

SEGA

GENESIS™

BASS MASTERS *Classic* PRO EDITION



Instruction Manual

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PLAY ON THE SEGA™ GENESIS™ SYSTEM.

KIDS TO ADULTS



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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 previously 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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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.

HANDLING YOUR SEGA CARTRIDGE:

- This Cartridge is intended exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest during extended play to rest yourself and the Sega Cartridge.



Black Pearl Software
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Welcome to

BASS MASTERS Classic

PRO EDITION

Now is your chance to fish in the world championship of bass fishing - The BASS Masters Classic®. The most realistic fishing game ever created for the Sega Genesis. This Pro Edition features 6 pro anglers including George Cochran, Shaw Grigsby Jr, Gary Klein, Tom Mann Jr, Dee Thomas, and Kevin Van Dam. Enter The BASS Masters Classic as one of these pro anglers or as an amateur and compete in five three-day tournaments at five different lakes.

Starting the Game

1. Turn OFF the power switch on your Sega Genesis. Never insert or remove a game cartridge when the power is on.
2. Insert BASS Masters Classic: Pro Edition into the slot on the Sega Genesis. To lock the game cartridge in place, press firmly.
3. Turn ON the power switch. The B.A.S.S. (Bass Angler Sportsman Society) logo will appear (if you don't see it, begin again at step 1).
4. Press START to exit the title screen and the tournament rules will appear. Press the A Button to continue reading the rules or press the B Button to exit.
5. After you have exited the tournament rules screen you'll see the New Game signpost highlighted. Press the Directional Pad Left/Right to select "Amateur" or "Pro" anglers, then press START to begin a new game. If you've saved a game, you may choose Load Game by pressing the Directional Pad DOWN to highlight it, then press the START Button.



Controlling the Game



Driving the Boat

- D-Pad Down Drive boat backward
- D-Pad Up Drive boat forward
- D-Pad Left/Right . . . Steer boat in that direction
- B Button Toggle trolling motor
- A Button View option menu
- C Button Cast lure

Casting

1. Press the C Button to bring up the fishing pole.
2. Press the D-Pad Left/Right/Up/Down to move fishing pole "X" in that direction.
3. Press the C Button again to cast the line.

How to Catch a Fish

When the lure is animating properly, the fish will strike the lure. Once you hear the "crunch" sound of the fish biting, press the D-Pad down to set the hook. When the fish has been hooked, press the A Button and /or B Button to reel it in. If the fish begins to turn to the right, press the D-Pad Left and the fish will start to turn back towards you. Likewise, if the fish is turning to the left, press the D-Pad Right to turn the fish back towards you.

Reeling in Fish

A Button or B Button Normal reel-in

A Button and B Button
simultaneously Quick reel-in

A Button tapped Even quicker reel-in

Note: If you have a fish hooked on the line and you use the Automatic reel-in feature the line will break and your lure will be lost.

A Button and C Button
simultaneously Automatic reel-in

D- Pad Left/Right Turns the fish in that direction when it is moving away from the boat.

Game Screen



This screen will be present in both practice and tournament mode.

CLOCK Displays the time
(Tournament mode only).
All anglers must be back by 3:00
or late penalties will be assessed.

ANGLER Displays an illustration of the
anglers fight with the bass.

FEET Displays the amount of line out
of the reel.

FISH'S STRENGTH . . Displays the strength the bass
has left. As he gets weaker,
the yellow circle's size shrinks.

ANGLER'S STRENGTH . . Displays the strength the angler
has left. As angler gets weaker,
the red circle's size shrinks.

DEPTH Displays the depth of the lure.

The Anglers

Scroll through the 6 pro and 6 amateur anglers and their bios by pressing the D-Pad Right. To select an angler press the START Button.

Tom Mann Jr.

Qualified for 6 Classics. He has won 2 B.A.S.S. tournaments, including the 1987 Georgia Invitational and the 1992 Georgia Top 100. Tom is a Former guide on Lake Lanier and is noted for ability to catch bass in clear water.



Kevin VanDam

Qualified for 6 consecutive Classics. He was the B.A.S.S. Angler of the Year in 1992. He finished in the money in the first 23 BASSMASTER tournaments he entered. A top Michigan pro, he has earned more than \$440,000.



