

株式会社 **パック・イン・ビデオ**

〒107 東京都港区南青山3-17-14 中山ビル6F

TEL (03) 3796-6812

© 1995 PACK-IN-VIDEO CO.,LTD

FOR SALE AND USE IN JAPAN ONLY AND COMMERCIAL RENTAL PROHIBITED

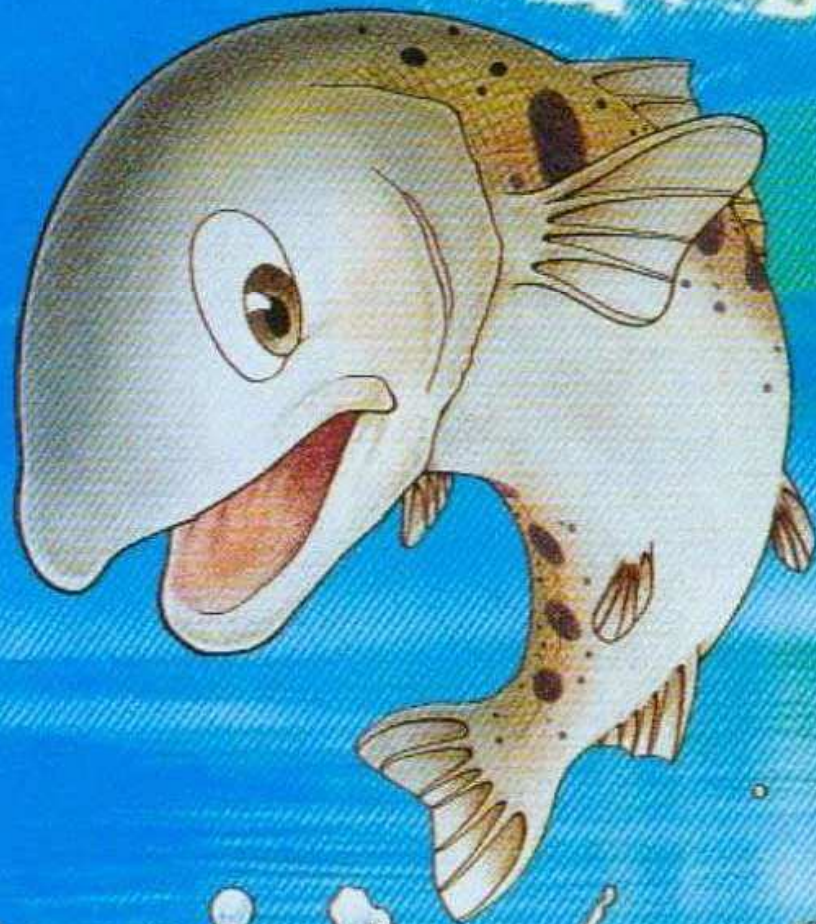
本品は日本国内だけの販売および使用とし、
また商業目的の複製は禁止されています。

VIRTUAL BOY。バーチャルボーイは任天堂の商標です。

VIRTUAL BOY™

VIRTUAL FISHING

VIRTUAL FISHING



INSTRUCTION BOOKLET

PACK-IN-VIDEO CO., LTD.

VUE-VVFJ-JPN

GREETINGS

Thank you very much for purchasing Pack-In-Video Co., Ltd.'s "Virtual Fishing" cartridge exclusively for the Virtual Boy! Please read the separate "Precautions Booklet" first. Next, make each adjustment in accordance with the instructions in this "Instruction Booklet." Please regularly use this product with proper usage. Furthermore, please keep the "Precautions Booklet" and this "Instruction Booklet" in a safe place.

CONTENTS

- ◆ Controller Functions
Page 6
- ◆ Tournament Mode
Page 11
- ◆ Fish Appearing In The Game
Page 15



◆Before Starting
The Game
Page 2

◆Getting Started
With The Game
Page 8

◆Other Modes
Page 14

“Virtual Fishing” is a fishing action game that lets you enjoy casting your lure within Mother Nature and thrilling battles with the fish in the water, all with a sense of depth that’s unique to the Virtual Boy! When you win any of the 6 fishing tournaments – which feature rainbow trout, black bass, white-spotted char, Yamame trout, Amur catfish, and salmon respectively – you will be able to challenge its Time Attack Mode to compete for the time it takes to catch a specified number of fish. Also, in Free Mode, you can challenge the fishing location where 17 kinds of fish live. See how many you can catch... and have fun!



BEFORE STARTING THE GAME

Before you start the game, please be sure to make the following adjustments.

- Please insert the cartridge properly into the main body of the Virtual Boy. After inserting the cartridge, turn the POWER switch located on the front of the controller to the ON position. After a little while, the screen at right will appear.



