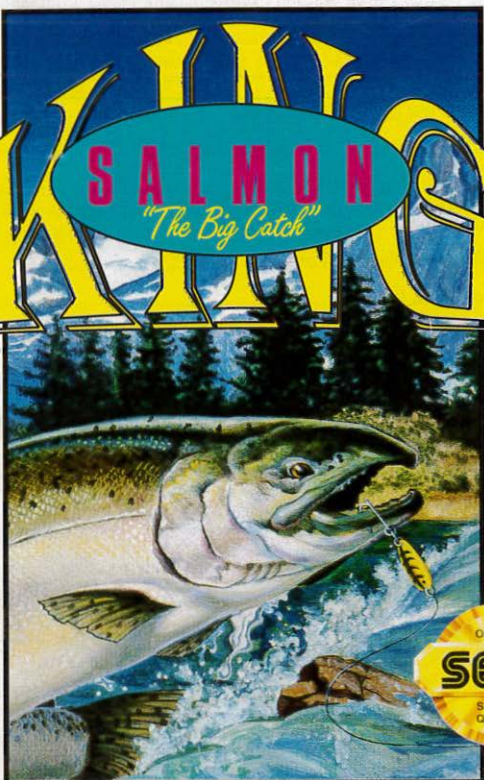


SEGA
GENESIS
16-BIT CARTRIDGE

KING

SALMON
"The Big Catch"



FISHING MANUAL



VIC TOKAI INC.

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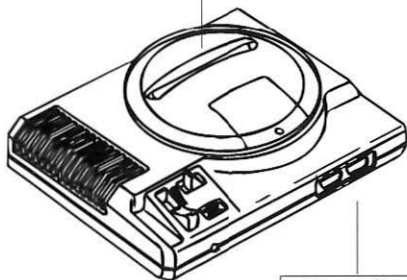


How to Start

1. Make sure the power switch is OFF.
2. Insert the Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
3. Turn the power switch ON. If nothing appears on the screen, recheck the Cartridge insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

Genesis Cartridge



Genesis Control Pad 1

1. The World of King Salmon Fishing

The King, or Chinook Salmon that live in the northern seas have fascinated anglers the world over. Hailed as one of the most exciting sport fishing challenges available due to its size and strength. The King, or Chinook Salmon, is the largest Salmon in the world. These fish can get up to 5 feet long and weigh as much as 100 lbs!

2. King Salmon Fishing

While fishing for King Salmon you will use a reel with a gear ratio of 1 to 1. You need to turn the reel 100 times to retrieve 100 turns of line on the spool. This is opposed to a regular reel that has a gear ratio of 3 or 4 to 1. King Salmon is true sport fishing in the sense that the angler is not dependent on his gear alone, but must depend on his own skill. Thus, the fish and the angler are on an even plain. Although there are different types of salmon in the waters that you will fish in, you will only receive tournament points for catching King Salmon.

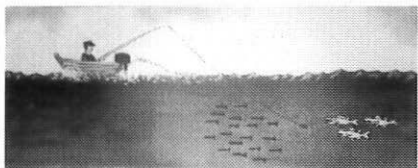
The Salmon Derby

Salmon fishing has become internationally popular. Among the annual tournaments held in which anglers from all over the world compete, the derby held in Vancouver B.C. is world renowned as the largest in size and prize money. Anglers in this tourney compete for a \$25,000.00 cash prize. Can you land the biggest catch and take home the trophy?



3. What is Trolling?

Trolling is a method of fishing in which you tow a lure behind your boat at slow speeds. In the sea, trolling is used primarily for catching large fish. In "King Salmon", we will troll. Trolling in the sea and trolling in the river use different techniques. These techniques will be explained as we go on.

