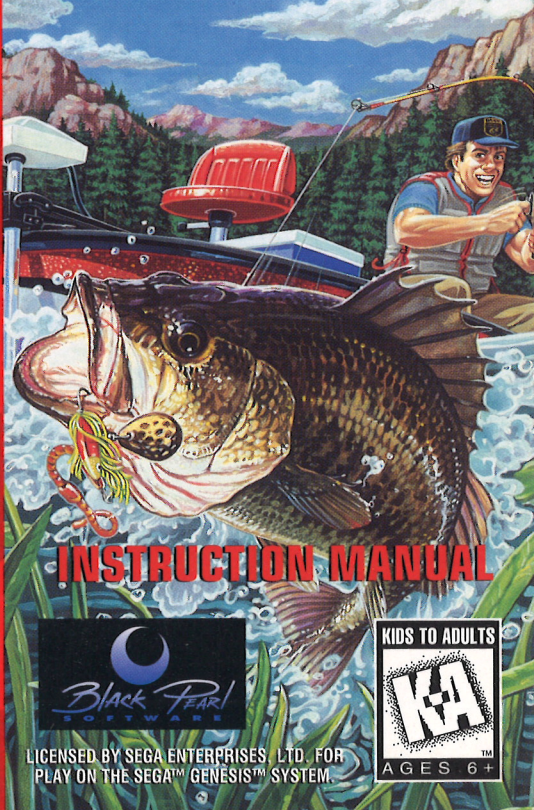


SEGA™

SEGA™
GENESIS™

BASS MASTERS *Classic*®



INSTRUCTION MANUAL



KIDS TO ADULTS



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



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 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.

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.

HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with 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 recess during extended play, to rest yourself and the Sega Genesis.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

*Dedicated to the
memory of Bryan Kerchal,
Winner of the
1994 BASS Masters Classic®*





Bass Anglers Sportsman Society[®] MEMBERSHIP APPLICATION

Special Introductory Offer

Over half a million anglers enjoy the benefits of B.A.S.S. membership — FREE renewal gifts, free fishing information services, B.A.S.S. chapters, tournament participation, and much more — including the ultimate B.A.S.S.[®] benefit, a yearly subscription to BASSMASTER[®] Magazine. Packed with information on tackle, tips and techniques, every one of your 10 big issues of BASSMASTER has one purpose: to help you become a better bass angler.

And now, through this special introductory offer, B.A.S.S. Membership and all of its privileges can be yours for the low price of only \$14.00. That's a savings of \$6.00 off the regular \$20.00 annual fee.

So join now and start receiving your benefits immediately at this great low price.

Ray Scott

Ray Scott



Bass Anglers Sportsman Society[®]

YES! I want to be a better bass fisherman. Please enroll me as a new member of the Bass Anglers Sportsman Society. I understand my membership benefits, including BASSMASTER[®] Magazine, will start immediately. If I am not completely satisfied, I'll return my membership packet and you will promptly refund my dues for the unused portion of my membership.

ENROLL ME FOR A ONE YEAR FEE OF ONLY \$14.00
(A \$6 savings off the regular membership fee of \$20)

Payment enclosed Bill me
(Foreign memberships — \$30.00)

CXM-CX1

Name _____

Address _____

City _____ State _____ ZIP _____

Signature _____

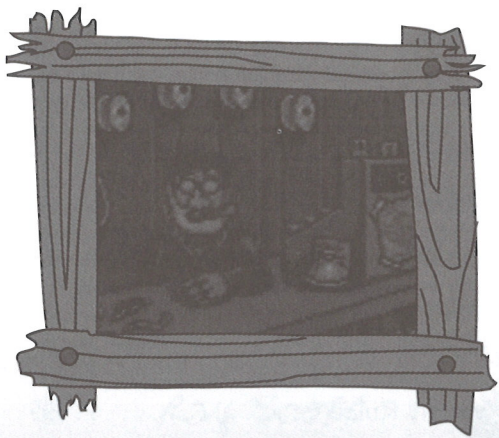
Mail to Bass Anglers Sportsman Society[®]
P.O. Box 17116 • Montgomery, AL 36151-0116

NOT SPONSORED BY SEGA

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WELCOME ANGLERS!



