BassDuel

Version 1.1


A TWO Player Bass Fishing Game

By Dick Olsen

## Table of Contents

< 1 >

A Few Words About ShareWare....

BassDuel is made available to the general public under the concept of
ShareWare. As such, you are free to copy it and distribute it to
others
provided that all accompanying files are distributed intact and
unmodified, and that no fee is charged. The author retains ALL rights
to the program. You are encouraged to try the program for a
reasonable
period of time to see if you like it. If it proves to be enjoyable,
and you continue to use it, you are expected to register your copy
with
the author.

In any correspondence regarding BassDuel, please be SURE to specify
the
following information:

             * What version of BassDuel you have
             * What brand and model computer you have
             * How much memory your machine has
             * The disks your machine has (hard, 2 floppies etc.)
             * What kind of video card your machine has
             * Any other type of cards your machine has
             * Are you using a mouse? A joystick?

REGISTRATION BENEFITS:

Registering BassDuel has lots of benefits, some tangible, some not.
Registered users will receive the newest version of the game, with
their name appearing on the bottom line. Additionally, registered
users
can obtain an updated version or additional copies at any time for
only
$5.00 ($7.00 for 3.5 inch disks). As a registered BassDuel user, you
will
also be eligible to receive a FREE CompuServe IntroPak. The Intropak
includes a $15.00 usage credit for new CompuServe members. Another
great
benefit to registered users is that they can subscribe to Shareware
Magazine for only $12.95 instead of the normal $20.00 yearly
subscription rate. What a deal!

HOW TO REGISTER:

Registering BassDuel is easy. While playing the game, click on the
"ABOUT DUEL" item in the left hand command box. You can also select
it
from the keyboard by typing ALT-A (hold down the ALT key while
pressing
the A key) or U. A box will appear that tells a bit about BassDuel.
Click on the REGISTER button or press the R key. Make sure your
printer
is on and has paper loaded. A registration form should then be
printed.
Fill out the registration form and send it together with $15.00 (U.S.

funds) to the author:

                    Richard Olsen
                    Olsen Outdoors
                    68 Hartwell Ave.
                    Littleton, MA. 01460

     NOTE: The registration form will also be printed along with the
manual
     if you select the PRINT button on the Lake Selection screen that
     appears after the title screen.

     Thank you for supporting my efforts!

< 2 >

BASSDUEL SUPPORT:

BassDuel, like all of my other programs, is well supported. This
support is available whether or not you are a registered user. If you
have a problem or a question regarding BassDuel, you can obtain
assistance in one of the four ways listed below. Many of the most
common questions and problems are addressed in the file called
Q&A.TXT
on your disk. Be sure to read that file before seeking help since
your
question may be answered there, saving additional time and expense.

1. TELEPHONE. I do not publish my telephone number for lots of
reasons.
It is listed, and you can obtain it by calling the telephone company
information service. If you must call, please be considerate by not
calling after 10:00 PM Eastern Standard Time (calls after 10 PM are
likely to be answered with the same rudeness with which they are
made,
rather than my normal, jovial self!). If I'm available, I answer all
calls personally. If I'm not there, please leave a message stating
(clearly please) what your name is and the phone number where you can
be reached. It's also helpful if you specify the best time for me to
call. Since the registration fees for my programs are low, expect any
return calls to be COLLECT.

2. MAIL. This is the slowest but most reliable way to obtain support.
In any correspondence, please specify what program you have a
question
about, and include the information about your machine configuration
as
requested on the previous page. I answer all mail personally, but
tend
to reply to registered users first since I feel they deserve
preferential treatment. I suggest using the Problem Report Form near
the end of this document.

3. COMPUSERVE. Leave messages on CompuServe via CMAIL to my PPN,
70031,534. I check in there almost daily and answer messages as soon
as
I get them.

4. XEVIOUS BBS. My 'home BBS' is Xevious in Framingham, MA. The phone
number is (508) 875-3618. Leave messages to DICK OLSEN. I check into
Xevious several times a week, so allow a day or two for a reply to
appear.

< 3 >

INTRODUCTION

BassDuel is a fishing game that can be played by two players
simultaneously. Both players fish from the same boat, just like in
real tournament fishing. Even if you've never been fishing in your
life,
you will find BassDuel both educational and fun to play. The game has
three skill levels from which to choose, and a special PRACTICE mode.
The game requires two input devices when two anglers are playing. A
single person can play as well. It will work using the keyboard
and a mouse, the keyboard and a joystick, or a mouse and a joystick.
Using both a mouse and a joystick causes the game to slow down a bit,
so this set up is recommended only for fast computers, like 386 or
486
based machines. Player #1 (sometimes referred to as the BOATER) is
automatically assigned use of the mouse if there is one, while player
#2 (sometimes called the PARTNER) will be assigned the keyboard. If
you
are using a joystick, player #1 will be assigned the keyboard (or
mouse)
and player #2 will use the joystick. If you do not have a mouse or
joystick, you can only play BassDuel in the single player mode.

You've got a modern, fully rigged bass boat at your command. Aboard
the
boat you'll find eight fishing rods at your disposal, over 2300
lure/color combinations, a nifty LCD depth finder, a trolling motor,
and lots of other accessories. With the powerful outboard motor, you
can zip to the far end of the lake, or scoot back to the weigh in
area
before the six hour time limit expires. Better wear your life jacket
though! If you're good enough (or lucky) you might even catch a fish
big enough to be engraved upon the BassDuel HONOR ROLL PLAQUE where
the
top ten fish are listed. If you're REALLY lucky, you might land BIG
BERTHA, a giant bass that inhabits each of the lakes. She is a
finicky
gal, but well worth the effort. Those who catch her will be awarded a
special certificate (you'll need a printer for this) which, if filled
in with her correct weight, can be sent it to the author for a free
copy of another program disk (you must be a REGISTERED USER!).