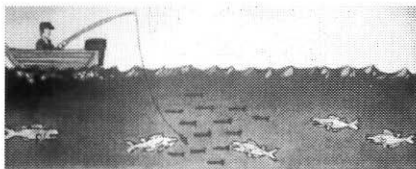


Trolling in the sea

Moving Point: In the sea you will tow the lure from a running boat. You will see schools of King Salmon chasing schools of Herring. Please note that the depth at which King Salmon are running is deeper than that of the Herring. The depth of your lure should be set by a plate called a "submerge-plate". Using this method will allow you to match the depth of the King Salmon in the area.

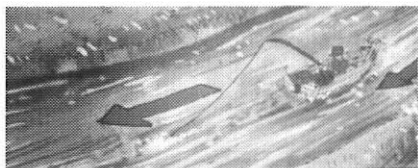
Trolling in the River

Fixed Point: School of Herring gather at places with large schools of bait that like deep and fast current channels. Salmon chasing Herring will come here also. Wait here, and a Salmon should hit.



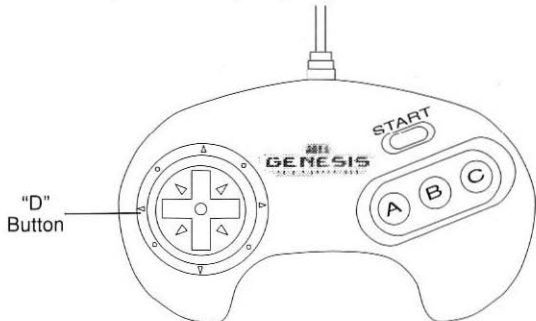
Trolling in the river

In the river, you will move the boat upstream at a speed slightly slower than the speed of the river. Then, let the boat drift down the river slowly, allowing the lure to float down river behind you.



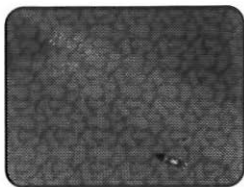
4. How to use the Controller Pad

This is a one player game. Connect the controller pad to terminal one of your Genesis System, and you're all set!



Moving the Boat

- * Steering (Button D)
Press button "D" to the right to the left to turn the boat in that respective direction.
- * Acceleration (Button C)
Press button "C" to accelerate the boat. The boat moves as long as the "C" button is held down.



* **Moving to the "Point Map" from the "Wide Area Map".**

Press button "A" to open the message window and then press button "C" to move to the point (small) map.

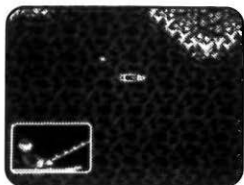
* **Returning to the "Wide Area Map".**

Press button "A" to get back to the "Wide Area Map".

Trolling

* **How to set the hook.**

Press button "D" up in time with the flex of the rod in the "hit" window. When the hook is set the fight begins. Be careful, if the hook's not set well you could lose him!



The Fight

* **Reeling**

Press button "C" to reel in your line.

* **Thumbing**

Pressing button "D" to the right allows you to stop the line from reeling out by use of the thumbing (thumb pressure) technique. Use this technique when the fish is making a strong run.

* **Pulling up the rod**

Pressing button "D" to the left will allow you to pull up the rod.

* **Rest and Revitalization of your hands.**

Pressing the "A" button allows the angler to flex and rest his hands. This technique will restore your strength. Use it during a tough battle.



5. Getting Started

Make sure the power switch is OFF! Insert the King Salmon cartridge into the console and press it down firmly. Now you're ready to drop your line!

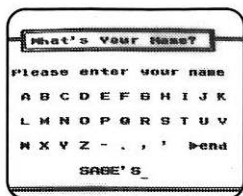
Start Menu

Turn the power switch ON. The King Salmon title screen will appear. Press the start button now (or anytime during the demo) to begin the game, or do nothing and a demo of the game will begin. The menu screen will now be displayed. If you are playing the game for the first time or wish to start a new game, choose START. If you are going to continue a game, select CONTINUE.



Name Input Screen

After selecting START or CONTINUE, the Name Input Screen will appear. Enter your name by individual letter. Select END when you are finished. Now you're ready to begin!