Welcome to the BASS Masters Classic®. My name is Hank. Think of me as your unofficial host. I'll tell you what you need to know. This tour consists of four three-day tournaments at four lakes. First one is at Skull Lake. You'll see my bait shop there and get to know your way around the dock area, but first you'll need to take care of a few things.

GETTING STARTED

Make sure the power to your Sega Genesis is turned OFF. Insert the BASS MASTERS CLASSIC® game, then turn the power ON.

After you've advanced through the logo screens, press the START Button to go to the **New Game** screen (press the D Pad UP/DOWN to highlight it). Press the START Button again to begin the game.

If you have a password from when you played the game before, choose **Load Game** (press the D Pad UP/DOWN to highlight it) then press the START Button. You'll go into a Password screen and you can input the password.

3

THE ANGLERS

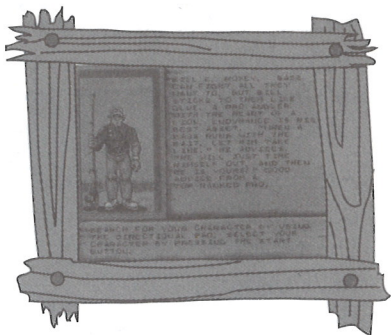
It'll help if we both know who you are. Choose a player identity by scrolling through the nine anglers and their bios by pressing the D Pad RIGHT or LEFT. When you find yourself, press the START Button.

Here is what I think of them:

Bill E. Poxey

Bass can fight all they want to, but Bill sticks to them like glue. A pro angler with the heart of a lion, endurance is his best

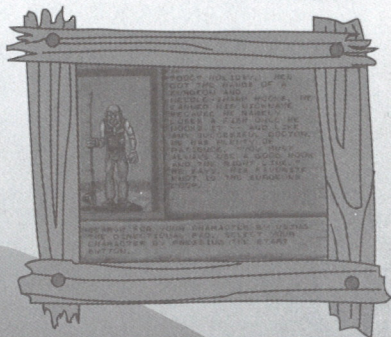
asset. "When the bass runs with the bait, let him take line," he advises. "He'll just tire himself out, and then he's yours!" Good advice from a top-ranked pro.



"Doc" Holiday

He's got the hands of a surgeon and needle-sharp hooks. He earned his nickname because he rarely loses a fish once he

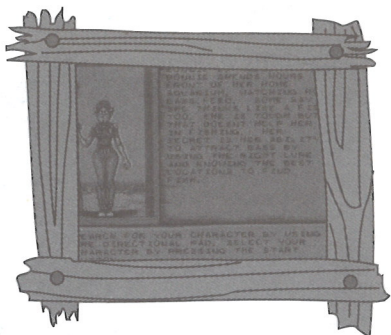
hooks it -- and like any successful doctor, he has plenty of patience. "You must always use a good hook and the right line," he says. His favorite knot is the Surgeon's Loop.



Bonnie B. Wild

Bonnie spends hours in front of her home aquarium, watching how bass feed. Some say she thinks like a fish. She's

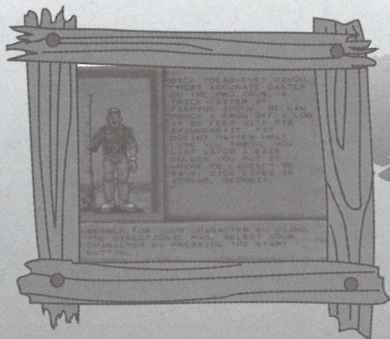
a tough gal, but that doesn't help her in fishing. Her secret is her ability to attract bass by using the right lure and knowing the best locations to find fish.



Dick "Dead-Eye" Dixon

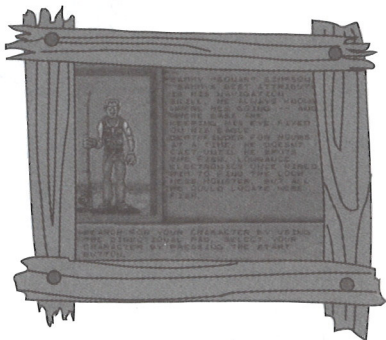
The most accurate caster on the pro tour and a trick caster at fishing shows, he can knock a frog off a log at 50 feet with his spinner-bait. "It doesn't matter what lure you throw, you can't catch a bass unless you put it where he lives!" he says. Dick's from Athens, Georgia.

