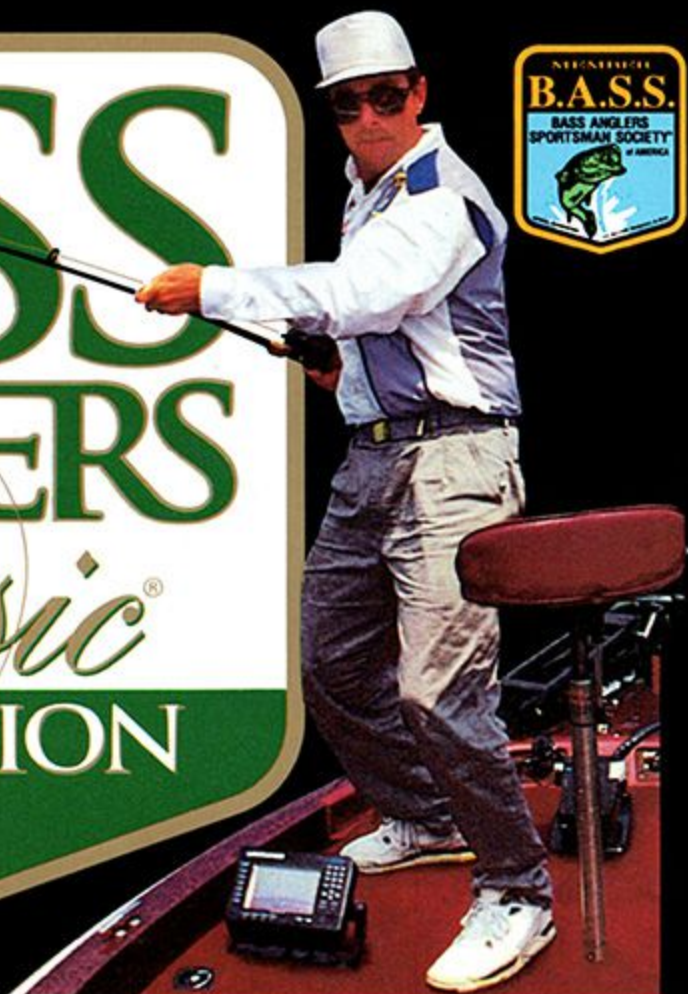



BASS MASTERS *Classic* PRO EDITION



INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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BASS 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.



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 _____

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City _____ State _____ ZIP _____

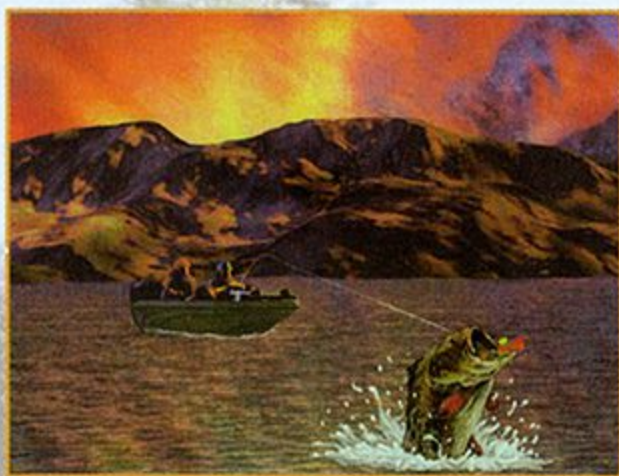
Signature _____

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

TABLE OF CONTENTS

WELCOME TO BASS MASTERS CLASSIC®: PRO EDITION	4
STARTING THE GAME	5
CONTROLLING THE GAME	6
Driving the Boat	7
Casting	7
How to Catch a Fish	7
Reeling in Fish	8
GAME SCREEN	9
THE ANGLERS	10
Pro Anglers	10
Amateur Anglers	12
THE DOCK AREA	14
THE BAIT SHOP	15
Lures	16
Plastic Worms	18
Rods	21
Fishing Line	22
Engines	22
Reels	23
Fishfinders	24
Talk	25
Exit	25
Tackle Box	26
WEIGH-IN	26
NEW GAME	26
PASSWORD	27
TOURNEY INFO	28
PRACTICE POND	29
GO FISH	29
CREDITS	36
LIMITED WARRANTY	37