Stage 3: The Salmon Fishing Derby

Participate in the world renowned Salmon Fishing Derby in Vancouver B.C. Bring in the largest amount of Kings, and go home with a kings crown of your own.

"Point Map Entry": 19 places

Winning Weight Estimate: 186 lbs.



Stage 4: Challenging the World Record

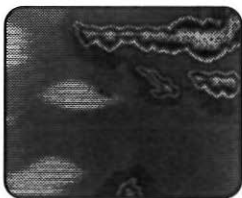
After being crowned one of the world's best Salmon fisherman you can travel to the Kenai River Basin in search of that world record catch. A 100 lb. King Salmon could make the record books and make your day!

"Point Map Entry": 10 places

Winning Weight Estimate: 99 lbs.

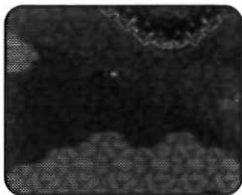
7. Game Flow

The game begins at the Wide Area Map. In the "Wide Area Map" you look for a good fishing spot. When you find a good fishing spot (pushing button "A" will verify your hunch) push button "C" to get to the Point Map.

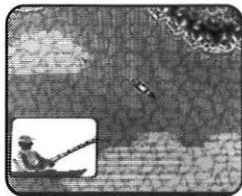


Press button "A" to return to the "Wide Area Map".

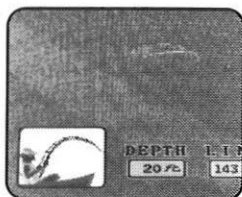
In the "Point Map" you can wait at a fixed point for a hit, or choose to chase a school of Herring while trolling.



When you get a hit, the "hit window" will open. Press button "D" up in time with the flex of the rod to set the hook.

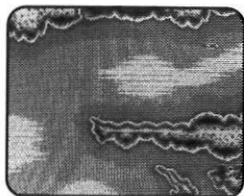


After you start to fight with a fish, you can land him by pushing button "D" to the right and to the left, and by using buttons "A" and "C" for their respective features. Refer to page 21 "Basic Pumping Technique" for details.



8. "Wide Area Map" and "Point Map"

In the "Wide Area Map" you cannot fish as the boat runs at high speed. Also, you cannot see the other boats participating in the tournament. The "Point Map" is for fishing. In the "Point Map" you will see schools of Herring and the other boats that are in the tournament.



Time Limit

The tournaments start at 7:00 am and end at 4:00 pm. Directly preceding the end of the tournament, the award ceremony will begin. Time elapses while fishing, as well as during movement in the "Wide Area Map". Time stops only when the trolling menu is displayed or when the game is paused.

How to Start Trolling

When you come to a location in the "Wide Area Map" which looks like a good fishing point, press button "A". If the area is good for fishing, the message displayed will suggest so. If you decide to start fishing there, press button "C", and go to the "Point Map". Most good fishing points are located in areas where there are small islands, and frequent terrain and depth changes.

9. Trolling in the Sea

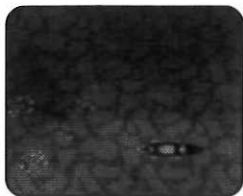
In the sea you can tow the lure from a running boat.

How To Operate the Boat

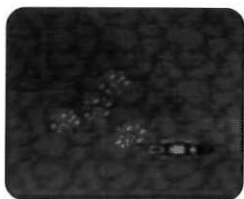
Press button "D" right to turn the boat to the right, and press button "D" to the left to turn the boat to the left. Press button "C" to move the boat forward.

Trolling Spot

You should aim slightly in back of the school of Herring when trolling, as the Salmon will be close behind. Be careful, the Herring will scatter if the boat runs into the school!



If you aim a little behind the school of Salmon chasing the school of Herring, you can improve your chances of catching a large King. This method is very difficult, but it pays off!