BassDuel comes complete with six different fishing areas from which
to
choose. Other lakes are available that can expand your choice of
lakes
(see the file ORDERFRM.TXT on your disk). If you already own
BASSTOUR,
its lakes will also work with BassDuel and visa versa. Lakes created
for Bass Class can also be used with BassDuel. BassDuel will support
up
to 50 different lakes. Head-to-head competition against your partner
and
30 of the top names in bass fishing!

< 4 >

What You Need To Run BassDuel

BassDuel requires an IBM PC or compatible computer with at least 512k
of memory and an EGA video system. Because of the complexity of the
game, there are no plans to create a CGA version. If all you've got
is
a CGA system, then you can still enjoy simulated fishing on your
computer. Another program, BASSTOUR, is available for that will run
on
CGA machines (as well as Hercules, MCGA and EGA). See the order form
on
your disk (the the file is called ORDERFRM.TXT) for information on
how to obtain BASSTOUR.

You can run BassDuel from a floppy disk or from a hard disk. If you
are
lucky enough to have a VGA card and monitor, BassDuel will run fine
on
it also. BassDuel will not run on machines equipped with MCGA (i.e.
PS-2 model 25) which is actually a subset of VGA. BASSTOUR, mentioned
above, will run on MCGA equipped machines. It is highly recommended
that you make a backup copy of your BassDuel diskette. Use the backup
copy, and store the original diskette in a safe place. Since BassDuel
requires a large amount of FREE memory, be sure that you do not have
memory resident programs loaded before running BassDuel. Ramdisks,
printer buffers, menu programs and other TSR's occupy large amounts
of
memory in your system, making it unusable by BassDuel. BassDuel may
appear to run normally, but if there is not enough available memory,
the program will halt. In this situation, BassDuel will not run
properly on your system until you remove the offending software from
memory.

It is suggested that this file, BDUEL.DOC, which is on the BassDuel
distribution diskette, be printed and read completely before playing
the game. In this way, you'll have a more thorough understanding of
what's happening on the screen as well as become more familiar with
the
equipment at your disposal. To print this file, insert the BassDuel
diskette into drive A: of your computer and type:

                    COPY A:BDUEL.DOC PRN:

You can also click on the PRINT button (or press P) when the screen
listing available lakes is displayed.

If you have trouble, read the file called Q&A.TXT. It lists common
questions and problems and what to do about them.

< 5 >

## How To Run BassDuel From A Floppy Disk

If your computer does not have a hard disk, at the DOS prompt,insert
the your COPY of the distribution diskette into drive A: and simply
type BassDuel <enter>. After a few seconds, the title screen will
appear. If your computer does have a hard disk, but you still want to
run BassDuel from your floppy disk, insert the distribution diskette
into drive A: and type A:<enter> at the DOS prompt, then type
BassDuel
<enter>. Be sure that you leave the diskette in the drive while you
are
playing, and that it is NOT write protected. If you get real lucky,
and
catch a record sized fish, BassDuel will try to save your record
catch
on the disk. If the disk isn't there, or if it's write protected,
BassDuel may halt, waiting for the disk to be available.

BassDuel will allow you to save a game so that you can finish playing
it at a later time. If you are running BassDuel from your floppy
disk,
there may not be enough disk space to save a game. To avoid
"insufficient disk space" errors, it is suggested that you delete
this
file (BDUEL.DOC) from the disk you are using. BE SURE THAT YOU HAVE
MADE A COPY FIRST!!! If you attempt to save a game on a disk with
insufficient space, a message will appear to notify you that the game
was not saved due to lack of disk space. BassDuel requires about 63k
of
disk space to save a game.

## How To Run BassDuel From A Hard Disk

To run BassDuel from your hard disk, first it must be installed. The
distribution diskette has a batch file on it called "BDINSTAL.BAT"
that
will do this for you. To run this installation file, first insert the
distribution diskette into drive A:. Then type A:BDINSTAL <drive>
like
this:

                    A:BDINSTAL C:     (to install on your C: drive)

                         -OR-

                    A:BDINSTAL D:     (to install on your D: drive)

You can substitute whatever drive you want for the C: or D:.

The installation file will create a directory on your hard disk
called
BDUEL. Then it will copy all of the files from the floppy disk to the
hard disk. After all of the files have been copied, the message
"installation completed..." will appear on your screen. At this
point,
you can run BassDuel by typing BASSDUEL then press the ENTER key.
To run BassDuel in the future, change to the BDUEL directory on the

drive you installed it on like this:

        CD C:\BDUEL <then press ENTER>

This will change to the BDUEL directory on drive C:. Substitute the
drive letter for the drive you installed it on for the C:. Once in
the
BDUEL directory, type BASSDUEL <then press ENTER> to run the program.
If you're familiar with the DOS PATH command, you can edit your PATH
command to include the drive and directory for BassDuel. If not,
consult your DOS manual.

< 6 >

## The Files on Your Disk

The following files should be on your BassDuel distribution diskette.
If you have downloaded BassDuel from a BBS system, they will probably
appear within a single large, compressed file. If you obtained
BassDuel
from a ShareWare distributor, there may be more files than are listed
here.