WELCOME TO BASS MASTERS CLASSIC®: PRO EDITION



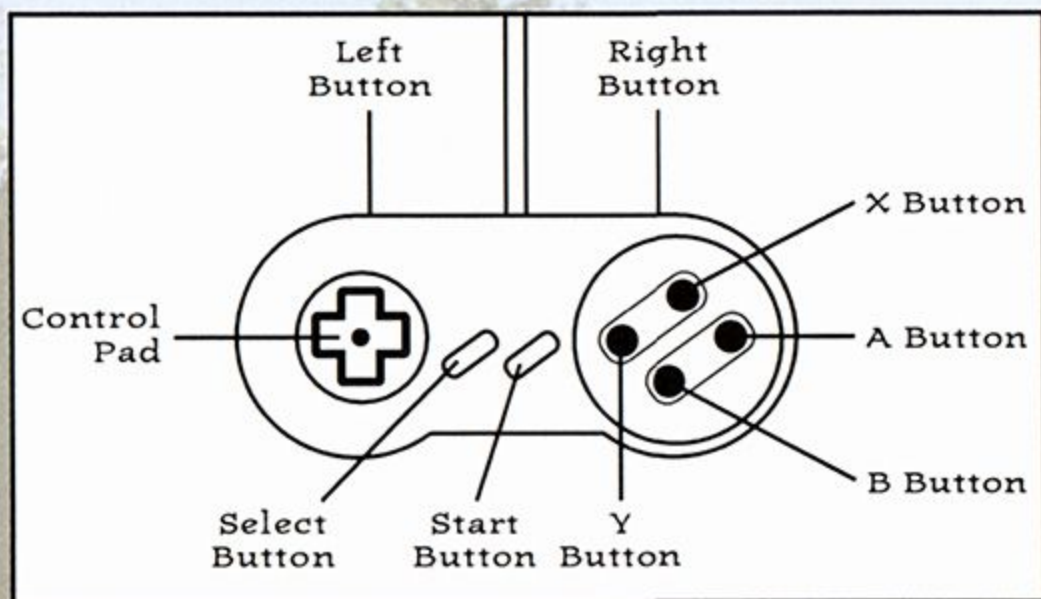
Now is your chance to fish in the world championship of bass fishing – The **BASS Masters Classic**®. The most realistic fishing game ever created for the Super Nintendo. This Pro Edition features 6 pro anglers including George Cochran, Shaw Grigsby Jr., Gary Klein, Tom Mann Jr., Dee Thomas, and Kevin VanDam. 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 Super Nintendo Entertainment System. Never insert or remove a Game Pak when the power is on.
2. Insert **BASS Masters Classic®: Pro Edition** into the slot on the Super NES. To lock the Game Pak 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 **SELECT** 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 **Control 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 **Control Pad Down** to highlight it, then press the **START Button**.

CONTROLLING THE GAME



START Button Start Game
Pause Game

Note: If the game is paused for an extended period of time, when you are underwater, the music will reduce in volume and the screen will fade.

SELECT Button When on the lake, displays the Options Screen giving access to tournament information, contents of your tackle box, turns music on and off, changes music stations, turns trolling motor on or off, allows player to view live well information, and receive casting help.

X Button When underwater, displays a wider view of your surroundings. When above water, toggles the trolling motor on or off.

B Button Advances to next screen, in most cases.