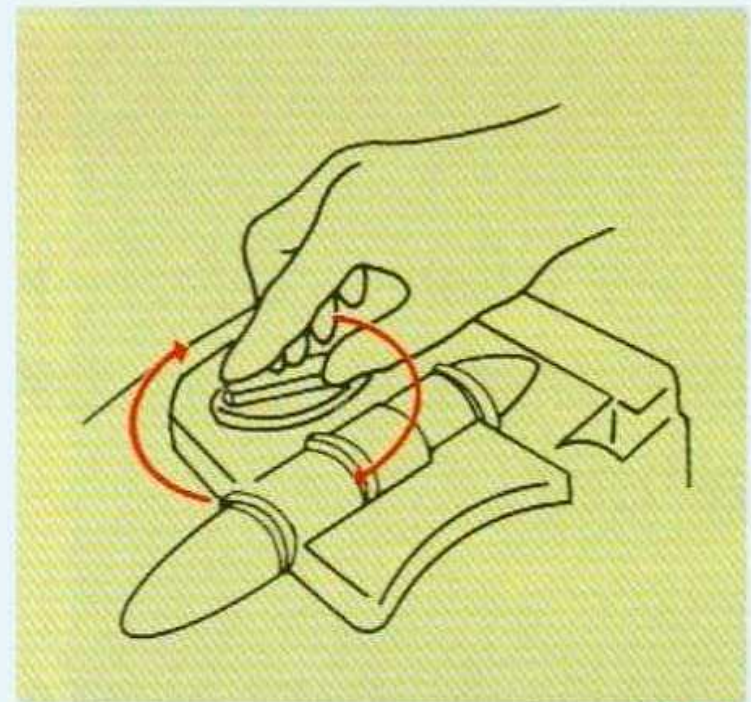
- When the START button is pressed, it changes to the "Inter Pupil Distance Adjustment Screen." Each adjustment can be made while looking at this screen.



IPD Adjustment

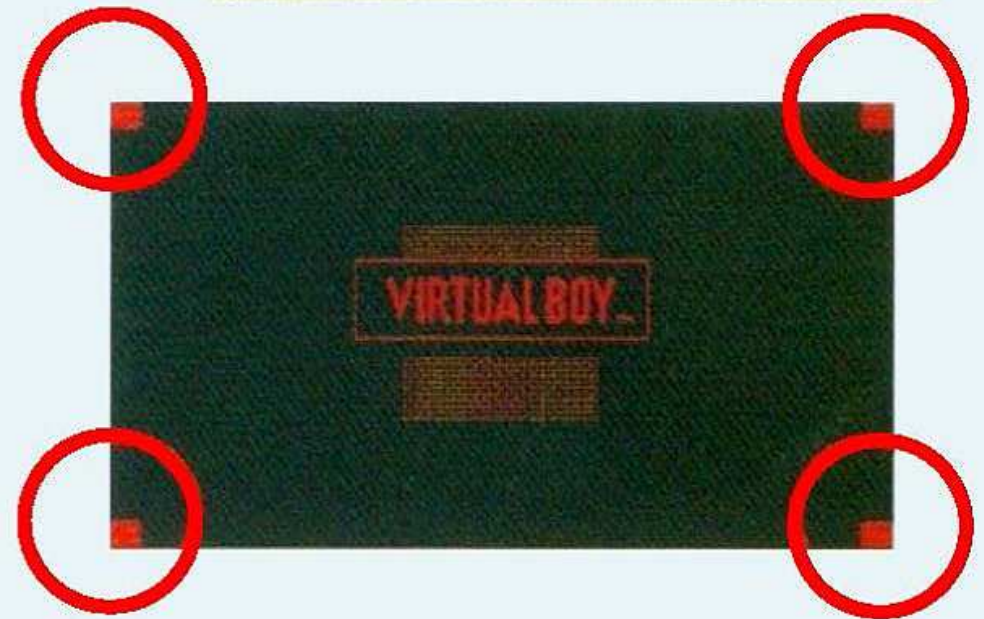
This is the adjustment that adjusts the display inside the Virtual Boy to the width between the player's left and right eyes.

While looking at the adjustment screen, please turn the IPD Dial located on top of the main body until you can see a mark in all 4 corners of the screen.



▶ Please adjust it so that you can see a mark in each of the 4 corners, like this:

✘ In some cases, all 4 marks may not be visible, but if 3 are visible, then it won't interfere with the game.



● For other adjustments, please read the instruction manual of the Virtual Boy itself.

