



MODEL 71014

For 1 player / Ages 8 and up

P/N 82354900 Rev.A

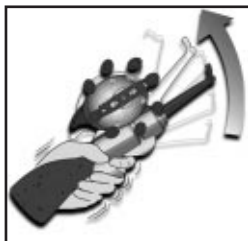
INSTRUCTION MANUAL

To exit demo, press "ON" to wake the game from sleep mode. Then cast and reel.



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SETTING THE HOOK



SET HOOK

Set the hook by quickly jerking the game backward. **If the game continues to shake and the fish continues to flash on the screen, you have him on the line! Reel him in!**

If the unit does not continue to shake, the fish got away. Keep reeling in your line and try to catch another one. The larger the fish the more difficult it is to get the hook set.

If you have a large fish on the line, it may be necessary to adjust your drag while you are reeling.

ADJUSTING THE DRAG

If you are reeling in a large fish, keep an eye on the LINE TENSION and LINE OUT displays. You may need to adjust the drag to keep the fish from breaking the line or swimming off with it. **Do not stop reeling while you adjust the drag!**

If the tension level increases outward into the red zones, you will need to adjust the drag down quickly (-) with the LURE•DRAG button to avoid breaking the line. If the tension level is very low and your line out is increasing, you will need to adjust the drag up (+) to keep the fish from swimming away with the line. There are 12 drag levels. "MIN" or "MAX" will be displayed at each extreme.

LANDING THE FISH

You will hear a splash when you get your fish in the boat, the game will display the number and weight of the fish. Pressing the STRINGER button lets you see your collection by number and weight.

TOURNAMENT PLAY

With the line completely in, press the GAME button to start a tournament. In tournament mode, 'Tournament' is displayed on the screen along with a 15 minute timer. The object is to have three fish that weigh the most by the end of the time limit. The game will only allow you to keep three fish and the computer throws out the smallest fish as more are caught. You can win the tournament by beating the high score! (Hint: The wind direction can reveal hot spots!)

THE LUNKER

Somewhere in the three lakes looms a world-record 25-pound lunker. To catch this big fish, you need some luck and a little practice-but it's quite a thrill to land one!

LURES

There are no set rules for what lure will catch more fish, but you may want to make a note of a few hints:

- Plastic worms and jigs are better for sunny weather. Spinnerbaits and buzzbaits are better for cloudy weather. Crankbaits are good for any weather.
- With sunny weather and clear water, useful colors include smoke brown, red, and silver. With cloudy skies and murky water, you might try copper, gold, blue shad or crawfish. Other colors can work fine with any visibility, depending on the kind of lure and it's depth. Experiment with different lures with various and water conditions and see what works for you.
- The lure depth can be very important. While reeling in, you will be more successful at getting a bite if you maintain your lure at the same level as a fish shown on the sonar screen.
- Most lures will sink when you are not reeling and will rise to various levels according to the reeling speed. The Crankbaits and

STARTING OUT

To start fishing, turn on the unit by pressing the CAST•START•ON button. You are now ready to cast your line and start fishing! **(If you want to change the lake, boat location on the lake, or lure, you can only do so while the line is completely reeled in.)**

Use the LAKE and BOAT buttons to pick a location to try. The weather and water conditions change randomly each time you change lakes, and sometimes when you change boat locations. With the correct lure, fish can be caught in any weather/water condition.

SELECTING A LURE

Use the LURE•DRAG button to make your lure selection. Make your lure selection based on the depth of the fish and the weather and water conditions shown on the game's LCD. The LURE CHART to the right will help you decide which lure to try.

CASTING



CAST

To cast, hold down the CAST•START•ON button, and make a casting motion with the game. Release the CAST•START•ON button at the end of your casting motion. The LINE OUT meter will show you your casting distance (100 feet maximum). Now start reeling in the line with the mechanical reel. Good Luck!

GETTING A BITE

You will have the best chance of getting a bite by controlling your lure depth (with your reeling speed) and keeping the lure at the level of one of the fish shown on the sonar screen. When you get a fish bite, you will hear a splash, feel the game shake and see a fish flash on the screen! Now set the hook to keep him on the line!