Shaw E. Grigsby Jr.

Qualified for 8 Classics. He has won 4 B.A.S.S. tournaments, including the Georgia Top 100 in 1995. Shaw earns money in 60% of events he fishes. A top pro from Florida, he is noted for his sight fishing in clear shallow water.



Dee Thomas

Invented the technique of 'Flippin'. He won the 1975 Arkansas Invitational. Dee is a three-time winner of the B.A.S.S. Angler of the Year. He was also the West Coast Bass Champion in 1994 and 1995 and the Red Man 1995 Angler of the Year Winner.

Gary Klein

Qualified for 15 Classics. He is native to California; but now lives in Texas. Gary was the B.A.S.S. Angler of the Year in 1989 and 1993. He has won 6 BASSMASTER tournaments, including the 1979 Arizona Invitational.



George Cochran

Qualified for 14 Classics. He won the 1987 and 1996 BASS Masters Classics. George has won 3 other tournaments, including the 1995 Missouri Invitational. He has finished in the top 10 in 8 Classics, and has won more than \$572,000.

Amateur Anglers

Bob Smithers

"Sometimes you have to muscle them in!", says Bob, a former middleweight boxer and budding angler. Bob fishes all day long, and can always be found swigging a cold one...cold raw eggs that is. Bob's best asset is his strength.



Ahmed Atolloya

"Fishing is a sacred form of spiritual cleansing", he says. "Casting is the most important part of fishing. If you can't cast where the fish is meditating, you won't be able to offer him your most smelly worm or precious jig."

Chloe O'Reilly

She is one of the few women in the Classic, but she has the endurance to outfish any "tough guy". Don't expect to see Chloe at the docks til' the last last minute. "Y'all can't keep up with me. I'll bet!", she often teases.



Kawirez Sanders

Sanders holds 3 patents on hook sharpening methods. Once this guy snags a bass, it just can't shake that hooked feeling. Sanders used to use diamonds to cut his hooks...but now his new hooks can cut a diamond! Now that's Sharp!



Nick Casey

This young sprout's first word was "bass" and he got his boat permit before his car license! Nick knows bass, and bass know Nick, seems like he's caught most of them. Quote: "I love bass, bass love me, I won the Classic when I was three!"



Earl Green

When this spunky oldster isn't out at his favorite lake, he's home whittling some new fangled lure design. He says, "My lures will have them thrown' their little fishy selves all about my hook!" Pray this isn't true...



The Dock Area

The Dock Area consists of the following:



Bait Shop
Practice Pond
Go Fish (Start Tournament)
Tourney Info screen
Weigh-In screen
New Game screen
Password screen

To highlight a spot, press the D-Pad Left/Right. To select a spot press the A Button.

The Bait Shop

In order to win the tournament you must have the right equipment. The only place to purchase supplies is the Bait Shop.



To go to different sections of the shop, press the D-Pad Left/Right, then press the A Button to see the different products in that section. While inside the bait shop you have the following options:

LURES	FISH FINDERS
RODS	REELS
TACKLE BOX	ENGINES
TALK	FISHING LINE
EXIT	

To buy equipment, press the A Button. The dollar amount of the item will be subtracted from your prize purse. To get advice on how to use a particular piece of equipment, press the D-Pad Down to the option Help For The Item, then press the A Button.

Press the A Button after highlighting a Bait Shop option to back out of looking at an item.

Lures

Before heading out to the lake make sure you pick up plenty of lures. After you purchase a lure, you will see it fall into your tackle box.

CRANKBAIT - +\$5.00

0-20 ft. range

Tip - These popular lures will dive when cranked and then float at rest. Some big ol' bass have been snagged with crankbaits.



Controls - The crankbait is presented correctly by reeling in (A Button and/or B Button). It will wiggle in a lifelike manner.

GRUB - +\$5.00

0-40 ft. range

Tip - A deep-water lure, grubs can prove invaluable when going after smaller bass.



Controls - The grub bait is presented correctly by reeling in (A Button and/or B Button) and stopping every few seconds. The grub will then pulse vigorously.