These are the files REQUIRED to run BassDuel properly:

```
BASSDUEL.EXE     The executable BassDuel main program.
MAP.TRN          A translate file used to create the lakes.
RANGER.PIC       The title screen
BDMAP.PIC        The image file.
BDLCD.PIC        The BassDuel LCD graph.
SHERMAN.MAP      The map of Sherman Reservoir
PORKY.MAP        The map of Porcupine Pond
SARAH.MAP        The map of Lake Sarah
EDEN.MAP         The map of Eden Lake
MINK.MAP         The map of Mink Lake
RISKY.MAP        The map of Risky River
BDINSTAL.BAT     Batch file to help install BassDuel
BD.BAT           Batch file to start running BassDuel
```

These files are not required to run BassDuel, but they should be on
your distribution diskette, and you should read them:

```
README.DOC       A text file containing last minute stuff
BDUEL.DOC        This file you're reading
Q&A.TXT          Questions and answers to common problems
ORDERFRM.TXT     An order form listing other software available
from
                 the author.
BDREGIST.TXT     The REGISTRATION form for BassDuel
```

This file will appear on REGISTERED versions, or if the SAVE button
is
selected from the lake choice/configuration screen. It is not
necessary
to run the program:

```
BDCONFIG.TXT     A text file containing configuration
information.
```

< 7 >

The Program

BassDuel has three levels of play: Novice, Intermediate, and Pro.
Additionally, a practice mode is provided. In practice mode, you are
automatically forced into the PRO skill level. If practice mode is
selected, you can fish as long as you want without fear of running
out
of time, gas, or battery power. In practice mode, you cannot set
heavy
stringer records, but you can still set big fish records.

In each of the skill levels, you must weigh in your fish at the
designated weigh in area before the end of the day's fishing. If you
fail to weigh in before the six hours have elapsed, all of the fish
in
your live well are released, and you receive no credit for them. The
total weight of your fish is accumulated at the end of the day. In
Novice level, the fish are very easy to catch, and it's easy to catch
a
sizeable stringer and to set new records. Intermediate level requires
a
bit more searching and lure experimenting to fill your live well with
decent sized fish. Pro level is just plain tough! The fish are more
selective and harder to locate. In Pro mode, just as in reality, it
can
be pretty hard to catch your limit. In fact, it's not unusual to fish
an entire day  without catching a legal fish. You'll need to be more
alert to your current situation. The weather is important. Your boat
may drift if it's windy, and you may end up stuck somewhere
preventing
you from making the weigh in time.

In all skill levels, if you catch a fish larger than one of the top
ten
fish, a short ceremony will ensue and you will be established as a
record holder. The records are kept in a file called BIGF.TXT on your
disk, and the 10 largest fish can be viewed at any time. In another
file on your distribution diskette, BIGS.TXT, BassDuel keeps records
of
the 10 heaviest stringers caught while fishing at the INTERMEDIATE or
PRO skill levels. NOVICE fishermen are not permitted to set heavy
stringer records since the fish are very easy to catch at the NOVICE
level. In BassDuel, a stringer is considered to be the accumulated
weight of the fish you have weighed in for all three days of the
tournament.

After you have filled out the Official BassDuel Tournament Entry
Form,
a command window will appear at the left side of your screen and
another on the right side. The command window on the left is for
player
#1 (the boater) and the right hand window is for player #2 (the
partner). These windows list most of the commonly used commands and
functions. For many of them, one of the characters in the command
will
be highlighted in red. The red character represents the single

character keystroke required to activate the command. Some of the
commands require a function key, or a key press while holding down
the
ALT key. Commands requiring the pressing of the ALT key are indicated
in
light green. If you are using a mouse or a joystick, you can simply
click
on the command to invoke it. Remember that if you're using a mouse,
you
are considered to be the boater, and your command window is on the
left. You cannot choose items from the right command window.
Likewise,
if you are using a joystick, you cannot select items from the left
hand
window, but are limited to those on the right.

< 8 >

Some of the items in the command windows will be highlighted in yellow
to signify that they are active. The boater generally has control of
common items such as the outboard motor, anchor etc., but if the
partner is using a keyboard, he can activate them too. When a common
item is selected, the same amount of time is used by both players.
Putting on a lifejacket, selecting baits and rods, and casting are
individual commands, and the time is used by the individual. For this
reason, it is possible that one player may run out of time before the
other.

Across the top of your screen are four groups of digits. These
represent the time remaining for the boater, the gasoline remaining,
the state of your battery charge, and the time remaining for the
partner. Both players weigh in at the same time, and they MUST weigh in
before the time has expired for EITHER of them.


## The Boat

Your boat is equipped with a trolling motor, an LCD chart recorder, 20
gallons of gasoline, batteries, a rod box, a tackle box, various
emergency and safety devices, a live well, an anchor and of course a
powerful outboard motor. As with a real bass boat, you need to exercise
care and good judgment in the use of this equipment. Time is your
biggest enemy, with the constant threat of obstacles such as stumps and
rocks, running out of gasoline or killing your batteries contributing
to your problems.

## The Fishing Areas

Included on your BassDuel disk are six different bodies of water that
you can fish. When the title screen appears, the names of the six
fishing areas that are supplied with BassDuel will be listed.
To pick an area, use the UP or DOWN arrow keys to move the highlight bar
to the lake you want to fish or just click on it with the mouse or the
joystick.  Each fishing area is unique in itself. Every time you start
a new day of fishing, the location of the fish will be different, and
their sizes will vary greatly. Additionally, every time the game is
started, the depths on a particular lake will vary slightly. When
fishing, it is wise to keep a check on the time remaining for BOTH
players, the charge level of your batteries, and how much gasoline you
have left.

You must weigh in your fish before the time has expired for EITHER player.
To weigh in your fish, you must be close to the weigh in area, then

press ALT-W. The weigh in area on each lake or river is signified by a
yellow flag, usually near where your boat is placed when the day begins.
Your boat is the light blue (cyan) colored boat and starts each fishing
day adjacent to the weigh in flag.