5



Sammy "Sonar" Simpson

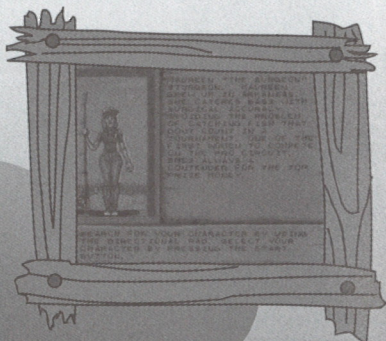
Sammy's best attribute is his navigation skill. He always knows where he's going -- and where bass are. Keeping his eye fixed on his Eagle™ depthfinder for



hours at a time, he doesn't cast until he spots the fish. Lowrance® Electronics once hired him to find the Loch Ness Monster, but all he could locate were fish.

Maureen "The Surgeon" Sturgeon

Maureen grew up in Arkansas. She catches bass with surgical accuracy, avoiding the problem of catching fish that don't count in a



6

tournament. One of the first women to compete on the pro circuit, she's always a contender for the top prize money.

Charlie "The Cheetah" Carson

Speed, not endurance, is his secret. He likes to land a bass before it realizes that it's been hooked. He doesn't play around with a fish when it's on the line. "You

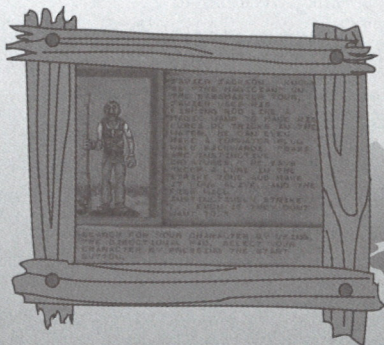
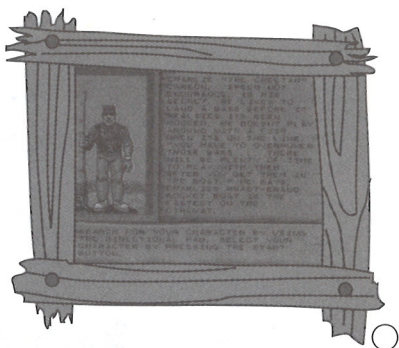
have to overpower those bass...there'll be plenty of time to play with them after you get them into the boat," he says.

7

Javier Jackson

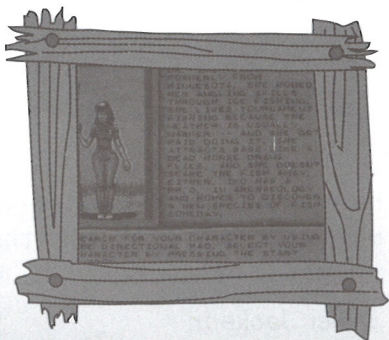
Known as "The Magician" on the BASSMASTER® Tour, Javier uses his fishing rod like a magic wand to make his lures do tricks in the water. He can

even make a topwater plug walk backwards. "Bass are instinctive creatures," he says. "Keep a lure in the strike zone and make it look alive, and the fish will instinctively strike...even if they don't want to!"

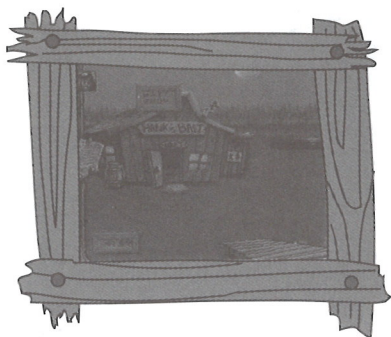


Dr. Iko Yokohama

Formerly from Minnesota, she honed her fishing skills through ice fishing. She likes tournament fishing because the weather is usually warmer — and she gets paid doing it. She attracts bass like a dead horse draws flies, and she doesn't scare the fish away either. Iko has a Ph.D. in archaeology and hopes to discover a new species of fish some day.



AROUND THE DOCK AREA



Now you're at the dock area.

There are six places you can go from here:

Into my Bait Shop.

To the Practice Pond.

To the Tour Info Sheet.