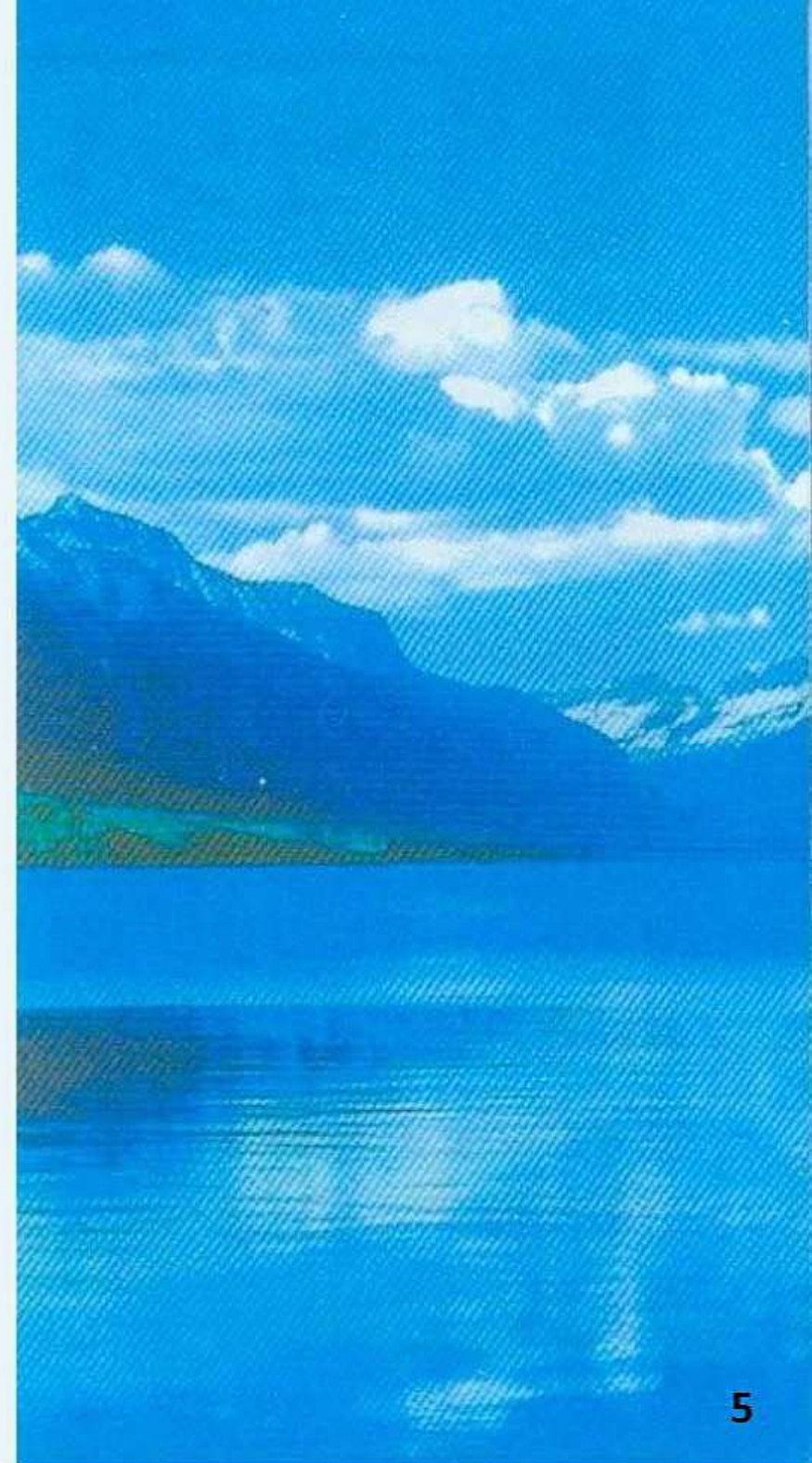
About The Automatic Pause Function

For the eye health of the player, all Virtual Boy exclusive-use cartridges have an “Automatic Pause Function,” which automatically pauses the game after a reasonable amount of time.

After finishing the adjustment in the adjustment screen, press the START button to switch to the screen at right. With right and left on the left control pad, you can turn the “Automatic Pause Function” off and on. After the START button is pressed, the title screen will appear.



In "Virtual Fishing," the automatic function activates in the Casting Screen after a lapse of 30 minutes, pausing (suspending) the game (it will not activate in the Underwater Screen). Please take a reasonable break and rest your eyes and body. The game can be resumed by pressing the START button.