DRIVING THE BOAT

A Button Drive boat backward

B Button Drive boat forward

Control Pad

Left/Right Steer boat in that direction

CASTING

1. Press the **Y Button** to bring up the fishing pole.
2. Press the **Control Pad Left/Right/Up/Down** to move fishing pole "X" in that direction.
3. Press the **Y Button** again to begin the power meter.
4. Press the **Y Button** a third time 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 **Control 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 **Control Pad Left** and the fish will start to turn back



towards you. Likewise, if the fish is turning to the left, press the **Control 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 and

Y Button

simultaneously Automatic reel-in

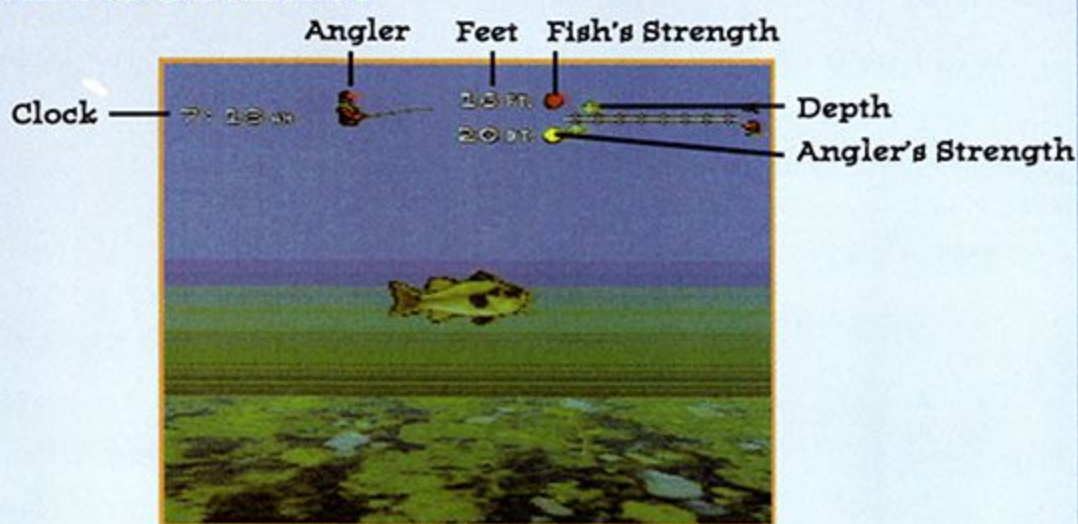
Note: If you have a fish hooked on the line and you use the Automatic reel-in feature the line will break and your lure will be lost.

Control Pad

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

X Button Activates wide-action view feature

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 angler's 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 red circle's size shrinks.

Anglers Strength Displays the strength the angler has left. As your angler gets weaker, the yellow circle's size shrinks.

Depth Displays the depth of the lure.

THE ANGLERS

Press **Control Pad Right** to scroll through the bios of the 6 pro and 6 amateur anglers. To select an angler, press the **B Button**.

Pro Anglers



Tom Mann Jr.

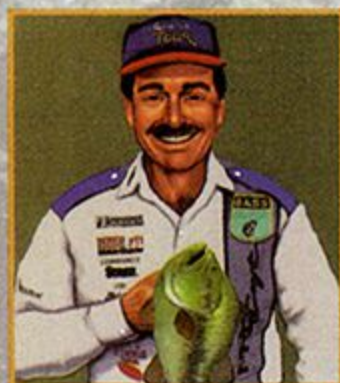
Qualified for 6 Classics. He has won 2 B.A.S.S. tournaments, including the 1987 Georgia Invitational and the 1992 Georgia Top 100. Tom is a former guide on Lake Lanier and is noted for ability to catch bass in clear water.



Kevin VanDam

Qualified for 5 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 \$300,000.



Shaw E. Grigsby Jr.

Qualified for 8 Classics. He has won 4 B.A.S.S. tournaments, including the Georgia Top 100 in 1993. 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 Western Outdoor News Bass 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 14 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 7 BASSMASTER tournaments, including the 1996 Missouri Invitational.



George Cochran

Qualified for 13 Classics. He won the 1987 BASS Masters Classic on the Ohio River. George has won 3 other tournaments, including the 1995 Missouri Invitational. He has finished in the top 10 in 7 Classics, and has won more than \$425,000.



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 minute. "Y'all can't keep up with me. I'll bet!", she often teases.