Go Fish (tournament starts at the dock).

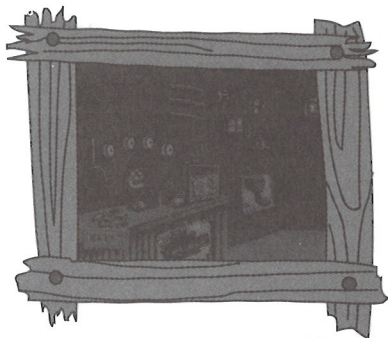
To the Exit for a break.

Pause.

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Press the D Pad RIGHT or LEFT to move around to each of these spots and press the START Button to get into one of them. I suggest you step into my shop. I can give you a lot more important advice there.

THE BAIT SHOP



Get everything you need plus some stuff you don't. I'll tell you what's what and how much it will cost you. Listen to me. I'll take good care of you.

To get around my shop, press the D Pad RIGHT or LEFT, then press the START Button when you want to look at some items.

To buy items, press the B Button. To get more of my advice on them, press the C Button. Always press the START Button to back out of looking at an item.

**Propeller Bait —
A Sawbuck (\$5.00)**

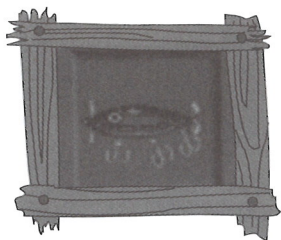
Effective Range
0-15 ft.

Tip:

Features two spinning blades. It's good in shallow water. Prop baits create quite a ruckus, drawing bass from murky depths.

How To:

A propeller bait is presented correctly by simultaneously pressing the A and B Buttons. The propeller bait will then spin its propellers rapidly.



**Grub — A Five Spot
(\$5.00)**

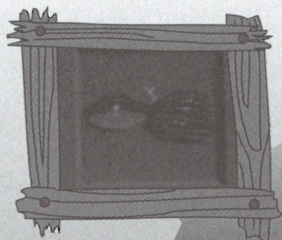
Effective Range
20-25 ft.

Tip:

A deep-water lure, grubs can prove invaluable when going for those deep lurking lunkers.

How To:

A grub bait is presented correctly by simultaneously pressing the B Button and pressing the D Pad UP/LEFT or UP/RIGHT. The grub will then pulse vigorously.





Popper — A Fiverino (\$5.00)

Effective Range
0-20 ft.

Tip:

Aggravate the bass with this noisy

topwater lure. A good way to fire up lethargic suckers loafing around the lake bottom.

How To:

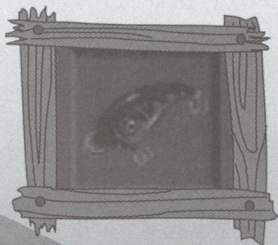
A popper is presented correctly by simultaneously pressing the B Button and the D Pad in the UP direction. The popper will then bob up and down and make a popping noise.

Crankbait — A Fiverino (\$5.00)

Effective Range
15-25 ft.

Tip:

This popular lure will dive when cranked and then float at rest. Some big bass have been snagged with crankbaits.



How To:

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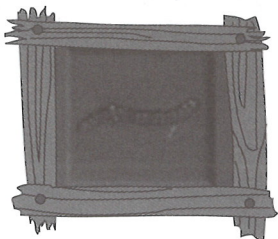
A crankbait is presented correctly by simultaneously pressing the B Button and pressing the D Pad DOWN/LEFT or DOWN/RIGHT. The crankbait will then wiggle in a life-like manner.

Worms 4-5 inches —

A Sawbuck (\$5.00)

Effective Range

15-25 ft.



Tip:

Worms are a tried and true method of taking bass from deep water. The results of a little worm can be deadly...for lunkers! An all-around bait.

How To:

A worm bait is presented correctly by simultaneously pressing the B Button and pressing the D Pad DOWN. The worm will then squirm with a life-like motion.

Spinnerbait — A Simple Sawbuck (\$5.00)

Effective Range
0-15 ft.