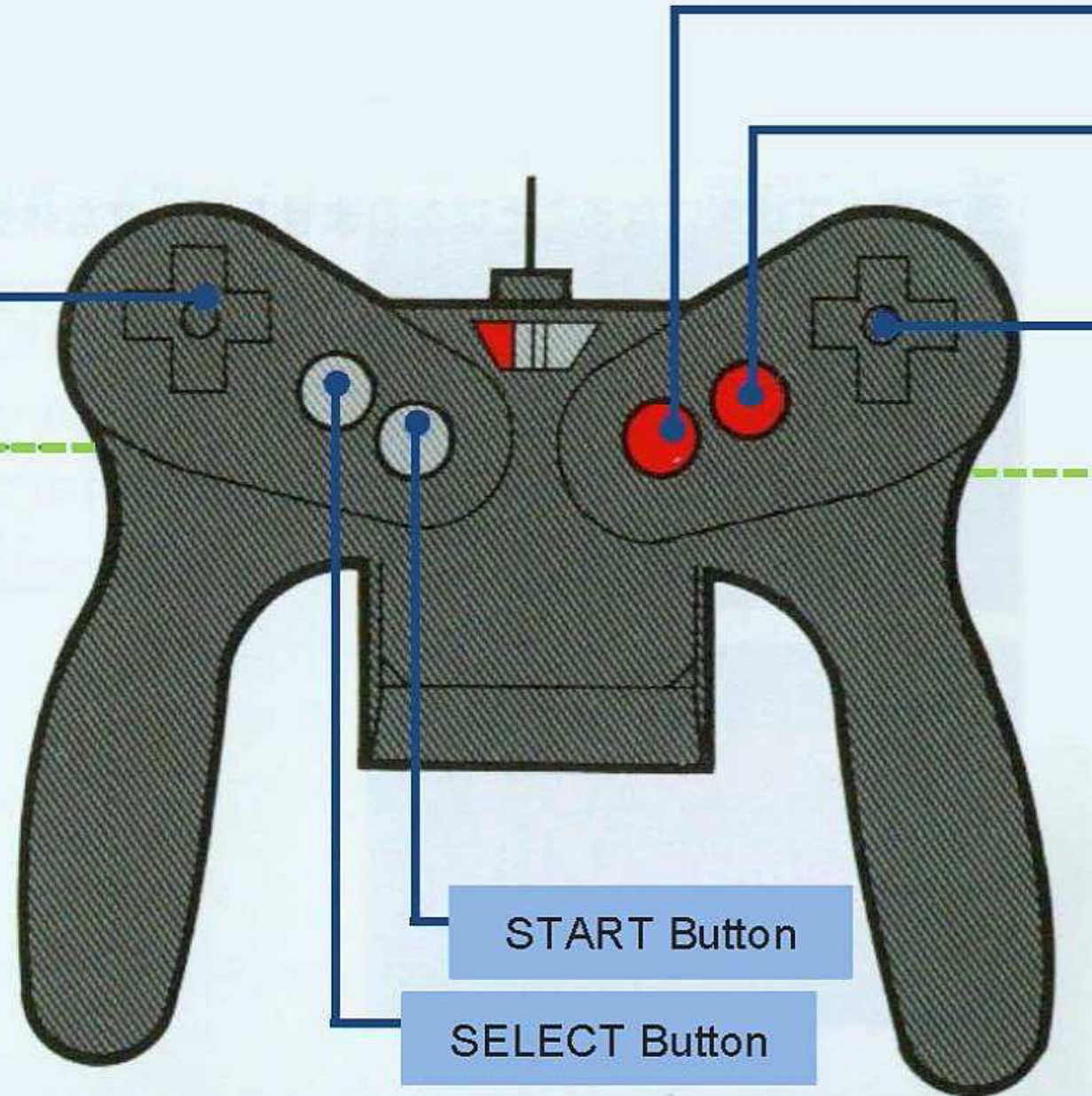


CONTROLLER FUNCTIONS

Left Control Pad

(Back Side)
L Trigger

The controller comes with operating buttons on both its front side and its back side. The buttons' functions change depending on where you are in the game.



B Button

A Button

Right Control Pad

(Back Side)
R Trigger

✘ Please slide the Power Switch to the OFF position when you are done playing the game.

First, let's explain the basic functions from when the Power Switch is slid to the ON position to the start of fishing. Please remember here the names and locations of the buttons. In "Virtual Fishing," the functions of the buttons change for each screen, from when fishing begins to when it ends, so from the Casting Screen to the Underwater Screen to the Catch Screen. Please also refer to the button functions that correspond to each screen (See pages 12 and 13).

■ Basic Functions

Left Control Pad ----- Moves the cursor

R Trigger ----- Hooks a fish in the Casting Screen

START Button ----- Starts the game

Pauses (suspends) the game

Resumes the game when pressed again

A Button ----- Chooses

B Button ----- Cancels

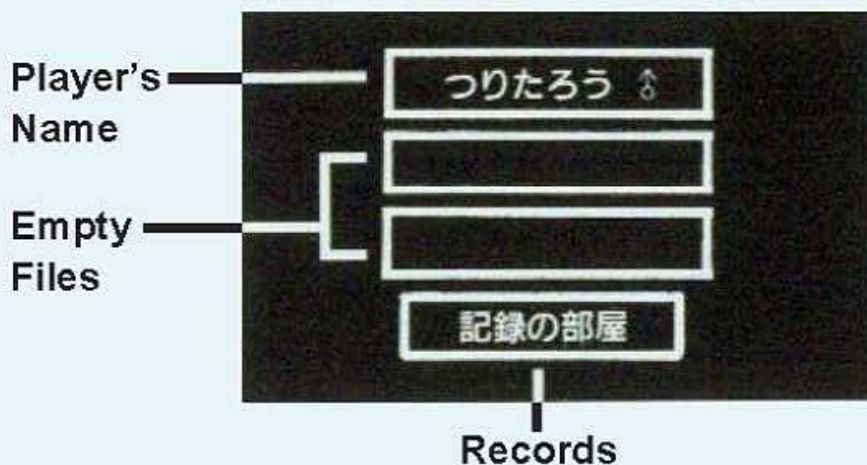


GETTING STARTED WITH THE GAME

Properly insert the “Virtual Fishing” cartridge into the main body of the Virtual Boy. Then, slide the Power Switch on the controller to the ON position. Before you start the game, please be sure to perform the IPD and Focus adjustments.