Sanders Ramirez

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 throwin' 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

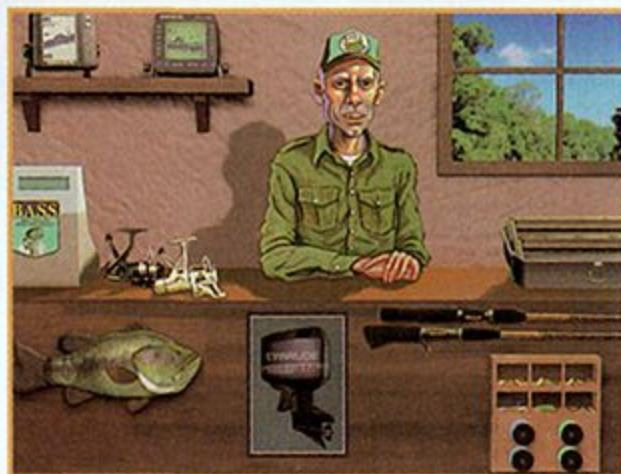
New Game screen

Password screen

To highlight a spot, press the **Control Pad Left/Right**.

To select a spot press the **B 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 **Control Pad Left/Right**, then press the **B 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 **B 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 **Control Pad Down** to the option Help For The Item, then press the **B Button**.

Press the **B 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. 0-5 ft., 5-10 ft.,
10-15 ft., 15-20 ft. range
Good all year**

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

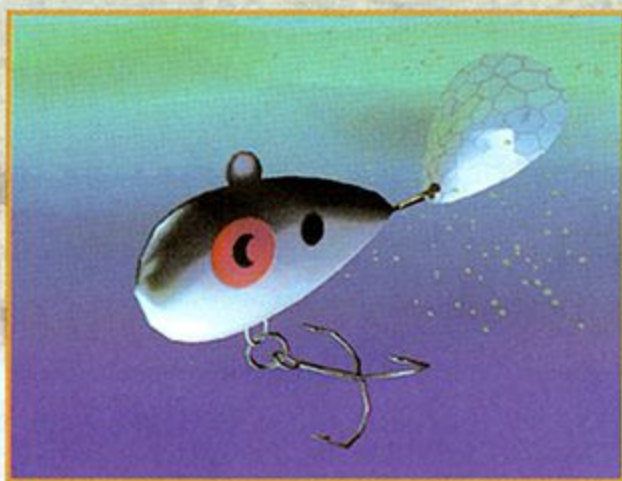
Controls - The crankbait is presented correctly by reeling in (**A Button** and/or **B Button**). It will wiggle in a lifelike manner.



GRUB - \$5.00. 0-10 ft. range
Good all year

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

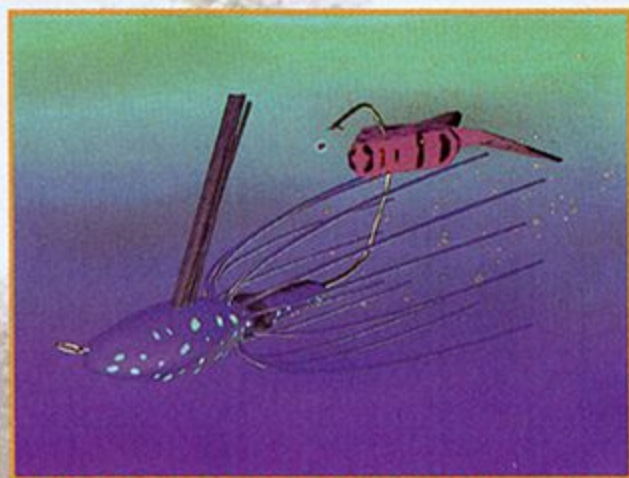
Controls - The grub bait is presented correctly by dropping the lure to the bottom of the lake and fishing on a stop-and-go retrieve. (Continually press and release the **A Button** and/or **B Button** for a second). The grub will then pulse vigorously.



TAILSPINNER - \$5.00. 0-10 ft. range
Best in winter, good in summer

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 (**Control Pad Up**).



**JIG AND PIG - \$5.00. 0-40 ft. range
Good in fall and spring**

Tip: A heavy, lead-headed bait with a single hook, jigs can be fished effectively in 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. Best in spring and summer, good in fall



The dark worm works best in murky water.