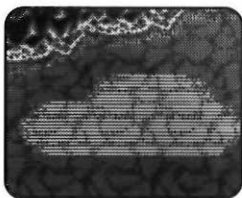
“Point Map”

How to Troll

When you start the boat after getting into the “Point Map”, the lure is towed behind the vessel. Salmon will strike at your lure. You will rarely catch Salmon while simply towing your lure aimlessly. You may have to re-select a lure at the trolling screen if you are not having any luck. Different lures will attract fish differently depending on the environment and weather conditions. You have to experiment to find out which works best for you. Also, you will have to remember to set the depth at which you troll. Since Salmon change depths frequently from day to day, you will need to change your tactics from one game to the next depending on conditions.

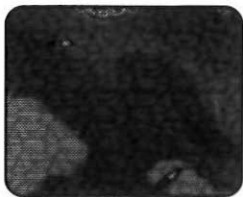
Fixed point

There are several places where the likelihood of Salmon habitation is very high. These places are usually found in pools of water or where depth changes drastically. If you find these fixed points, you can increase your chances of a catch.



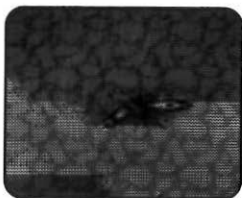
Moving point

In the "Point Map", the Herring schools and the Silver Salmon following them are moving. You should see a school of King Salmon chasing both groups. Follow the schools by boat and position your lure near the King Salmon. Since the schools of Herring and Silver Salmon are always moving, they can be referred to as the moving points.



Other boats

You are not the only one who is participating in the tournaments. Other people are also competing to win the title. You will encounter other boats in the point map. If you collide with another boat during the tournament an alarm message will be displayed. If you collide with other boats ten times in a day, you must return to the dock due to extreme vessel damage.



10. Trolling in The River

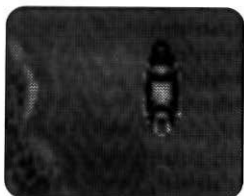
In the river, you must move the boat upstream at a speed slightly slower than that of the river. At this point let the boat drift downstream slowly while allowing the lure to float down the river.

How to Operate the Boat

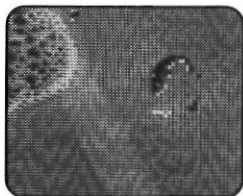
Press button "D" right to turn the boat right.

Press button "D" left to turn the boat left.

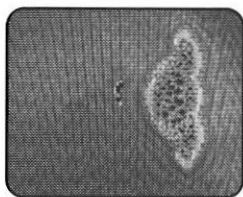
Press button "C" to move the boat forward.



In the river you may sometimes see Salmon jumping. This is a good sign that the area is a good fishing point. Salmon run upstream to spawn. Schools of Salmon travel on virtually the same route. If you can set your trolling route to match the Salmon's you can expect a lot of hits!



A pool in front of a rapid current is a typical fixed point where Salmon are taking a rest to restore strength. If you find one give it a try.



11. Trolling Screen

To change a setting while trolling, press START to display the trolling screen. At the trolling screen you can change the settings needed for trolling, like "lure" setting, "line" settings, and "depth" setting. At this screen you can also access information like your "catch so far", and your "skill level". You may also exit the game by selecting "Let's Finish for Today".



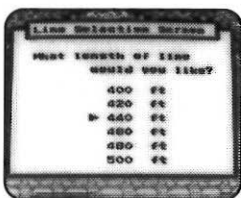
Lure

There are several kinds of lures available; some for the sea, others for rivers, even some that work equally well in either environment. Since King Salmon change preference for lures depending on weather conditions, it is recommended that you vary your selection to increase your chances of a catch.



Line

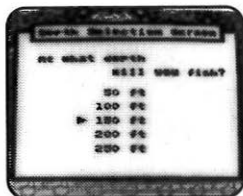
Shows the distance between the lure and the boat at the surface of the water. At times the depth of the lure may be greater than the line's surface distance from the boat. If the lure is too close to the boat, fish may take your line under the boat where you risk having your line cut on the prop. Be careful!



