

COCOTO

FISHING MASTER



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

COCOTO

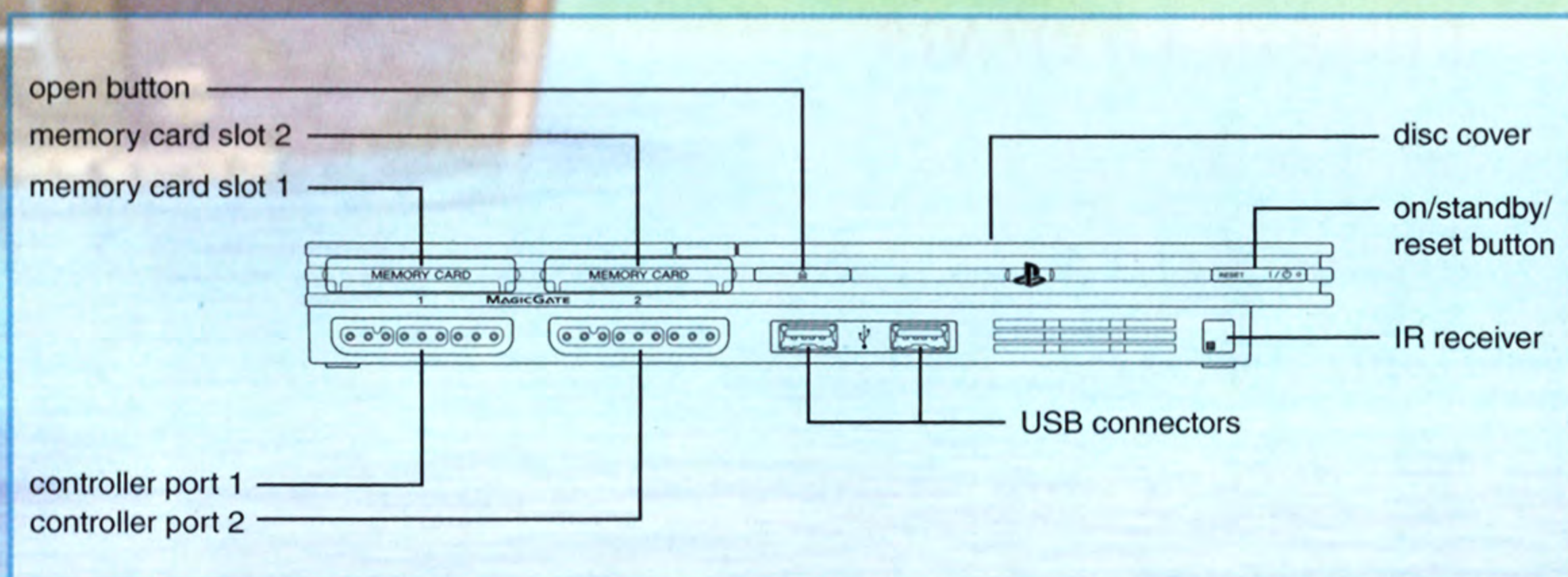
FISHING MASTER

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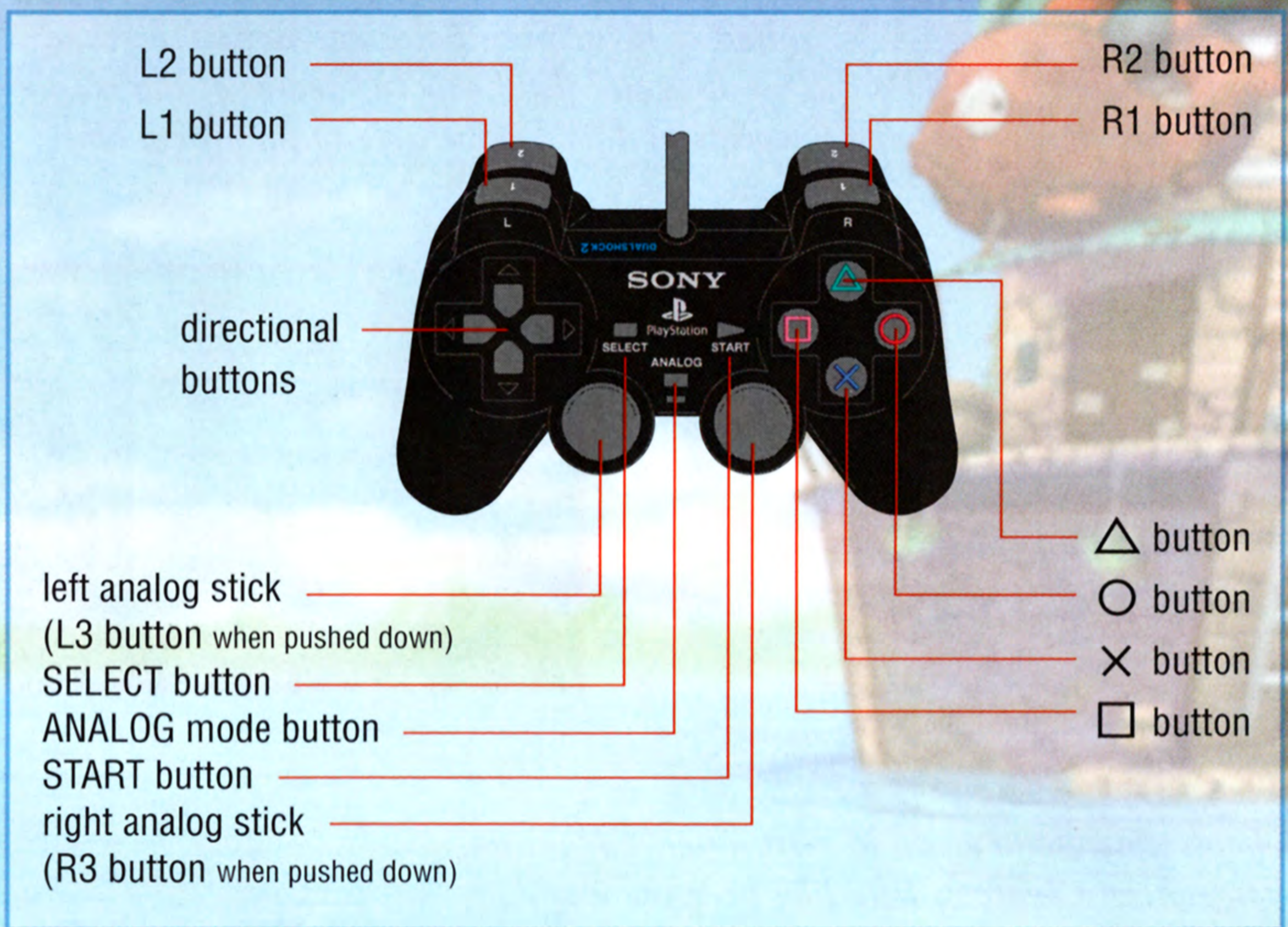
GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Cocoto Fishing Master disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Controls in the Menu