Tip:

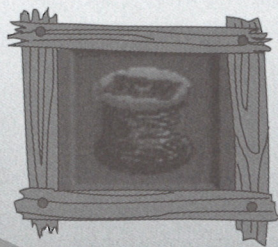
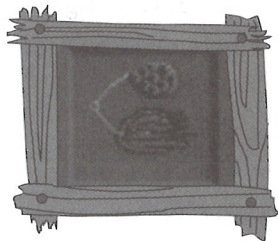
Easy to use and an award-winning bait, spinners reflect light off their spinning blade and attract bass well. Effective in heavy cover in shallow water.

How To:

A spinner is presented correctly by simultaneously pressing the B Button and pressing the D Pad LEFT or RIGHT. The spinnerbait will then spin its blade completely.

Line

- If you're going to get the best boat, rod, reel, electronics and lures, don't rely on second-rate line to catch your bass. Different lines have different strengths.



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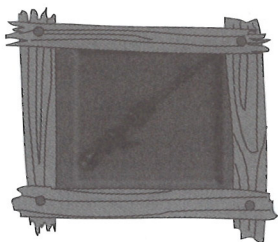
Mono 10 lb. — A Georgy Porgy (\$5.00)

Cofilament 30 lb. — Fifteen Tons (\$15.00)

Monster filament glow 100 lb. — A Benny F.
(\$100.00)

Rods

The fishing rod is perhaps the most crucial element to the fishing experience. Make it count!



How To:

To hook a fish, pull back on your rod by pressing the D Pad in the DOWN direction as soon as you hear the “bark” snapping noise. After you have hooked a fish and it’s trying to swim away, turn the fish back towards you by simultaneously pressing the C Button and the D Pad in the direction opposite the way the fish is swimming.

15

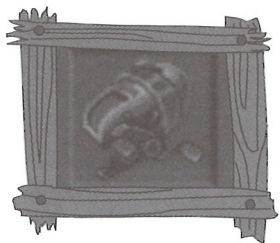
Fiberglass Flexorod — Twenty-five Cold Ones (\$25.00)

Graphite Gung Ho — Seventy-five Smackers (\$75.00)

Boron Bassace — The Big Green One (\$100.00)

Reels

Don't get caught fishing for adult bass with a kiddie reel. Buy something worth attaching to your rod and get yourself a lunker!



How To:

To reel in your line, press the A Button. The faster you press it, the faster you'll reel in. Press and hold the B Button, then press the proper D Pad direction(s) to animate the lure. The B Button will also reel in the lure if the above is not done correctly. Be careful, if a fish is hooked, the line will cut and you'll lose your lure. If you press the A Button and C Button simultaneously, it will automatically bring the lure back to the boat. If you have a fish on the line, when you press the A and C Buttons, the line will snap.

Push Button Spincast Reel — \$25.00 Cold Hard Cash

Rear Drag Spinning Reel — \$65.00 Big Ones

Baitcasting Reel — \$100.00 Ben Franklin

Fishfinders

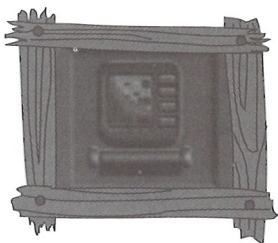
Your fishing stuff won't do you much good unless you can find the fish, now will it?

How To:

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

Eagle™ Supra Pro I.D. — \$95.00 Greenbacks

Lowrance® X-70A LCD — \$480.00 Buckeroos

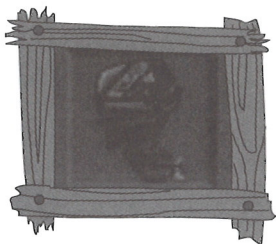


Engines

A faster engine lets you make better time across the lake.

Remember, every minute your competitors are

gaining on you. How can you get around the lake without a kicker of an engine?



How To:

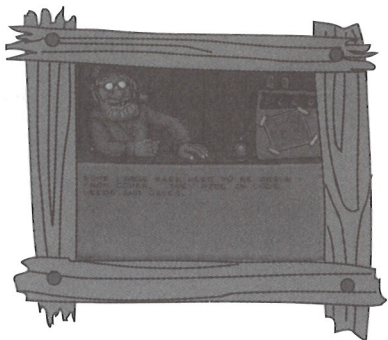
The A Button moves the boat forward, the B Button moves the boat backward. Steer the boat with the D Pad directions LEFT and RIGHT. You'll get the hang of it!