Depth

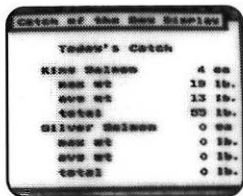
The types of fish that hit your line will vary depending on the depth of your line. Once you determine the depth at which the King Salmon are swimming, you can expect better results. Remember, the depth at which King Salmon hang out changes from day to day.

Different kinds of Salmon dwell at different depths. Silver Salmon are likely to be found near the ocean surface, while King Salmon are found at deeper locations. It is important to vary the depth at which you fish in order to catch King Salmon.



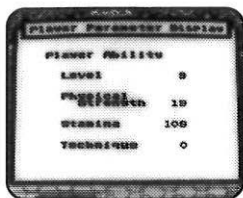
Catch So Far

Displays the total catches in your hold. Your total will be displayed.



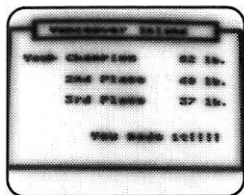
Skill Level

Displays the player's current abilities (level, stamina, muscular strength, technique) Refer to page 26, "Level Up", for the details.



Let's Finish for Today

Select "Let's Finish for Today" to finish trolling. Finish trolling before the time limit and you will attend the award ceremony. If the gross weight of King Salmon that you have caught ranks you in the top 3, you can proceed to the next stage.



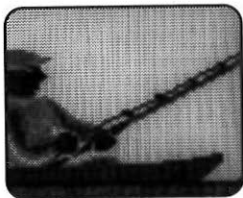
12. Fight

When Salmon hit your line, don't get over joyed! Unless you land a fish it's all for not. During the fight you will encounter realistic obstacles like tangled or broken lines, poorly set hooks, etc. Hang in there and you will be successful. Remember, it may be a good idea to flex (revitalize) your hands once in a while.

When a fish hits, the real-time fight screen starts. The screen looks at the fish from above.

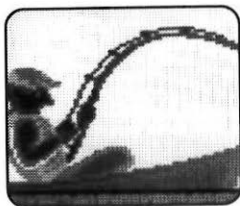
Basic Pumping Technique

If you simply reel in the line, you can only reel in a little at a time. Pull up the rod, reeling in as you decline the rod. This is called pumping and it will allow you to take up the slack and or stop a fishes run...



How to Pump your Rod

If you only press button "C" to reel in your line, you will only be able to reel in a little line at a time. So, press button "D" to the left to pull the rod up. When the rod is pulled up, press button "C" immediately to take up the slack in the line. Repeat the above procedures, and you can reel in the line faster.



13. Parameters During the Fight

Line

Shows the distance of the line at the surface of the water. When the length of the line is at 0ft., you have landed the fish. When the line is at 700ft., you have run out of line and the fish escapes.

Depth

Shows the depth at which the fighting King Salmon is located. When the fish is in deep water, it becomes harder to reel in.

Status of the Fish

The status of the fish is displayed in the message window in the form of dialog or graphics.



Status of the Player

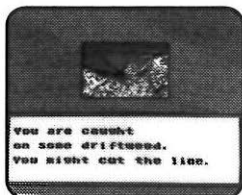
The strength of the angler diminishes with time during a fight. The player's strength will be restored if the player flexes his/her hands with the button "A" command. As the player gets tired, the amount of line the player can reel in lessens.

14. Timely Events

In "King Salmon", a variety of events happen during the fight. Depending on how you cope with each event, the advantage goes to the fish or to you, the player.

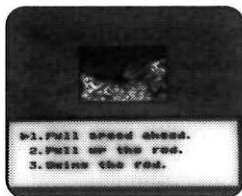
Development of events

During the fight, the screen will periodically switch, and an animated event will pop up. This is the situation you must deal with.