TAILSPINNER - +\$5.00

0-40 ft. range

Tip - Easy to use and an award winning bait, tailspinners reflect light off of their spinning blade and attract bass well in heavy cover in shallow water.



Controls - The tailspinner bait is best retrieved by stop-and-go reeling. (Continually press and release the A Button and/or B Button for a second). The lure rises slightly when the rod tip is lifted (D-Pad Down).

JIG AND PIG - +\$5.00

0-40 ft. range.

Tip - A heavy, lead-headed bait with a single hook, jigs can be fished effectively in a dense cover where big bass live without making a lot of commotion.

Controls - A jig and pig is presented correctly by dropping the lure to the bottom of the lake and fishing on a stop-and-go retrieve. (Continually press and release the A Button and/or the B Button for a second). Jigs tend to catch bigger bass.

PLASTIC WORMS - +\$5.00

0-30 ft. range



The dark worm works best in murky water.



The light worm is best used in clear waters



The scented worm is effective in all waters.

Tip - Worms are a tried and true method of taking bass from deep water. When combined with a little worm oil, the results can be deadly for those lunkers.

Controls - The worm bait is presented correctly by reeling in (A Button and/or B Button) and stopping every few seconds. It will then squirm in a lifelike motion.

POPPER - +\$5.00

Top-water

Tip - Aggravate the bass with this noisy top-water lure. A good way to fire up those lethargic suckers 'loafin' on the lake bottom.

Controls - The popper is presented correctly by reeling in (A Button and/or B Button) and stopping every few seconds. The popper will then bob up and down and make a popping noise.



PROPELLER BAIT - +\$5.00

0-10 ft. range

Tip - A top-water lure that features two spinning blades. It's good in shallow water. Propeller baits create quite a ruckus, drawing bass from their murky depths.

Controls - The propeller bait is presented correctly by reeling in (A Button and/or B Button). It will then start spinning.



JIGGING SPOONS - +\$5.00

10-40 ft. range

Tip - A good all-around lure that works well in very deep water as well as an effective top-water lure when retrieved fast.

Controls - The spoon bait is properly worked by lifting the rod (D-Pad Down) and letting it fall. Most strikes come as the lure flutters down.



Rods



The fishing rod is crucial to the fishing experience. It throws the bait and whips the fish. Choose a good one!

- To hook a fish, pull back on your rod by pressing the D-Pad Down as soon as you hear the "bark" snapping noise.
- Use a "Power Move" after you have hooked a fish and the fish is swimming away from you, by pressing the D-Pad Right/Left. This will pull the fish in the direction that you are pulling.
- Tap the D-Pad in the opposite direction the fish is moving.

Fiber/glass - \$25.00

Graphite - \$100.00

IM6 Graphite - \$300.00

Fishing Line



If you're gonna get the best boat, rod, reel, electronics and lures, don't rely on second rate line to catch your bass.

10lb test - \$5.00

12lb test - \$10.00

20lb test - \$15.00

40lb test - \$20.00

Monster tri-filament 100lb test - \$50.00

Engines



How can you get across the lake to your hot spots and back before weigh-in time without a kicker of an engine?

D-Pad Down Drive boat backward

D-Pad Up Drive boat forward

D-Pad Left/Right . . . Steer boat in that direction

B Button Toggle trolling motor on and off

MotorGuide® Trolling Motor - \$600.00

Evinrude® 50 HP Outboard - \$5400.00

Johnson® 70 HP Performance Special - \$6800.00

Evinrude® Intruder 150 - \$11,200.00

Johnson® Venom 225 - \$13,300.00

Note: Once you upgrade your engine, you will not be able to trade down to a previous engine.

Reels

Don't get caught fishing for grown up bass with a kiddie reel. Buy something worth fishin' to your rod and get a lunker!

A or B Button Normal reel-in

A and B Button simultaneously Quick reel-in

A Button tapped Quickest reel-in

Note: If you have a fish hooked on the line and you use the Automatic reel-in feature the line will break and your lure will be lost.

A and C Button simultaneously . . . Automatic reel-in

F-Pad Left/Right Turn the fish in that direction when it is moving away from the boat.



Spin Cast - \$25.00



Baitcasting A - \$50.00



Baitcasting B - \$125.00

Fishfinders

Your fishin' stuff won't do you much good unless you can find them fish, now will it?