You'll start out with an Evinrude® 50 HP engine, but you can upgrade to:

Johnson® 70 hp — \$6,900.00 Simoleons

○ Evinrude® Intruder 150 — \$11,200.00 Smackerinos

○ Johnson® Venom 225 — \$13,300.00 Major Bucks



Talk

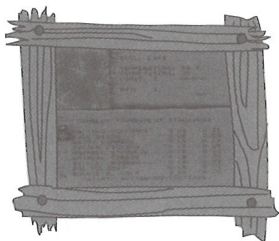
Every now and then I feel like talking some more. I'll be glad to give you a tip or two.

Exit

Exit my Bait Shop by pressing the START Button at the Exit sign inside. Now you're back at the dock area. What you do next is up to you. Have fun and good luck. Come back if you need anything else.

Tour Info

Over here you can see important things like: what temperature it is; your limit for the day; how many competitors you have; everybody's current standings; where your boat is on the overhead lake map, and (in case you stayed up a bit too late last night) the name of the lake you're on and what day of the Tournament it is.

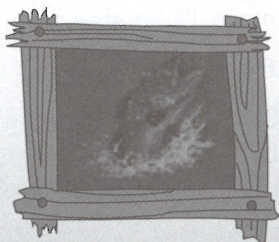


Go Fish

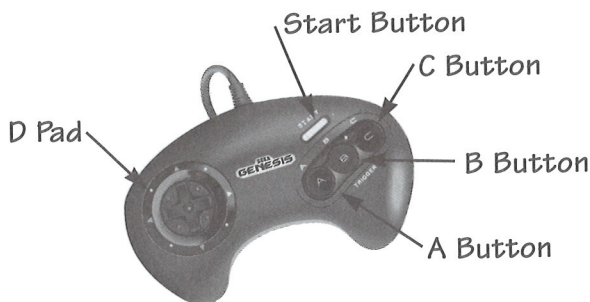
This is it. Good luck!

Exit

At the Exit Sign, press the START Button to bring up a menu that will allow you to select New Game or Weigh In. If you want to start a whole new tourney, press the A Button and a new game will begin. Press the C Button to go to the Weigh-In early.



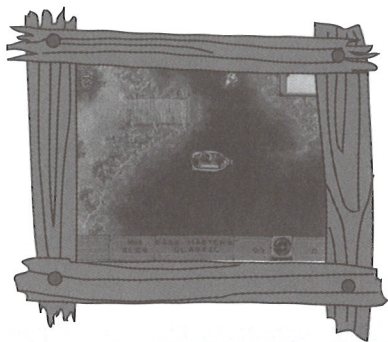
CONTROLS



You'd better memorize these controls if you want to catch the big one!

START Button	Start game. Pause game.	○
A Button	Drive boat forward. Reel in line.	
B Button	Drive boat backward. Cast lure. (Before casting lure, press the C Button to activate the "x").	21
B Button	Wiggle lure.	
C Button	Activates "x" which allows you to cast your lure.	
D Pad LEFT/RIGHT	Steer boat in that direction.	
D Pad LEFT/RIGHT/ UP/DOWN	Moves lure in that direction.	

PRACTICE POND



In the Practice Pond, practice your technique so when you go to the Tournament you'll be ready. There's no clock, so don't worry about the time you spend practicing, just catch those bass!

TOURNAMENT RULES

Now that you're ready for some real fishing, familiarize yourself with the rules so you know what to do.

Basic Tournament rules are:

1. Tournament time runs from 7:00 am to 3:00 pm.
2. Each Tournament consists of three days at each lake.
3. Livewell

Can hold up to five bass at any one time. If you catch a bass that is larger than your fifth bass, that fifth bass will be culled (thrown back). Fish that are not bass will not go into the Livewell or be counted toward your total weight. All of these fish will be released back into the water.

4. Rankings

Your rank is determined by the total weight of the 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 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.

5. Size Limits

Each bass must be 15 inches in length to be legal. If the bass is not 15 inches long, it will automatically be released.

6. Late Penalties

If you arrive at the weigh-in after 3:00 pm, two ounces for each minute you are late will be subtracted from your total. If you arrive at the weigh-in after 3:20 pm, you will be disqualified for that day.

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& Trail[®]

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