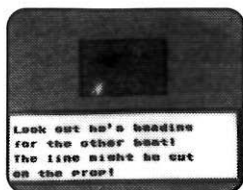
How to Cope with the Situation

There are two kinds of situations. One requiring you to select counter measures, and another showing results. When you have to select a counter measure, the command menu is displayed. Move the cursor with button "D" and press button "C" to make a selection. In some cases the result of the event may lead to the development of another event.



The Successive Development of Events

Tips: Among the commands you can choose when the fish is making a zig zag run, is the command "Free the drag". This will not result in the line being cut most of the time, however, it will allow the fish to run and a large amount of the line may go out. On the contrary, if you pull the rod against the direction of his run, the possibility of stopping the run is high. However, the likelihood of one's line being cut is also high. Make a decision taking into account the amount of line that is out.



15. Level Up

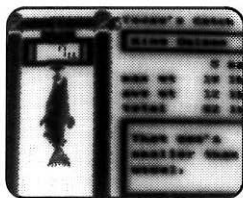
As the player catches Salmon and accumulates experience, the ability of the player increases. When the player gains a certain amount of experience, his/her ability levels will go up step by step. When the player catches a large King Salmon the player's levels may jump a few steps at a time.

Player's Parameter

Total weight caught to date.

Shows the total weight

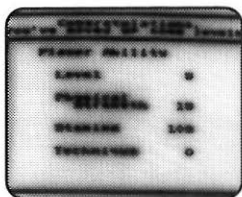
Shows the total weight (in pounds) of King Salmon the player has caught until now.



Level

Shows the current skill level of the player.

It goes up as you gain experiences by catching Salmon.



Physical Strength

Shows the physical force of the player.

The higher the physical strength, the more line you can reel in at one time. Physical strength increases as your level goes up.

Stamina

Shows the physical strength of the player during a fight.

If a player's stamina is low, the player will get tired easily and cannot stand a long fight. Stamina increases as the player's level increases.

Technique

Shows the fishing technique of the player at that time.

The higher the technique, the higher the probability of successfully handling events. Also, the likelihood of losing fish decreases.

Level Up Table

Level

0	1	2	3	4	5	6	7	8
0	10	12	14	18	22	28	34	42

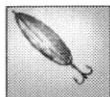
Gross Catches (in pounds)

16. Appendix

16-1 Kinds of Lures

A. **Spoon** (For sea and river)

The most common lure used for trolling. Most Spoons are made of reflective metals. The Spoon's complicated movements while spinning arouse the curiosity of King Salmon.



B. **Spinner** (For sea and river)

A lure made with metal wings that spin around the body of the lure. Its movements and vibration are similar to those made by small fish. The rotating wings have been known to attract Kings.



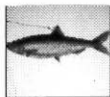
C. **Plug** (For sea and river)

The Plug is made of plastics and wood. The ideal trolling lure, the Plug is designed for movements similar to those of Herring.



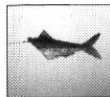
D. **Live Herring** (For sea)

Live Herring are used primarily in the sea where current is relatively mild. Its unique movements wet the appetite of Salmon.



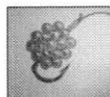
E. **Herring** (For sea)

Either the Lure or Hook are attached to the frozen Herring. When trolling, the Herring rotates, making it look alive.



F. **Kenai Tackle** (For river)

Note: Should be used only for challenging the world record. The Salmon egg is attached to a Lure or Hook. The intention is to exploit the instinct of the fish to recover the egg, then transfer it to shelter. The truth of this theory is unknown. This method should only be used when challenging the world record.



16-2.Kinds of Fish

King Salmon

3 Feet 3 Inches - 5 Feet 3 inches long

The largest of the Salmon family. A very popular fish for trolling fishermen. Anglers the world over want to face the challenge of King Salmon at least once. The fish swim upstream in schools to spawn. The first upstream school is called the 1st run. When they hit, they have the tendency to dive to the bottom. Their "Never Say Die" fighting skill is a great challenge.