■ Basic Functions

Press the START button at the title screen to make the File Selection Screen appear. You will see 3 files on this screen. Move the cursor with the left control pad and press the A button to choose a file. If you choose a saved file, it will advance to the Personal Records Screen. If, however, you choose an empty file, “REGISTER” will be displayed. In this case, press the A button to advance to the Name Input Screen. You can enter up to 7 characters for your name. Select each character by moving the cur-



sor to it with the left control pad. Press the A button to choose the respective character. Pressing the B button cancels the previous character chosen. Once you choose “OK,” the file for the registered name will be created. Now, to reiterate, if you choose a file that already contains a name, it will ad-

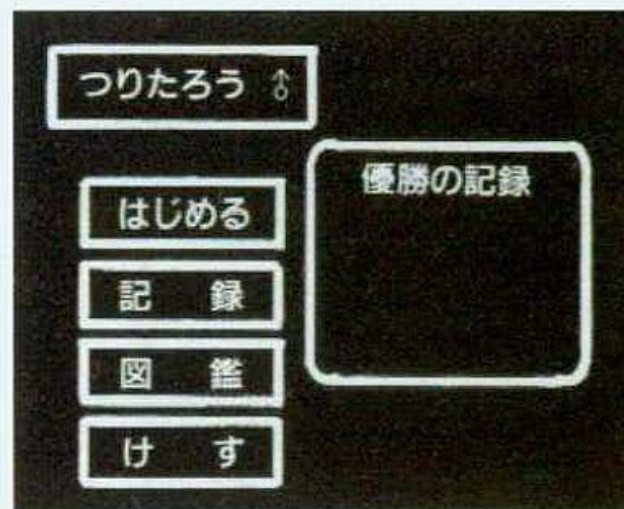
vance to the Personal Records Screen (see below). If, however, you choose “Records” at the bottom of the screen, a list of the names of the tournaments will be displayed. When you select a tournament’s name, the best records in that tournament so far – such as the ones for biggest fish caught, total length of all fish caught, and number of fish caught – will be displayed. Each of these records will remain indefinitely, even if the save file is later erased, as long as the respective record does not get beaten.

■ Personal Records Screen

When you choose a file already containing a name, the Personal Records Screen appears. Here, you can view the Fish Picture Book, in which the sizes and numbers of fish caught are recorded. Also, if you want to erase the entire save file, choose “DELETE” (all data of the file chosen will be erased). When you choose “START,” it will advance to the Map Screen, where you can choose a game mode.