< 9 >

## The Fish

After the lake has been drawn on the screen, the program decides where
fish should be placed. As in real fishing, bass seem to like to be in
or near some sort of cover. Stumps, rocks, lily pads etc. will usually
hold the most fish. Fish also seem to congregate along humps or drop
offs elsewhere on the lake. Boat docks, moored boats and weeds are also
good places to look. Fish can also be caught in the middle of the lake.
Each fish has its own unique personality, which determines how easy the
fish is to catch. Both largemouth and smallmouth bass may be weighed in.

Some fish are more aggressive than others. They also have lure type and
color preferences. If a fish is very aggressive, it will usually strike
almost any type or color of bait. Mildly aggressive fish are more
selective. Sometimes fish will cluster in an area, so it's a good idea
to cover an area of the lake thoroughly because several fish can be
caught in the same place at times. If you catch a decent fish in an
area, it's wise to make several casts to the same general area since
fish of similar size often stick together. In Intermediate and
especially Pro modes, lure choice and color are important. You can
cover an area completely without catching any fish, then change bait
types or colors and catch fish after fish in the area you just covered.
The program typically places about 2000 in a lake. If your computer is
an XT type, it may take several seconds for the fish to be placed. The
potential exists to catch an 18 lb. plus fish on each lake.

## The Opponents

In BassDuel, you're fishing against 30 of the top names in bass
tournament fishing. These guys are the very best at what they do,
so you'll find that they weigh in some pretty impressive stringers
of fish. In PRO skill level, they are just plain tough to beat!

If you are fishing with a partner, you are also competing against
him or her for the top prize money. It's entirely possible that your
partner can finish in the top ten while you find yourself out of the
money.

< 10 >

The Equipment

* Trolling Motor (F2 or T)

The trolling motor is raised or lowered by pressing the F2 key or by
pressing 'T'. If the trolling motor is down, pressing F2 (or T) will
raise it. If the trolling motor is up, pressing F2 (or T) will lower
it. Starting the outboard motor will automatically raise the trolling
motor if it is down. Likewise, lowering the trolling motor
automatically stops the outboard motor. If you are using a mouse, just
point at the words TROLL MOTOR in the command window and click on it.
The trolling motor uses more time than the outboard motor to move your
boat, and it also consumes battery power. Once you have fished a few
times with BassDuel, you will begin to remember what 'short cut' keys
to press. Mouse users can always use the keys if they wish. If you are
using the trolling motor, the command is highlighted in the command
window.

* The Outboard Motor (alt-F9 or O)

Pressing ALT-F9 (hold down the ALT key while you press F9) will start
the outboard motor. Pressing 'O' will do the same thing. The outboard
will NOT run if you are out of gas. If you have the sound enabled, you
will hear a buzz that indicates that the motor is running. Remember
that any time the outboard is running, you are consuming gasoline. The
outboard motor can also be started by clicking on the OUTBOARD command
with your mouse. The outboard motor has five speeds. When it's running,
you can increase the speed by pressing the INS key or decrease the
speed with the DEL key. You can also click on the speed you want with
the mouse. There are two other things to be aware of when using the
outboard motor. First, tournament rules state that when moving your
boat under power of the outboard motor, you must wear a life jacket.
Failure to wear your life jacket may cost you a fine and a citation.
The life jacket usage is discussed later in this document.

The second thing to be aware of when using your outboard motor are
zones designated "NO WAKE". These areas are found on most lakes, and
are indicated by the presence of a floating sign. Sometimes, you will
be given a citation if you pass through these areas with your outboard
motor running at a faster than allowed speed. If you pass through a NO
WAKE ZONE at idle speed, you will not get a citation, nor will you if
you are using the trolling motor. Receiving a citation not only costs
you money, it costs time as well. The faster you run the outboard, the
more gas you consume. On the other hand, moving the boat at a fast
speed uses less time to travel long distances. As you increase or

decrease the speed of the outboard motor, the sound will vary in
pitch.
     If you run your outboard motor at the highest speed, be careful. If
you
     hit an obstacle, your outboard may be damaged and out of service.

< 11 >

* LCD Chart Recorder (alt-F1 or G)

Pressing ALT-F1 (hold down the ALT key while you press F1) will turn on
the LCD recorder if it is off, or turn it off if it is on. Pressing 'G'
will do the same thing. The LCD works almost like a real one. Its
screen will show fish directly under the boat in the center of its
screen, fish to the port side of the boat are on the left of its
screen, and fish to the starboard side of the boat appear on the right
side of it's screen. To select the LCD when using a mouse, just point
at the LCD ON button and click. Clicking on the OFF button will turn
off then LCD. You can also point the mouse cursor at the LCD command
then click the left mouse button to turn it on or off. The LCD recorder is
continuously updated as you move the boat around the screen. It uses
battery power, so use it sparingly. As with other commands, mouse users
can also use the keyboard to control the LCD.

* Rod Box (F9 or R)

Your bass boat has a rod box containing eight types of rods.
Each of these rods has certain advantages or disadvantages. For
example, a spinning rod with 6 pound test line will allow you to cast
your lure farther than a flippin rod (saving excessive boat moving) but
the light line may cause you to lose a few fish. Some of the
differences are obvious, others are not. You start each day of fishing
with no rod selected. Before you can begin casting, you must select a
rod. You can change rod types at any time. The F9 (or 'R') key allows
you to select a rod. Once you have the rod box window on the screen,
the up and down arrow keys will cause the highlight bar to move up or down
highlighting the rod selection. After you have the highlight bar
positioned over the rod you'd like to use, press the ENTER key to
reselect the highlighted rod. If you have a mouse, point at the SELECT
ROD command and click. When the ROD BOX WINDOW appears, click on the
rod you'd like to use. If you are satisfied with your selection, press
the right mouse button to resume the game. If you change your mind
after clicking on a rod type, just point to the rod you want and click
again. You can "load up" all eight rods with different baits, then change
rods thus changing baits quickly, just like in real fishing.