A BITE!

Buzzbaits are specialty lures and perform a bit differently. The Crankbait floats at rest but will drive to specific depths while being reeled in. The depth ranges of the crankbaits are: Shallow (1 to 5 feet), Medium (5 to 10 feet), and Deep (10 to 15 feet). The Buzzbait, a top-water lure is good for fish that are at or near the surface. It will sink at rest, but while being reeled in, it will rise and stay on the surface of the water.

The following table is a general guide for when to use each lure:

#	LURE	DEPTH	WEATHER	WATER
1.	Plum Ribworm	1-15	Sunny	Murky
2.	Blue Fleck Firetail	1-15	Sunny	Clear
3.	Red Shad	1-15	Sunny	Clear
4.	Black Neon	1-15	Sunny	Murky
5.	Jig & Pork	5-15	Sunny	Murky
6.	Slider Jig - Smoke	5-15	Sunny	Clear
7.	Tube Jig - Brown	5-15	Sunny	Clear
8.	Skirted Jig - Chartreuse	5-15	Sunny	Murky
9.	Tandem Nickel -Fire Tiger	0-10	Cloudy	Clear
10.	Tandem Nickel - Black	0-10	Cloudy	Clear
11.	Single Copper	0-10	Cloudy	Murky
12.	Single Gold - Black	0-10	Cloudy	Murky
13.	Shallow - Red Crawfish	0-5	Cloudy	Murky
14.	Medium - Silver Shad	5-10	Cloudy	Murky
15.	Medium - Rainbow	5-10	Sunny	Clear
16.	Deep - Chartreuse	10-15	Sunny	Clear
17.	Buzzbait - White	0	Cloudy	Clear
18.	Popper Hot Frog	0	Cloudy	Clear

BUTTON FUNCTIONS

CAST•START•ON

Turns the unit on and starts a game. Hold this button down and use a casting motion to cast the line. Release this button at the end of the casting motion. For automatic retrieval, press to retrieve the line quickly when the line is out (make sure there is no fish on the line).

LURE•DRAG

When the line is reeled in, use this button to choose a lure. When the line is in the water, use it to adjust the drag (if necessary).

LAKE

Toggles through the three lakes.

BOAT

Moves the boat around the lake to different locations.

STRINGER

Lets you view previously caught fish from the current game.

GAME

Toggles between leisure fishing and tournament play when the line is reeled in. In tournament mode, 'Tournament' is displayed on the screen along with a 15 minute time.

BEST CATCH

Shows your biggest fish ever caught (in regular mode) or your top weight of three fish (in tournament mode).

SOUND

Turns the sound ON and OFF.

RESET

Restarts the computer and erases all stored scores.

BATTERY INSTALLATION

This game is powered by two (2) AA batteries. The battery compartment is located on the left side of the game.

- Using a screwdriver, loosen the screw until the battery compartment door can be removed.
- Insert two AA batteries as indicated inside the battery compartment.

- Replace the battery compartment door and tighten the screw with a screwdriver. Do not over-tighten.

Adult supervision is recommended when changing batteries.

CAUTION

- As with all small batteries, the batteries used with this game should be kept away from small children who might still put things in their mouths. If a battery is swallowed, consult a physician immediately.
- Be sure you insert the battery correctly and always follow the game and battery manufacturer's instructions.
- Do not dispose of batteries in fire, batteries might leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

- Handle this game carefully.
- Store this game away from dusty or dirty areas.
- Keep this game away from moisture or temperature extremes.
- Do not disassemble this game. If a problem occurs, press the Reset button or remove and replace the batteries to reset the computer, or try new batteries. If problems persist, consult your warranty card for replacement instructions.
- Only batteries of the same or equivalent type as recommended are to be used.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Do not use rechargeable batteries.
- Do not attempt to recharge non-rechargeable batteries.
- Remove any exhausted batteries from the game.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted with the correct polarity.

Keep this package because it contains important information.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

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