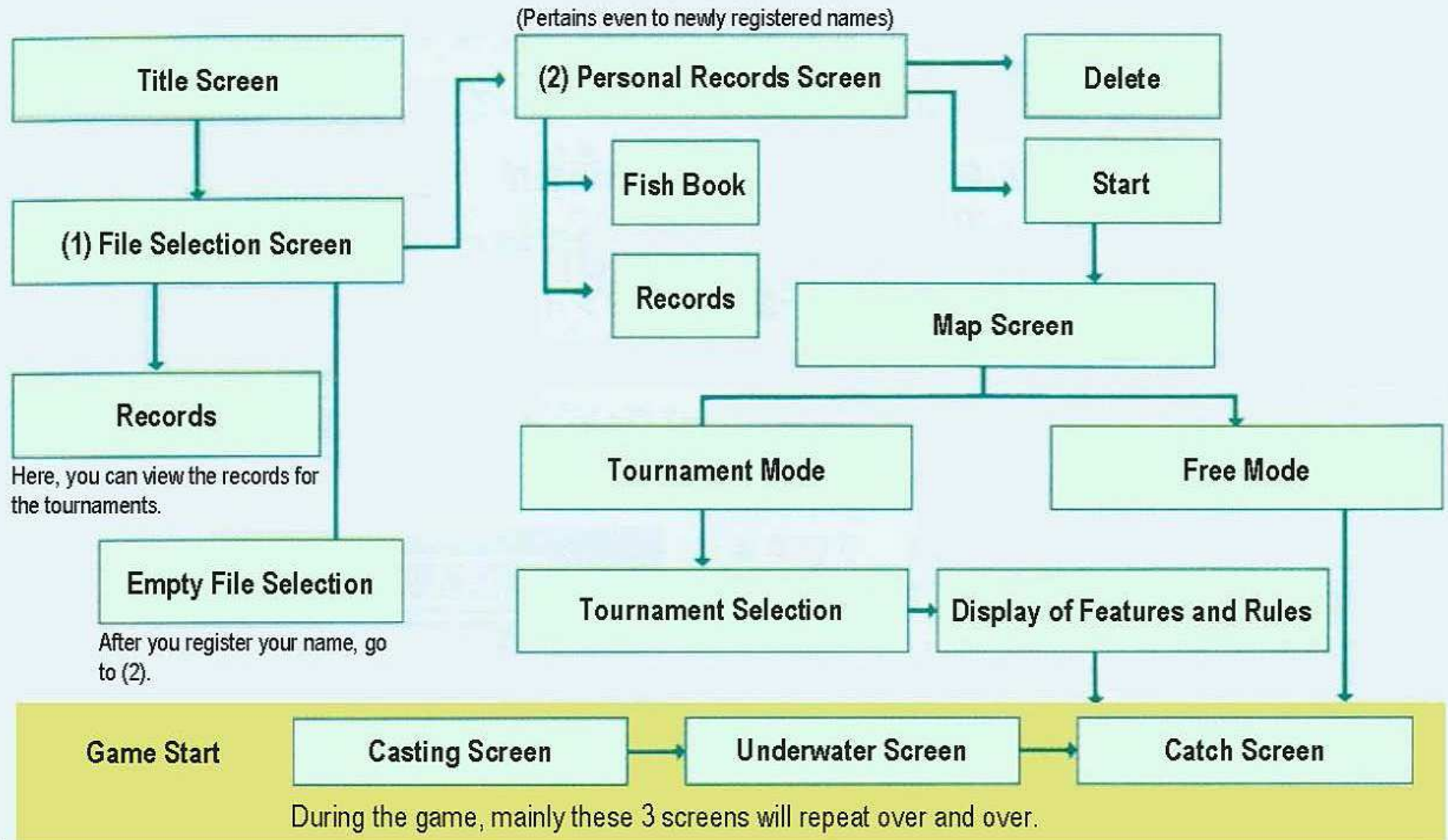
■ Map Screen

When you choose “START” in the Personal Records Screen, it advances to the Map Screen. Here, you can either choose the tournament in which you want to participate or the Free Mode.



■ The Flow of the Game

In "Virtual Fishing," the game will progress with a flow such as the following. Starting from the time when you first cast your lure, you will be performing the fishing actions repeatedly.





TOURNAMENT MODE

When you choose "START" in the Personal Records Screen, it will advance to the Map Screen. When you are going to challenge a tournament, select the tournament's location in the Map Screen with left and/or right on the left control pad. Then, select and confirm the tournament with the A button. After you've made your choice, the tournament's features, such as its type of fish and basin, etc., will be displayed. Moreover, by pressing the A button, the tournament's rules and goal for victory will be displayed. Press the A button once more and the tournament will start. During a match, since there are always seven people, including the player, who compete against each other, various remarks, such as monologues from the other competitors, will sometimes appear. The criterion for the final outcome of each tournament is the total length of all fish caught within a certain period of time. Also, during a match, a list showing each player's progress will be displayed. This can be used as a guide to help you aim for victory without letting your guard down. In addition, in the Casting Screen, you can view your fishing results by pressing the SELECT button.



Clearing the Tournament Mode

●Earn the right to challenge Time Attack!

When you win once in any tournament, you will be able to challenge Time Attack at that fishing location.

●There are also these rumors!

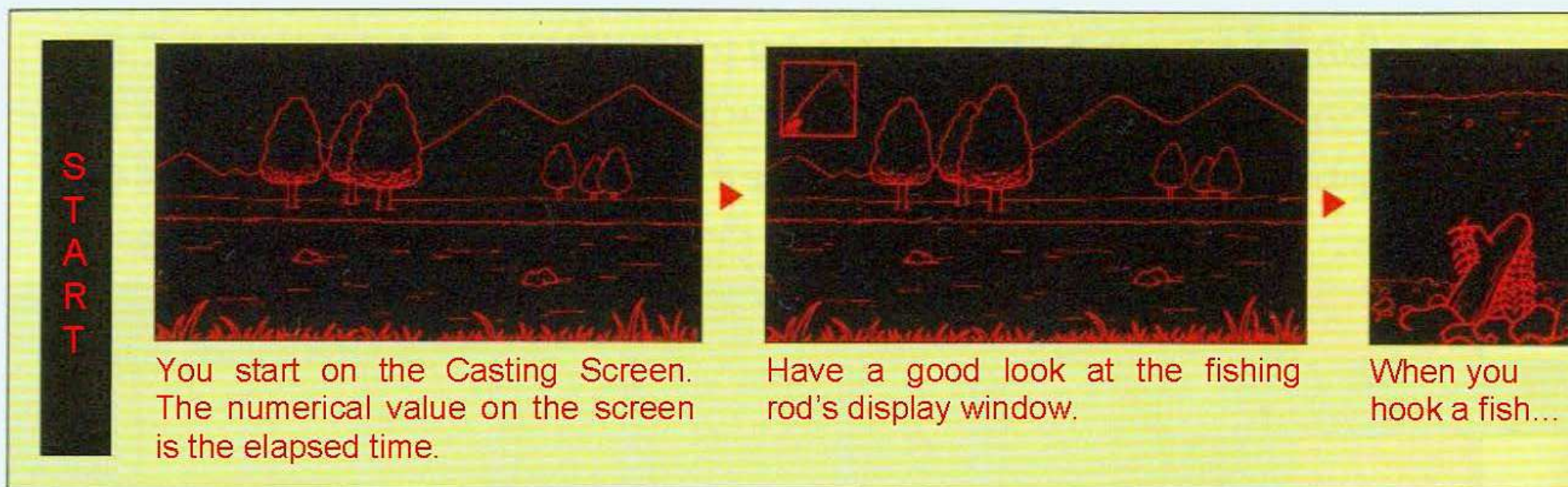
If you're aiming to win a tournament, you should be particular about your casting point! Also, it's said that if you clear the Tournament Mode completely, there will be the Dream Tournament....