If you load up all your rods before the start of the tournament (the
tournament clock starts ticking when the first cast is made or the
boat is moved fo the first time), it will not cost you any tournament
time.

< 12 >

* Tackle Box (F10 or B)

At your disposal is a six drawer tackle box containing a selection of
lures we all wish we had. Many lure types and colors are there for
your
use. Pressing F10 (or 'B') will give you access to the tackle box. If
you are using a mouse, select the tackle box from the command list by
pointing to the TACKLE BOX command and pressing the left button on
the
mouse. The  Tackle Box consists of three windows. The first window
allows you to choose which drawer to look in. Each drawer is neatly
organized (I wish MY tackle box was this neat) into bait types. For
example, crankbaits are in one drawer, spinnerbaits in another,
plastic
worms in another etc. Use the mouse to point at and click on which
drawer you want, or use the UP or DOWN arrow keys to move the
highlight
bar to where you want it, then press the ENTER key. After that, the
drawer contents will appear in another window. In this window, you
select the specific bait you want to use.

Once you choose your bait, a third window will appear that lists the
available colors for that particular lure. After you select the
color,
the tackle box windows will disappear. If you forget what bait you
are
fishing with, the STATUS command will tell you. Use of the LIST
STATUS
command is discussed later. Over 2300 lure type and color
combinations
are possible with BassDuel.

* CHK LIVEWELL (F3 or L)

Your boat contains an aerated live well that holds the five largest
legal sized (12 inches or better) fish you have caught. You can
examine
the contents of your live well at any time by pressing F3 or L. If
you
have a mouse, just click on the CHK LIVEWELL command in the command
window. The aerator will save your fish if you run it enough, but it
does use battery power. Failure to use your aerator enough may cause
some of your fish to die, costing you a one pound penalty for each
dead
fish weighed in. The live well will hold a maximum of five fish.
Every
legal fish you catch will be added to the live well until it contains
five fish. After that, if you catch a fish larger than the smallest
fish currently in the live well, the smallest fish will be released,
and the fish you just caught will replace it in the live well. This
way, the live well always contains the five largest fish you have
caught.

When you activate the CHK LIVEWELL command, a window will appear on
your screen that shows how many fish are in the live well, what the
total weight of those fish is, and reports the status of the aerator.

To resume fishing, press the ESC key or the right mouse button. Examining the contents of your live well uses time, but no energy is consumed.

< 13 >

* Life Jacket (alt-F2 or J)

You must wear a life jacket any time you are moving the boat with the
outboard motor. Failure to do so may cost you time and a citation
with
an associated fine. Wearing your life jacket is a bit of a nuisance
since it restricts your casting distance a little. The life jacket is
selected by pressing ALT-F2 or by selecting the appropriate item with
the mouse.

Taking off your life jacket uses a little time, as does putting it
on.
If you are wearing your life jacket when you make this selection, it
will be removed. If you are not wearing it, it will be put on.
Pressing
'J' will also execute this command. The status of your life jacket is
indicated by a highlighted yellow block in the command window. If on,
the yellow highlight will appear, if the words LIFE VEST are not
highlighted, it is not being worn.

* Anchor  (F8 or N)

The anchor is of no use unless you are fishing in Pro mode. In Pro
mode, the anchor will prevent your boat from drifting. Don't forget
to
raise the anchor before trying to move the boat. Pressing F8 (or N)
lowers the anchor if it is up or raises it if it's down. If you are
using a mouse, just click on the ANCHOR command. If the anchor is
down,
the command will be highlighted in yellow. As with most things in
fishing, raising or lowering the anchor takes time.

* Paddle (alt-F3 or P)

Although the paddle can be used to move the boat at any time, most of
us think of it as a last resort. The paddle uses quite a bit of time,
but could be used to get you to the weigh in area before the allotted
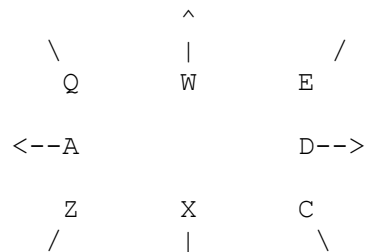time has elapsed if both your battery was dead and you were out of
gas.
ALT-F3 or 'P' selects the paddle from the keyboard, and you can
select
it with the mouse also. As with the trolling motor or the outboard
motor, selecting the paddle turns off any other form of propulsion
that
may be active. If you are using the paddle, the PADDLE command will
be
highlighted.

< 14 >

The next section explains how to move the boat, scroll the screen and
make casts:

* Moving the boat

Boat positioning is crucial to fishing success both in reality and
while playing BassDuel. The Q, W, E, A, D, Z, X, and C keys will move
the boat. The Q key will move the boat to the upper left, the W key
moves the boat straight up, the E key moves toward the upper right,
the
A key moves to the left, the D key moves to the right, the Z key
moves
to the lower left, the X key moves straight down, and the C key moves
the boat toward the lower right. Each time you move the boat, time is
consumed. The chart below should help you to understand boat
movement:

```
                          ^
           \              |              /
            Q             W             E


          <--A                        D-->

             Z            X            C
            /             |              \
```

There are two other keys you should know about when it comes to
moving
the boat. The '-' key will cause the boat to back up, and the '+' key
will cause the boat to move forward. If you are using the trolling
motor,
battery power is also used. The outboard motor uses less time to move
your boat, but also consumes gasoline. The paddle uses the most time
of
all, but obviously uses neither battery power or gasoline. The boat
cannot be moved off the screen.