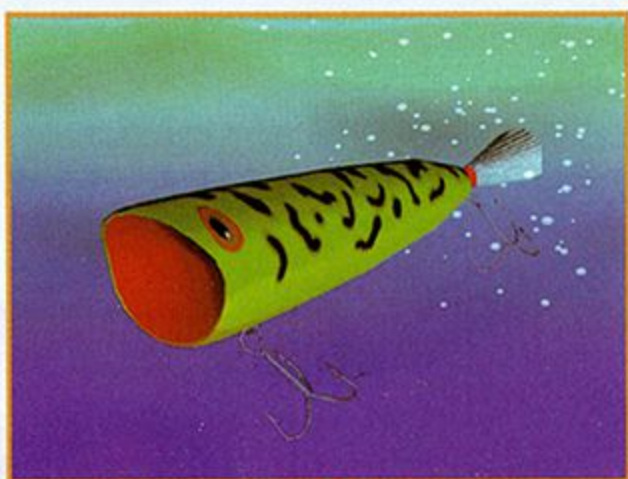
The light worm is best used in clear waters.



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.

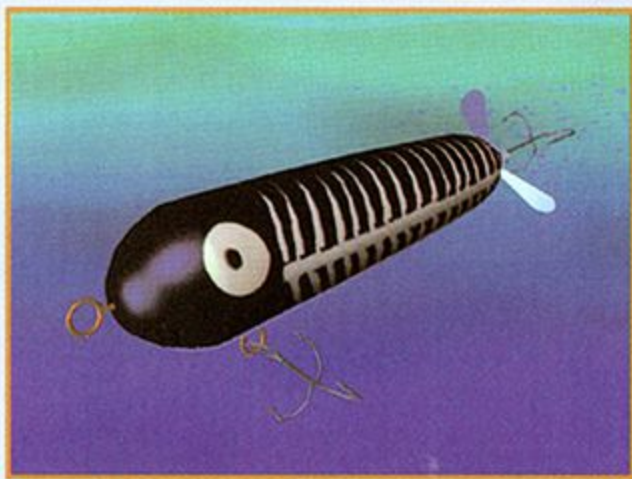
Controls - The worm bait is presented correctly by reeling in (**A Button** and/or **B Button**) and stopping every few seconds. It will then squirm in a life-like motion.



POPPER - \$5.00. Topwater
Good in spring and fall, OK in summer

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

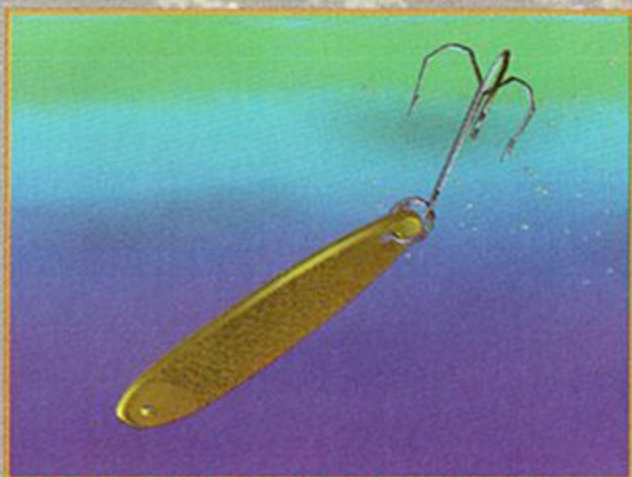
Controls - The popper is presented correctly by reeling in (**A Button** and/or **B Button**) and stopping every few seconds. The popper will then bob up and down and make a popping noise.



PROPELLER BAIT - \$5.00. Topwater

Tip: A topwater 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.