◆The Casting Screen

First, you start from where you cast the lure. While working with the left control pad and the A button at the same time, cast the lure in the direction where you want to control it. Next, your fishing rod will appear on the screen in the state in which you cast it. While watching the Fishing Rod Display in the upper left of the screen, keep pressing the A button. If your fishing rod bends (if it gets pulled down), press R Trigger with good timing to hook the fish. When you successfully hook it, you will advance to the Underwater Screen. Here, when the fish is swimming away, wait for it to slow down, and then once again reel in the lure by continually pressing the A button. Also, if you want to try fly fishing, press the SELECT button on the Casting Screen and change lures.

●Button Functions

| | |
|--------------------------------|---|
| Before the Fishing Rod Display | A Button: Casts the lure in the direction in which the lure is set. Left Control Pad: Pressing left or right sets the direction of the lure correspondingly. |
| After the Fishing Rod Display | A Button: Reels in the lure. R Trigger: When a fish bites, it hooks the fish if timed well. |



◆The Underwater Screen

By using the A button in the Underwater Screen, you can successfully tire out and catch a fish by both pulling and releasing the lure. If you pull the fish too forcibly, it will come off the lure and swim away. After it escapes, you will automatically return to the Casting Screen, where you can try again. When you successfully pick up a fish, you will advance to the Catch Screen. Once you are finished viewing your catch, press the A button to move on to the next cast. Keep on casting, and when the specified time per the tournament's rules has elapsed, it will be the end of the competition. The rankings and the winner will then be presented. Pressing the A button returns you to the Map Screen. When you, the player, win, it automatically gets recorded.

●Button Functions

A Button: Winds in the reel.



... don't let it escape!

A
successful
catch!

It escaped!
Try again
from the
Casting
Screen.

T
U
R
N
A
M
E
N
T

During a tournament, you may receive monologues from the other competitors, like "I keep on getting catches!" and "Oh Yeah? Haven't we all caught that much?" and so on. They say things as they please, so don't get fooled by them, and believe in your own fishing.

In addition, during a tournament, the progress of each competitor sometimes gets displayed. At this point, you can check to see how much headway the other competitors have made. Use these numbers as a reference, and do your best to win the tournament!



OTHER MODES

■ FREE MODE (A fish pond where lures can be used)

In Free Mode, you visit the fishing location where 17 different kinds of fish live. The means of fishing is the same as with the tournament mode, so it flows from the Casting Screen to the Underwater Screen. You can challenge the Free Mode as practice before you participate in a tournament or to catch fish which cannot be caught in a tournament. Red-spotted masu salmon, eel, sculpin, pink salmon, carp, bluegill, snakehead... what kind of fish might bite at your lure? When you press the SELECT button, you can try fly fishing. You can also return to the Map Screen.

■ TIME ATTACK MODE

You can challenge Time Attack at any fishing location where you have won its tournament at least once. In this mode, you join in the competition for the time it takes to catch a specified number of fish. Moreover, the results here will be recorded in the data, so give it a try!

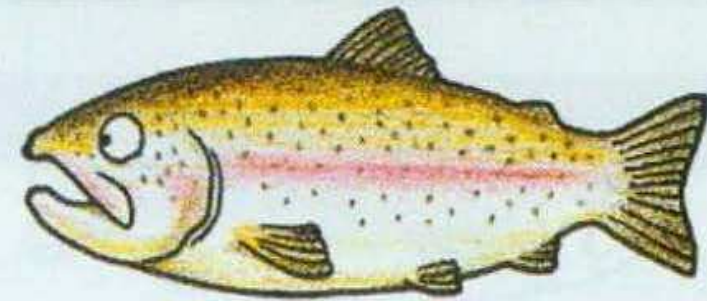


WIN A
TOURNAMENT!

CHALLENGE
TIME ATTACK!

FISH APPEARING IN THE GAME

Let's introduce the typical fish that appear in "Virtual Fishing." The standard lengths are noted. You may catch fish of even larger sizes.