* Rotating the boat

The left and right arrow keys, if pressed while holding down the CTRL
key will cause your boat to rotate either clockwise or counter-
clockwise while maintaining it's current location on the screen.
Rotating the boat allows for the best cast positioning and also uses
less battery power, gas and time. Obviously, to rotate your boat you
must have the outboard motor running, the trolling motor running, or
be
using the paddle.

< 15 >

* Scrolling the screen

When BassDuel first draws the lake on your screen, what you see is
really only about one fourth of the lake. The initial screen usually
represents the upper left corner of the lake, but this depends on
where
the weigh-in flag is located. If you move the boat to the edge of the
screen, BassDuel will automatically scroll the screen to the next
section of the lake for you.

You can also scroll the screen (the 'lake') manually anytime you
wish.
To manually scroll, press SHIFT-LEFT ARROW (hold down the SHIFT key
while you press the NUMERIC KEYPAD ARROW key) to move the screen to
the
left, SHIFT-RIGHT ARROW to move the screen to the right, SHIFT-UP
ARROW
to move the screen up, and SHIFT-DOWN ARROW to move the screen down.
Scrolling the screen does not use any battery power, gas or time.
The arrow keys on the NUMERIC KEYPAD are the ones you should use to
scroll. The separate cursor control arrow keys will not work. Make
sure
too, that your NUM LOCK is not on. The boat cannot be scrolled off
the
screen.

NOTE: Some computers may exhibit keyboard differences which prevent
scrolling the screen using the method described above. To scroll the
screen on one of these computers, try using the 2, 4, 6, and 8 keys
at
the top of your MAIN keyboard, but do not press SHFT with them.
Pressing 2 will scroll the screen down, 4 will scroll it left, 6 will
scroll it right, and 8 will scroll it up.

* Casting (F5 or C)

Casting consists of two parts. The cast itself, and the retrieve. To
make a cast, first you need to have a rod selected. Once a rod has
been
selected, each cast you make will assume the same rod is being used.
If you are using a mouse, move the mouse cursor (the white arrow on
the
screen) to the place you want the cast to go. Then, press the left
button on the mouse. A line will appear on your screen between the
boat
and where the arrow is pointing. If the sound is turned on, a squirt
noise will accompany the line on the screen. The distance that you
can
cast will vary depending on the type of rod you have selected, and
whether
or not you are wearing a life jacket. The skill level you are playing
at
also helps to determine the maximum cast distance. A novice cannot
cast
as far as a pro. The boater cannot cast toward the rear of the boat
and

the partner cannot cast toward the front of the boat. If you are not
using a mouse, a small yellow + symbol will be visible somewhere near
your boat. Use the up, down left and right arrow keys to then position
your cast. You can also move the cast marker diagonally by using the HOME,
PgUp, END, and PgDn keys. Once you have positioned the cast marker (the
yellow + symbol) where you want it, press the space bar to make the cast.
Joystick users simply position the white + symbol where they want the
cast to land, then press one of the joystick buttons. Once the cast has
been made, the retrieve is automatic. Fish may strike at any time
during the retrieve.

If a fish strikes, the message FISH ON! will pop into one of the message
boxes on your screen, followed by other information about the fish. These
messages will stay on the screen for short time, then disappear. They will
disappear immediately if you move the mouse or press a key while they
are displayed. This is to speed up the game if you desire. Casting too
close to land will sometimes cause your bait to snag. Casting at
stumps, docks, other boats, lily pads, rocks, etc. will normally not
cause you to snag if you are using an appropriate bait for the type of
cover you are fishing.

< 16 >

* Weighing In Your Fish (ALT-W)

Weighing in your fish is almost as important as catching them in the
first place. Each lake has a weigh in area signified by a bright
yellow
flag. To weigh in, you must proceed to the weigh in area and dock
your
boat as close to the flag as possible before the six hour time limit
has expired. When you think your boat is close enough to the flag,
press ALT- F8 (or ALT-W) to begin the weigh in procedure. If you are
not close enough to the weigh in area, a message will appear to let
you
know. If you are within the weigh in area, the message "Are you sure
you want to weigh in now?" will appear. A "Yes" reply will start the
weigh in procedure, any other reply will abort the weigh in process.
Fish can be weighed in at any time, but once you do, you are done
fishing for that day. A message will appear on your screen that say's
"Beginning weigh in...". After a few seconds, your statistics for the
day will pop onto the screen. It is a good idea to allow yourself
plenty of time to get to the weigh in area. You never know what might
happen on your way back! If you have a printer connected, you can
make
a listing of the day's fishing results. Just press P when so
instructed
to get your print out.

## Miscellaneous Commands

* Contour Map (M)

Pressing 'M' will display a small contour map of the lake you are
fishing. You can also click on the command with your mouse. The map
consists of shaded areas that represent the various depths in the
lake.
Shallow areas are indicated by the lighter colors while deeper areas
are indicated by the darker colors. The weigh in area is shown as a
bright yellow square and the current location of your boat is
represented by a blinking black/green square. Consulting the contour
map uses 15 seconds of your time each time you use it.

* HELP (F1)

Press the F1 key to display a list of BassDuel commands.

< 17 >

* Sound ON/OFF (F4)

This command is executed by pressing F4, or by clicking on it with your
mouse. The status of the sound is indicated by a yellow highlighted box
in the command window. If the sound is ON (the default), selecting this
command will turn it off. If the sound has been turned off, this
command will turn it back on. It can be changed at any time. When the
sound is on, a 'squirt' noise will be heard as you make each cast, and
a buzzing sound will be heard when the outboard motor is running. When
you hook a fish, another distinct sound will be heard.