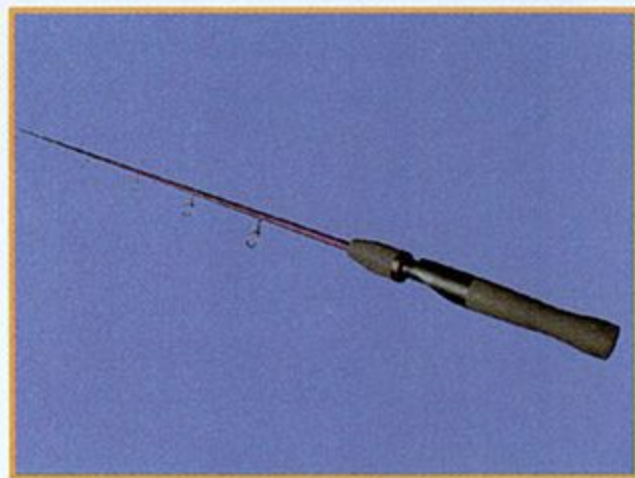


JIGGING SPOONS - \$5.00. 10-40 ft. range
Good in summer, best in winter

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

Controls - The spoon bait is properly worked by lifting the rod (**Control Pad Up**) 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 **Control 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 **Control Pad Right/Left**. This will pull the fish in the direction that you are pulling.

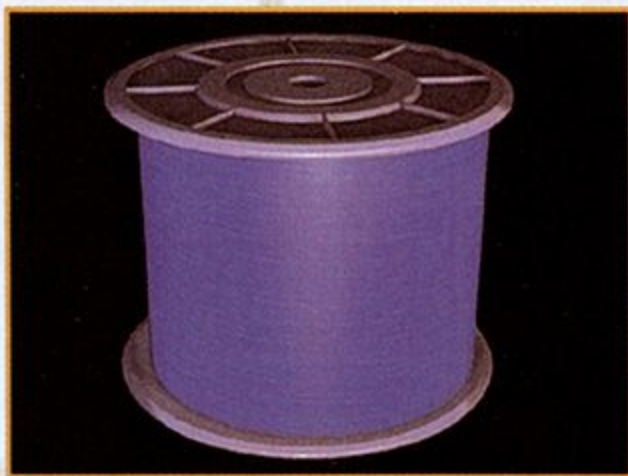
Tap the Control Pad the opposite direction the fish is moving.

Fiberglass - \$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

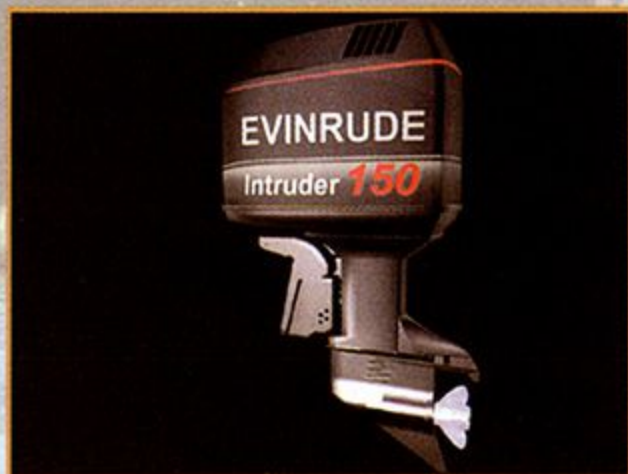
12lb test - \$10.00

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?

- A Button** Drive boat backward
- B Button** Drive boat forward
- Control Pad**
- Left/Right** Steer boat in that direction
- X Button** Toggle trolling motor on and off

MotorGuide® Trolling Motor - \$500.00

Evinrude® 50 HP Outboard - \$5400.00

Johnson® 70 HP Performance Special - \$6900.00

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 attaching to your rod and get a lunker!

A Button or

B Button Normal reel-in

A Button and

B Button

simultaneously..... Quick reel-in

A Button and Y Button

simultaneously Automatic 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.

Control Pad

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

X Button Activates wide-angle view feature

Spin Cast - \$25.00

Baitcasting A - \$50.00

Baitcasting B - \$125.00

FISHFINDERS



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 and then cast into the noted area. Press **Control Pad Down** to get the last 50 readings from the Lowrance® LMS-350 LCD. Press **Control Pad Down/Up** to scroll the Eagle™ Ultra II.