- △ *Cancel / Return*
- × *Validate*

Left analog stick or directional buttons: Move selector

Game Controls

- △ *Cancel / Return*
- × *Throw*
- *Fish / Strike a Fish*
- *Inventory*
- L1 *Choice of fishing rods*
- R1 *Choice of bait*
- SELECT *Choice of worlds*
- START *Pause Menu*

Left analog stick or directional buttons: Move boat and bait / Choice of objects

INTRODUCTION

The magic pot is overflowing with lava! If it continues, all the abysses, and other worlds will soon be engulfed in lava! Even Fairy can not understand what is happening! Only the 5 millennial fish know the secret of the magic pot. Cocoto must cross the 5 worlds and fish, to be able to find them and thus save the Universe.

MAIN MENU

Navigate the menu by using the directional buttons. Select an option by pressing the  button, return to the last screen by pressing on the  button.



NEW ADVENTURE

Choose this game mode to start a new adventure. You control Cocoto to help him save the world.

CONTINUE THE ADVENTURE

This option is only usable if you have already begun an adventure and have saved it. This allows you to continue the game where you last left off.

OPTIONS

Adjust the games settings such as the sound, the display, the vibration and the language.

Use Z and X to modify the options.

- Music volume (from 0 to 100)
- Sound Effects (from 0 to 100)
- Sound (Mono / Stereo)
- Language: select English, French, Spanish or Italian.
- Vibration
- Screen tracking

LOADING THE DATA

This allows you to load the data from the memory card (8MB) (for PlayStation®2).

THE ADVENTURE



Cocoto will have to travel through the 5 worlds to save the Universe. Armed with his fishing rod, he will travel the seas of the 5 worlds (Abyss, Volcano, Atlantis, Jungle and Heaven). Happily enough, his friends will help him in his adventure.



Baggy loves to eat, Cocoto can give him the product of his fishing in exchange for diamonds.



Fairy will be a great help in this adventure.



Neuro is in charge of the store in each world. Many different things can be bought there. Over the course of the adventure, Cocoto will need more evolved fishing rods and Neuro is the one who has them.



Cocoto will have to give one fish from each species in the world to **the hermit Turtle**.

The Fishing rods



LONG ROD



SHARK ROD



COMPETITION ROD



WHALE ROD



HEAVENLY ROD

The Bait



THE STARFISH
TO CATCH
THE BLUE FISH FOUND
ON THE RADAR



THE SEAHORSE
TO CATCH
THE GREEN FISH FOUND
ON THE RADAR



THE WATERMITE
TO CATCH
THE YELLOW FISH FOUND
ON THE RADAR

THE ADVENTURE



The **Exocet** fish really enjoy watermites



The **Ignotus** can be captured with the help of a seahorse.

The **Pantodon** are jumping fish. One can catch them with a watermite.



The **Octopus** are Seahorse lovers.



The **Macracanthus** are very attracted to Starfish.



The **Sordidus** are Starfish lovers.



The **cruncher** fish eat everything and Cocoto must avoid them because they cannot be caught. They are red on the Radar.



1. The Throw

With the help of the radar, Cocoto can find a good place to catch fish. By moving his boat, he can easily position himself at the right place. All he needs to do is throw his bait.

Remember: he must choose the right bait for each fish!

Controls: ☐ Position and Toss / End of the bait throw.



2. The Seduction

Once the fish has seen the bait, it will need to be seduced by keeping the bait in front of its face. At the end of the seduction, the fish must be caught.

Controls: [Left analog stick or left and right directional buttons]

Moving the bait, ☐ Catching the fish.

3. The Combat

Finally the combat can start. **Controls:** ☐ to reel in the line to bring in the fish.

A background image of a large, multi-story building with a red roof and a large red fish-shaped sculpture on top, set against a blue sky and green foliage.

CREDITS

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CONSPIRACY ENTERTAINMENT 90-DAY WARRANTY

CONSPIRACY ENTERTAINMENT warrants to the original purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specific equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days of the purchase it will be replaced. Simply return the disc to CONSPIRACY ENTERTAINMENT or an authorized retailer along with the dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of replacing the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES WHETHER ORAL OR WRITTEN EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES INCLUDING THOSE OF MERCHANT ABILITY AND FITNESS FOR A PARTICULAR PURPOSE IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal state or municipal law, which cannot be preempted. This warranty gives you specific legal rights and you may also have rights, which vary from state to state.

Please contact us before returning any defective materials.

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