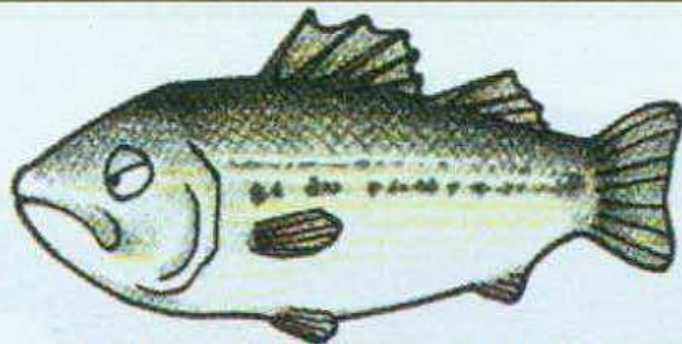


RAINBOW TROUT

Salmoniformes: Salmonidae

18-60cm

These are distributed across places such as Kamchatka, Alaska, Canada, and the United States. The ones that inhabit Japan are not naturally occurring but rather are ones that are released from other places and bred in Japan.



BLACK BASS

Perciformes: Centrarchidae

30-50cm

This is native to North America. It has recently expanded its habitat range into Japan, where it is known as the best game fish.

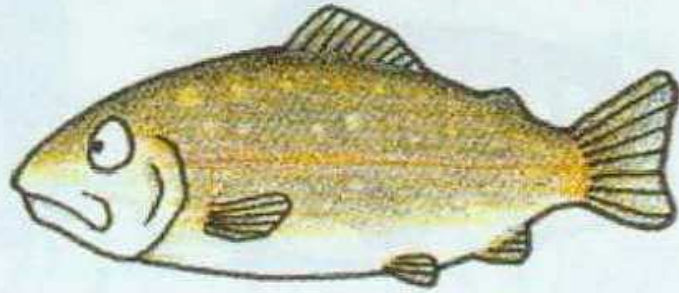


YAMAME TROUT

Salmoniformes: Salmonidae

12-30cm

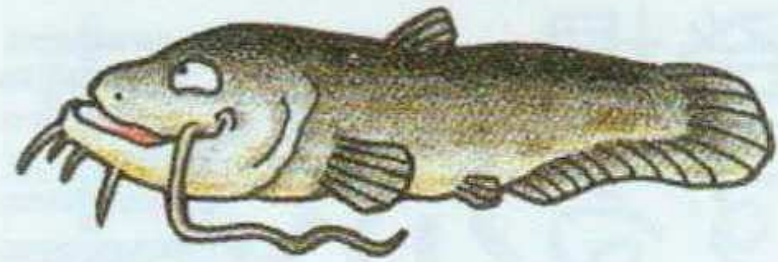
This is sometimes referred to as the cherry salmon. The ones that can be found near Hokkaido, Tohoku, and the Hokuriku region can reach 40 to 60 centimeters in length.



WHITE-SPOTTED CHAR

Salmoniformes: Salmonidae **18-35cm**

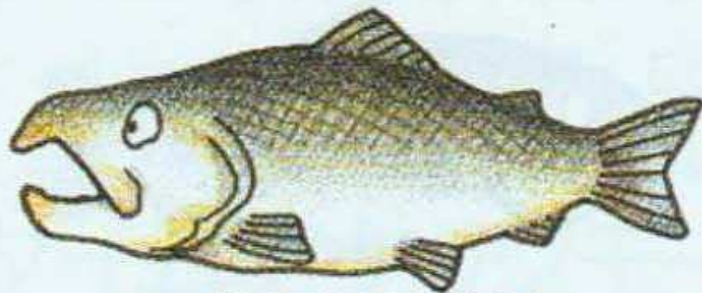
These mainly inhabit the most upstream parts of mountain streams. The number of these has become low, and they are not easy to catch.



AMUR CATFISH

Siluriformes: Siluridae **30-50cm**

These inhabit not only Japan but also a wide range of Asia. They lurk low in the mud and, when it becomes evening, move around to search for food.



SALMON

Salmoniformes: Salmonidae **60-90cm**

Salmon inhabit a wide range of areas, such as Iceland, Greenland, Canada, etc. When you win 3 tournaments, you will be able to participate in the tournament featuring salmon.



?

Salmoniformes: Salmonidae **55-150cm**

This is the fish of dreams. A very small number of these live in wetlands.

STAFF

| | | | |
|--------------------|--------------------------|-----------------------------|-------------------|
| Planning | Toshiaki "Spiral" Kamiya | Producer | Tomio Kanazawa |
| Director | Makoto "12M" Hijiya | Planning Cooperation | Tohru Miyazawa |
| Programming | Shinji "X68K" Aoyama | Artwork | Chiho Tomita |
| Graphics | Sayaka "GoPuppy!" Takeda | Manual | Mariko Ishikawa |
| | Rie "Witch" Ikeuti | | Fios Co., Ltd. |
| Music | Composing | Special Thanks | Yasuo Ohno |
| | Akiko "Nick" Hida | | Akinori Sekine |
| | Programming | | Junichi Kutsuzawa |
| | Takashi "GAB" Kumegawa | | Yasuhiro Wada |
| | | | Kyoko Nomura |
| | | Executive Producer | Seiichi Kizu |

※ All of the game screenshots used in this instruction booklet were taken of either the left eye screen or the right eye screen. Please keep in mind that these may look different from the screen that is visible in an actual Virtual Boy.