Eagle™ Supra Pro I.D. - \$95.00

Eagle™ Ultra II Split Screen LCD - \$300.00

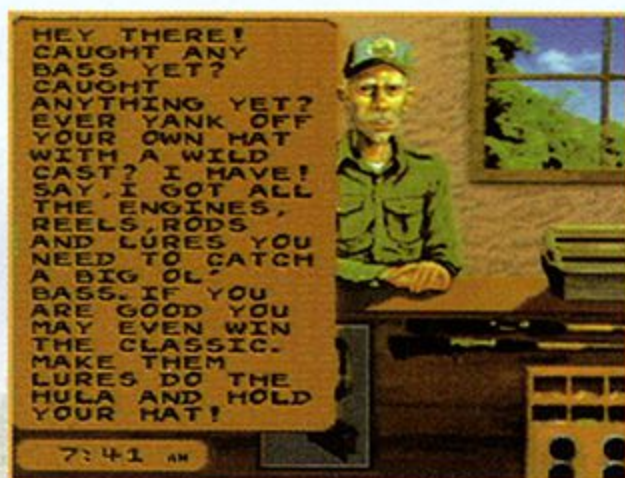
Lowrance® X-70A LCD - \$480.00

Lowrance® LMS-350 LCD Chart - \$800.00

Note: When using the Eagle™ Ultra II Split Screen LCD, press the Control Pad Up/Down to scroll the fishfinder view screen.

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

Talk

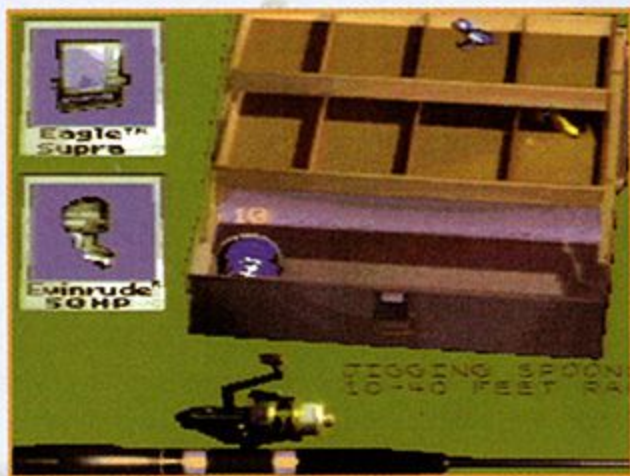


Advice is the only thing that is free at the bait shop, so be sure to Talk with the old angler.

Exit

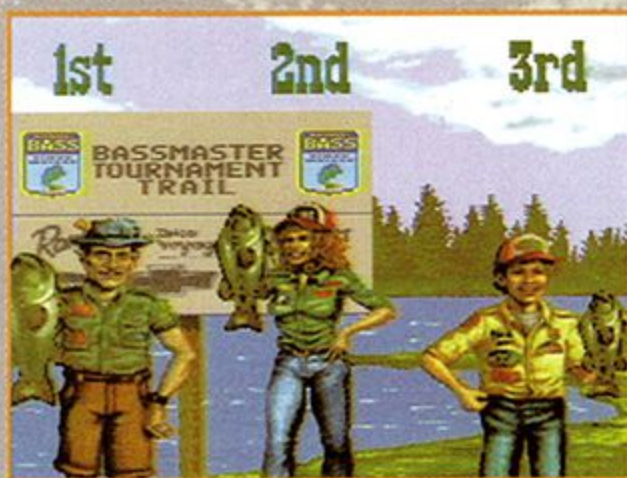
Highlight Exit in order to leave the bait shop and head out to the water.

Tackle Box



Highlight this option to display the contents of your tackle box.

WEIGH-IN



Check your ranking against the other anglers. Press the **Control Pad Down** to highlight Weigh In, then press the **B 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 **B 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.