* List Status (alt-F10 or S)

This command is executed by pressing ALT-F10 (hold down the ALT key
while you press F10), by pressing "S", or by clicking on it with the
mouse. A window will pop up on your screen with lots of information
about the rod you have selected, the lure type and color, time
remaining etc. It costs you no time, battery power or gasoline to
execute this command. Each player has his/her own status display,
indicated by the name of the player who requested the status.

* Add Fish Formula to Bait (F)

You can add Fish Formula to your bait by pressing the F key. A short
message will appear on the screen to notify you that Fish Formula was
used. Each time you add a shot of Fish Formula, it costs you ten
seconds in time. Sometimes, adding Fish Formula seems to have a great
deal to do with your success. You'll have to be the judge! Each shot of
Fish Formula lasts for about 6 or 7 casts. You must have a rod
selected, and that rod must have a bait attached to benefit from this
command.

* Weather Report (ALT-F4)

This command will display a weather report on your screen. It is
executed by pressing ALT-F4 or by clicking on it with the mouse. The
weather is of little interest unless you are fishing at the Pro level.
Wind speed and direction are important in that your boat may drift if
the wind is strong enough. The boat will drift in the direction that
the wind is blowing. Be aware that it is possible to drift into rocks
or other obstacles that can cost you some kind of penalty. It is also
possible that your boat can become stuck as a result of drifting. If
you get stuck, it is sometimes (but not always) possible to run your
boat in the opposite direction from that which it was moving when it
became stuck. If you become stuck, and cannot get out, keep trying. You
can never tell when someone might come along to help! There is no
alternate key to access this command.

< 18 >

* Quitting the Game  (ALT-Q)

Pressing ALT-Q will cause the message "Are you sure you want to QUIT?"
to appear. Answering "Y" will terminate the game, any other key will
allow you to continue playing. Any record sized fish that you have
caught will be recorded if you quit without weighing in, but you must
weigh in to be credited with a heavy stringer record.

* View BassDuel Honor Roll (V)

Pressing the V key will display the weights of the 10 largest fish
caught, who caught them, where and when they were caught, and what
skill level was used. After you have looked at the "BIG FISH HONOR
ROLL",
press any key to see the "HEAVY STRINGER HONOR ROLL". This represents
the
ten heaviest stringers on record. If you are fishing at the NOVICE
level,
or in PRACTICE MODE you can still set BIG FISH records, but you are
not
permitted to set HEAVY STRINGER records. When you have finished
viewing
the heaviest stringers, press any key to continue what you were
doing.

In PRO or INTERMEDIATE skill levels your total weight may qualify you
for a record stringer. If so, your name, total weight, date, and the
name of the lake or river will be saved, and your record will become
one of those to beat! The big fish records and the heavy stringer
records can be printed when you see them displayed on the screen. To
do
this, first make sure your printer is ready, then press P when you
see
the honor roll plaque that you want to print. In both BIG FISH
records
and HEAVY STRINGER RECORDS, the skill level used when the fish were
caught is also saved.

* The - (minus) Key

Pressing the '-' key will cause the boat to go backwards.

* The + (plus) Key

Pressing the '+' key will cause the boat to go forward.

* Saving a Game (ALT-S)

You can save a game and continue playing it at a later time. This can
be done at any time by holding down the ALT key while you press the
"S"
key. The status of the game will be saved on your disk in a file
called
BASSDUEL.SAV. This file occupies about 63k of disk space so be sure

that your disk has enough room for the file. If you have saved a game,
the message RESTORE SAVED GAME will appear as the last choice when the
screen listing of available lakes is displayed. Clicking on the SAVE GAME
command in the command window will also save the game for you. Only one
game may be saved at a time. If you already have a game saved and you
select SAVE GAME, the old saved game will be overwritten by the new game.

* BOSS Mode (ALT-Z)

This was not my idea! Many people requested it so here it is. You know
what to use it for. When you press ALT-Z, the lake map disappears and
is replaced with a dummy disk directory listing. The lake map will
reappear and the game will continue when you press any key.

< 19 >

* Changing Lakes, Skill Levels or Controls (ALT-L)

Use the ALT-L command to change lakes, skill levels or player
controls.
A screen will appear that lists all available lakes (up to a maximum
of
50), the current player controls, and the current skill level. Each
of
these items is indicated by a highlight bar. If you have a saved game
on your disk, the RESTORE SAVED GAME message will appear as the last
lake choice (number 51). To restore the saved game, move the
highlight
bar to choice number 51.

A green asterisk (*) will appear in the currently active box. The
active
box is the box that changes will occur in when you use the UP or DOWN
arrow keys to move the highlight bar. Use the LEFT and RIGHT arrow
keys
to move the green asterisk (*) to the box you want to activate. If
you
are using a mouse or a joystick, you can simply position the mouse or
joystick cursor on the item you want to select without regard to
where
the green asterisk is.

At the bottom of your screen you will seen three 'buttons'. The large
button is labeled PRINT. If you click on this button (or press P),
the
entire operating manual for BassDuel will be sent to your printer,
along
with a registration form. The OKAY button will start the game using
the
lake, skill level, and player controls you have selected. The SAVE
button
will also start the game with the lake, skill level and player
controls
you have selected, but it will also save these parameters so they
will
be used the next time you start the game.

Note:
When this screen clears, the game will restart from the beginning.
All
fish will be released, and time, gas and battery levels will be reset
even if no changes were made.

* About Duel ( ALT-A or U )

Selecting About Duel will display a short note telling a little about
BassDuel. When this note is displayed, you'll also have the
opportunity
to print a BassDuel registration form. To print the registration
form,
just press R or click on the REGISTER button when About Duel is on
your

screen.