Fishfinders make a sonar "blip" sound when the boat is directly over the fish. You should note that location on the overhead map, backup your boat a little way, and then cast into the noted area.

Eagle® Supra Pro LP - \$95.00

Eagle® Ultra II Split Screen LCP - \$300.00

Lowrance® X-70A LCP - \$480.00

Lowrance® LMS-350 LCP Chart - \$800.00

Note: When using the three more expensive fishfinders, lunker bass will appear as vertical lines three dots long.



Talk

Advice is the only thing that is free at the bait shop, so be sure to Talk with the old angler.

Exit

Highlight Exit in order to leave the bait shop and head out to the water.



Tackle Box

View the contents of your tackle box by highlighting lure, rod, line, or reel and pressing any button. Use the D-Pad to toggle through your choices for that item.



Weigh-In

Check your ranking against the other anglers. Press the D-Pad Down to highlight Weigh In, then press the A Button.

New Game

This selection will take you to the Start screen if you want to begin a new game or enter a password.



Password

After a day of fishing, when on the dock area highlight PASSWORD and press the A Button. Write down the password on a piece of paper or in the back of the manual so

that you can come back to the tournament at a later time. Passwords allow you to start at the beginning of each day for that lake with the same items and money.

Note: the current music station selected will not be saved with the password feature. Every game will start on KBAS.

To Load your game, highlight the LOAD GAME sign and press the A Button.

Entering a Password

To enter a password press the D-Pad to highlight the desired character, then press the A Button. When you are finished entering the password, highlight EXIT and press the A Button.

Tourney Info

This screen displays all of the relevant information about the BASS Masters Classic. Anglers can find out the temperature, water conditions, season, number of competitors, current standings, position of your boat on the overhead lake map, the name of the lake that you are currently fishing, and the tournament day.

Note: The lake description is only available before you have started a tournament.

Note: After finishing a lake, you have the option to fish that lake again. If you choose to do so, any winnings earned on that lake will be erased.



Practice Pond

Visit the Practice Pond to perfect your technique before you enter the tournament. This mode is not timed, so spend plenty of time catching lunkers.



Go Fish



TOURNAMENT RULES

Now that you know how to catch the fish, you better learn the rules to the tournament.

- Hours** - Tournament hours run from 7:00 am to 5:00 pm.
- Days** - Each Tournament consists of three days at each lake.
- Livewell** - Your livewell can hold up to five bass at any one time. If you catch a bass that is larger than your fifth bass, the fifth bass will be culled (thrown back). Fish that are not bass will not go into the livewell or be counted towards your total weight. All of these fish will immediately be released back into the water.
- Rankings** - Your rank is determined by the total weight of the five largest bass you catch and successfully bring to the weigh-in area at the end of each day. Each day's total is added to the previous day's for your overall ranking. You must place high enough at the end of each tournament to advance. Qualifications are shown at the beginning of each tournament.
- Size Limits** - Each bass must be 15 inches in length to be legal. If a bass is not 15 inches long, it will automatically be released.
- Late Penalties** - If you arrive at the weigh-in after 5:00 pm, two ounces for each minute you are late will be subtracted from your total. If you arrive at the weigh-in after 5:20 pm you will be disqualified for that day.

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BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this CARTRIDGE shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, BLACK PEARL SOFTWARE will repair or replace the CARTRIDGE, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective CARTRIDGE to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (916) 591-1210. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective CARTRIDGE, and return your CARTRIDGE freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

BLACK PEARL SOFTWARE Consumer Service Department,
5016 N. Parkway Coliseum, Suite 100, Coliseum, CA 91302

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REPAIRS AFTER EXPIRATION OF WARRANTY: If the CARTRIDGE develops a problem after the 90-day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective CARTRIDGE. Send the defective CARTRIDGE, along with \$10.00 freight prepaid to BLACK PEARL SOFTWARE, BLACK PEARL SOFTWARE will, at its option (subject to the conditions shown, repair the CARTRIDGE or replace it with a new or reworked CARTRIDGE. If replacement CARTRIDGES are not available, the defective CARTRIDGE will be returned and the \$10.00 payment refundable.

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