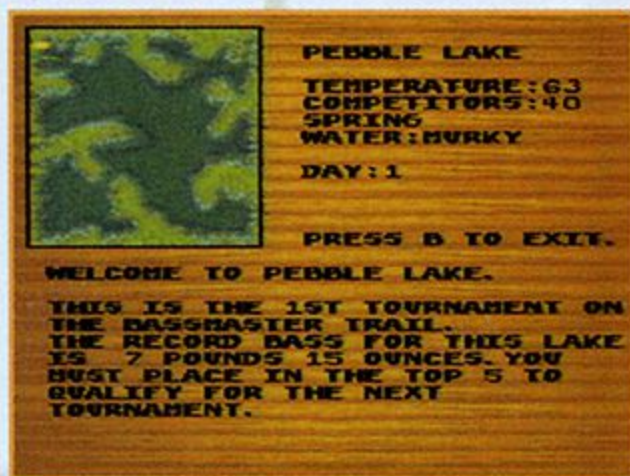
Note: The current music station selected will not be saved with the password feature. Every game will start on KBAS.

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

Entering a Password

To enter a password press the **Control Pad** to highlight the desired character then press the **B Button**. When you are finished entering the password, highlight **EXIT** and press the **B 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, boat position on the overhead lake map, the name of the lake currently being fished, and the tournament day.

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

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'd better learn the rules to the tournament.



1. Hours – Tournament hours run from 7:00 am to 3:00 pm.
2. Days – Each Tournament consists of three days at each lake.

3. 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.
4. 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.



5. 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.
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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GET A \$10 REBATE ON THIS GAME
WHEN YOU PURCHASE ANY OF
THESE RUBBERMAID® PRODUCTS!

48 Quart
Ice Chest



6-Pack
Ice Chest



4-Wheel
Ice Chest

2-Wheel
Ice Chest



Vertical Tackle Box



Double Deep
Tackle Box

To receive your \$10.00 refund check by mail:

Buy:

- Any one (1) of the following Rubbermaid® Ice Chests or Tackle Boxes: 48 Quart Ice Chest (#1848), 6-Pack Ice Chest (#1826), 2-Wheel Ice Chest (#1843), 4-Wheel Ice Chest (#1860), Vertical Tackle Box (#5014), Double Deep Tackle Box (#5035). Look for burst on outside of participating box.
- This video game (BASS Masters Classic®: Pro Edition for Super Nintendo).

Send:

- Your original cash register receipt for any Rubbermaid Ice Chest or Tackle Box listed above, with the purchase price circled and proof-of-purchase UPC Code (|| ||| || |) from ice chest or tackle box.
- Your Original cash register receipt for the Video Game, with the purchase price circled and proof-of-purchase UPC Code (|| ||| || |) from the video game.
- The completed mail-in form provided with the ice chest or tackle box.

Receive:

\$10 refund check by mail. While video game and Rubbermaid supplies last or until 7/31/97.

REQUESTS MUST BE RECEIVED BY 7/31/97. ALLOW 6 TO 8 WEEKS FOR SHIPMENT. LIMIT ONE REBATE PER HOUSEHOLD OR ADDRESS.

Duplicate requests will constitute fraud. Theft, diversion, reproduction, transfer, sale of the offer form, proof-of-purchase or cash register receipts is prohibited and constitutes fraud. Not responsible for lost, late or undeliverable responses. Offer good in USA, its territories and military addresses only. Void where taxed, restricted or prohibited. Proofs-of-purchase submitted by clubs or organizations will not be honored or returned. Limit one offer form per envelope. Proofs-of-purchase, cash register receipts, and mail-in forms will not be returned and must be forwarded in an envelope with sufficient first class postage. Employees and resellers of Rubbermaid and/or T•HQ products are excluded. Rebate Administrator reserves the right to verify identification. No name address labels accepted. Fraudulent submission could result in federal prosecution under U.S. Mail Fraud Statutes (18 United States Code, Section 1341 and 1342). Cash redemption value 1/1000 of 1¢. For more information or questions call Customer Service at (818) 591-1310.

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BASS PASSWORDS

CREDITS



Back row (left to right): Erick Alwill, Marc Hammell,
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BLACK PEARL SOFTWARE warrants to the original consumer purchaser that this Game Pak (PAK) 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 PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. 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 PAK, and return your PAK 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,
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