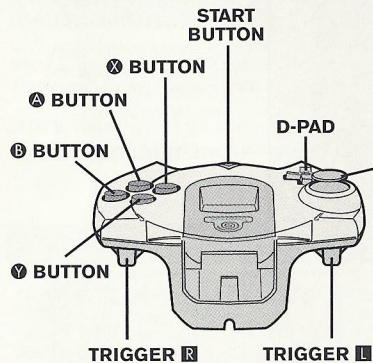
Ⓧ BUTTON

Ⓨ BUTTON
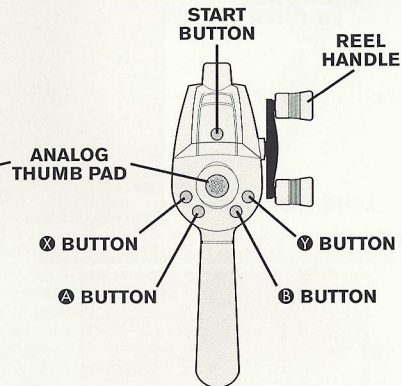
Ⓐ BUTTON

Ⓑ BUTTON

To return to the Title Screen at any point during game play, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ 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, Ⓨ to speed up, and Ⓧ to slow down. When you have selected the spot to fish, press Ⓐ to stop the boat and move on to select your Casting Direction.

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

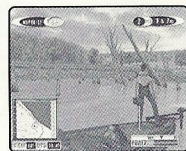|	
Fish-Finder -- Map	Switches the display in the lower left corner of the screen between the fishing area or depth.
Go To Other Areas	Change the area to fish within the same lake (go back to Select Area screen).
Weigh-in	End the fishing for the day, and start weigh-in (available only with the Tournament 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 Ⓑ to return to the Boat Control. If you wish to change the lure, press Ⓧ (see p. 6). After selecting a casting direction, press Ⓐ to advance to the Casting Method Select screen.
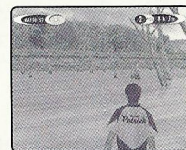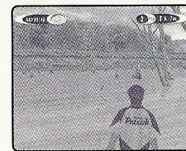
CASTING METHOD SELECT

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 Ⓧ (see p. 6). To return to the Casting Direction Select screen, press Ⓑ.

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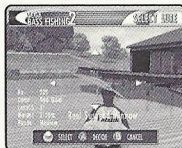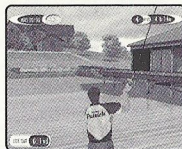
Note that the number of available lures will increase when certain requirements are met.

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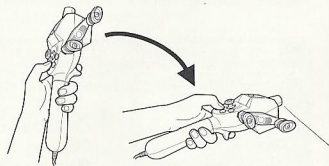
Note
It is possible to cast while on both the Casting Direction Select screen and the Casting Method Select screen. On the Casting Direction Select screen, it is only possible to cast overhead.

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**.
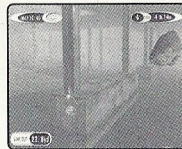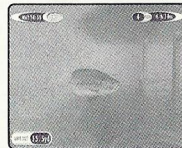
HOOK UP

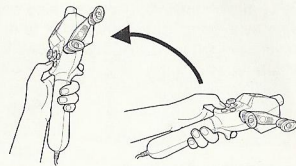When a fish bites, hook the fish. If you do not hook quickly, the fish will get away.

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 ◀▮▶ 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.
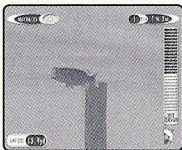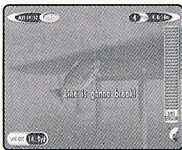
CATCH

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 Ⓐ 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 Ⓑ 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 Ⓐ (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.
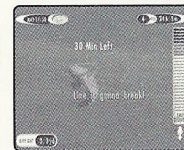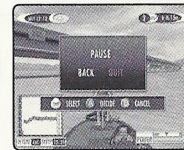
STARTING THE GAME

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 Ⓐ 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 Ⓐ to advance to the next screen. Press Ⓑ 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 Ⓐ to start fishing. Press Ⓑ 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 Ⓐ to enter. Press Ⓑ to return to the Main Menu screen. Please also note that, at first, only SGBTA Amateur Series can be selected.
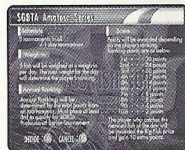
When the tournament is selected, the tournament regulations will be displayed. Read the regulations thoroughly, then press Ⓐ to advance. Press Ⓑ to return to the previous screen.

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 Ⓐ.

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.

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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 Ⓐ to enter your selection, or Ⓑ to cancel.

|	
PLAYER TYPE	Change the character to be used.
CLOTHING	Change the color of the wear the character is wearing.
SUNGLASSES	Select the character WITH or WITHOUT the sunglasses on.
CAP/HAT	Select the character WITH or WITHOUT the cap/hat on.
BOAT COLOR	Change the color of the boat the character is riding.

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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 Ⓐ to enter. Press Ⓑ 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.
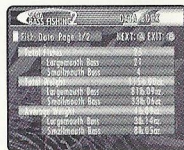
TOURNAMENT DATA

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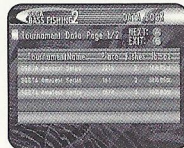
LURE DATA

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 Ⓐ to enter. Select YES and press Ⓐ to load the data, or select NO to cancel. Press Ⓑ 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 Ⓐ to enter. Select YES and press Ⓐ to save the data, or select NO to cancel. Press Ⓑ 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 Ⓐ 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 Ⓐ to enter. Press Ⓑ 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 US version of Sega Bass Fishing 2. Credits for the original development staff are listed in the game itself.

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John Amirkhan
Shinobu Shindo
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NOTES

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