B. Silver Salmon

2 Feet 8 Inches - 3 Feet 3 inches long

As the name implies, this fish features a silver body. Some grow as big as 1 meter long. You can tell it apart from a King because it runs near the surface of the water when it hits. Although their fight looks furious, they are easier to land than a King.



C. Pink Salmon

1 Foot 10 Inches - 19 Feet 3 inches long

A small colorful Salmon. During spawning periods, its body turns pink. It can be caught relatively easily.



D. Dogfish (Shark)

3 Feet 3 Inches - 19 Feet 8 inches long

The Dog Fish fights a hard, strong fight and runs extremely straight, a direct contrast to the exciting battles with King Salmon. The Dog Fish will some times eat the Salmon you hook.



16-3. "Wide Area Map"

A. Stage 1: Around Vancouver Island

The island is located in British Columbia, in the Northwestern part of Canada. This is the mecca of Salmon fishing. There is a narrow channel located between this island and mainland Canada. You can see a tremendous amount of King Salmon chasing schools of running Herring here.

B. Stage 2 and 4: Kenai River

Located in the Kenai peninsula of Alaska. Schools of King Salmon run upstream to spawn. The first spawning school is known as the "First Run", with the next called the "Second Run". In stage 2, we target the First Run. In stage 4, challenging the world record, we target the Second Run.

C. Stage 3: Salmon Derby Area

The Salmon Derby is the premier world renowned tournament held in the Vancouver Island area.

17. Tips to improve your performance

If you cannot land any King's, no matter how hard you try, read the following suggestions:

Q: Can't move to the "Point Map"?

A: Press button "A" when the boat is in the channel or where depth changes occur. At this point messages will be displayed. If you see the lure, you are in the "Point Map".

Q: Not sure if you're looking at the "Wide Area Map" or the "Point Map"?

A: In the "Wide Area Map", the lure is not displayed. If the lure is displayed you are in the "Point Map".

Q: Can't find the fixed point?

A: Try places where the depth changes, creeks or near small islands.

Q: Can't catch any Kings?

A: The depth where Kings hang out changes depending on the weather. Change the depth of your lure while trolling at the Trolling Menu to search for the right depth.

Q: Can't land'em?

A: It is difficult to land a King by simply reeling in your line. You must perfect a method called "Pumping". This is done by pulling up the rod, and reeling in the line as you lower the rod. If your stamina level is low, you may not be able to land him either. Be patient and increase your stamina level and you should be able to land your first King.

Q: Unable to clear the event?

A: When an event occurs, select the best command under that situation. When your level is low, you may fail often. But, as your level increases, you can handle the events better.

Q: Difficulty in clearing a stage?

A: Press START to open the casting menu and select "Let's head in?". If you come in 1st, 2nd, or 3rd, you can proceed to the next stage.

Q: Fish not hitting?

A: Follow the shadow of Herring. There should be a school of Salmon chasing closely behind. You can expect a hit at fixed points. However, once you fish at a fixed point, you will rarely get hits repeatedly at that same location. After a fight, Salmon have been known to abandon an area. Try other points, after a while the Salmon may return.

Handling the Sega Genesis Cartridge

Handling the Sega Genesis Cartridge

- * The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™
- * Do not bend, crush or submerge in liquids.
- * Do not leave in direct sunlight or near a radiator or other source of heat.
- * Warning to owners of projection televisions: 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.
- * Be sure to take an occasional recess during extended play to rest yourself and the SEGA Cartridge.

Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the product is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

This warranty is in lieu of all other warranties, whether oral or written, express or implied. All implied warranties, including

those of merchantability and fitness for a particular purpose, if applicable, are limited in duration to 90 days from the date of purchase of this product.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

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Notes

WARNING:

READ BEFORE USING YOUR SEGA VIDEO GAME 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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.

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