        * Calibrate Joystick (SHFT-F2)

        Execute this command by pressing and holding down the SHIFT key while
        you press the F2 key. This command allows you to calibrate your
joystick
        so that it has full range over the entire BassDuel screen. If you
execute
        this command without having selected the joystick from the set-up
screen,
        nothing will happen. This command will work at any time during play
or
        when the set-up screen is displayed. It is suggested that you
calibrate
        your joystick the first time you play BassDuel when the Set-Up screen
is
        visible, then click on the SAVE button on the Set-Up screen to save
the
        calibration parameters. If you don't do this, you'll need to
        re-calibrate your joystick each time you play.

< 20 >

Joystick Calibration (continued)....

Assuming you have selected a joystick for player #2, you  will be
asked to position the joystick as far toward the the top left
corner of the screen as it will go. Once you've done that, press one
of
the joystick buttons. Next, you will be asked to position the
joystick
as far as it will go toward the lower right corner of the screen.
After
moving the joystick to the lower right, press one of the joystick
buttons, but HOLD the joystick where it is until the "calibration
complete" message appears.


SUPPORT CATCH AND RELEASE!

< 21 >

A Few Choice Words....

* Wear your life jacket at all times. Put it on at the start of
  each day of fishing. (Good advice in real fishing too!)

* Start the live well aerator as soon as the first fish is added
to

  it. This will usually save you a penalty at weigh in time.

* Work a likely spot thoroughly. Make several casts to the same
area.

  Applying Fish Formula sometimes helps.

* If you're not catching fish, try another bait or change colors.
  Often, a totally different type of bait will produce results.

* Allow plenty of time to return to the weigh in area.

* Use the ROTATE keys. They use less time and energy than moving
the

  boat.

* If you run into rocks, stumps etc. back your boat out in the
  opposite direction, or use the '-' key.

* Learn to recognize areas that might cause you to snag. Lost
lures

  cost you time and money, so choose baits that are appropriate
for

  the structure you are fishing.

* Use the contour map. It will help you find the deep holes, and
make

  it easier to find your way back to the weigh in area.

< 22 >

Credits:

* Nels Anderson for allowing me to use some of his marvelous
programming tools. Without him, BassDuel could not have been written.
Nels is the wizard that brought us MAHJONGG, EGATREK, SHOOTING
GALLERY
and SUPER FLY (among others). You haven't seen an EGA, VGA or MCGA
program until you've seen one of his! Nels also has a program
available
called BassMap, which allows you to create your own lakes for use
with
BassDuel. These lakes can also be used if you have BassTour. His
address is:

                        Nels Anderson
                        92 Bishop Drive
                        Framingham, MA 01701


BassMap costs $10 plus $2 for postage. It can also be downloaded
from the Xevious BBS mentioned below.

* Gary Sirois for doing the artwork for the title screen. Gary is a
professional artist. If you need computer artwork drawn, contact him
at
the address shown in the ABOUT DUEL box that is displayed when you
select it from the command window.

* Dan Linton for his enthusiastic support and play testing. Dan is
the
author of Picture Puzzle, the best jigsaw puzzle game available for
your
PC. He's also the sysop of the SoftWare Creations BBS in Clinton, MA.
If you've got a modem, give his system a call at (508) 365-2359 and
download Picture Puzzle. You'll be glad you did!

Good Fishing!

Dick Olsen

PS.......
Be sure to try the Xevious BBS system in Framingham, MA. The newest
version of BassDuel is always available there first! You can also
leave
me messages there. Leave notes to Dick Olsen, then check again in a
few
days for a reply. The number for Xevious is (508)-875-3618. Xevious
has
1 gigabyte of disk space (and growing), with HST modems on most of
the
lines.

< 23 >

```
*********************************************************************
*                    DISCLAIMER OF WARRANTY                         *
*********************************************************************
```

This software is sold "as is", without any warranty as to performance
or any other warranties whether expressed or implied. Because of the
many hardware and software environments into which this program may
be
used, no warranty of fitness for a particular purpose is offered. The
user must assume the entire risk of using the program. Any liability
of
the seller will be limited exclusively to product replacement or the
refund of the registration fee.


```
*********************************************************************
*              ASSOCIATION OF SHAREWARE PROFESSIONALS               *
*********************************************************************
```

This software is produced by Richard Olsen who is a member of the
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that the shareware principle works for you. If you are unable to
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49442-9427 (USA) or send a CompuServe message via easyplex to
ASP Ombudsman 70007,3536.

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         |   ____|__  |   Association of
         | |       |_|   Shareware
         |__|   o    |   Professionals
       -----|    |   |---------------------
            |___|___|   MEMBER
```

< 24 >

BassDuel Version 1.1 PROBLEM REPORT FORM

If you encounter a problem with BassDuel, I'd like to know about
it. Please take a few minutes to fill out the following form,
then
mail it to me. I will do my best to correct the problem. If a new
version of BassDuel is created as a result of the problem you
have
reported, I will send you the new version with the problem
corrected.

Your Name_____

Street Address_____

City, State, ZIP_____

Day time Phone #_____

Evening Phone #_____

Best time to call_____

What version of BassDuel do you have?_____

Where did you get it?_____

What brand of computer are you using?_____

What Model of computer_____

How much memory does your computer have?_____

What brand of video card does your computer have?_____

How much memory is on the EGA card?_____

What other cards are in your computer?

_____

Are you using a mouse?_____A
Joystick?_____

Does your computer have a hard disk?_____More than
one?_____

Describe the problem. What were you doing when it happened? What
mode were you operating in? Were you out of gas or was the
battery
dead? Was the LCD recorder on? Was the sound on?

_____

_____

_____

_____