



PlayStation

NTSC U/C

PlayStation™

REEL™ FISHING



KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00440

Serious Fun™

NATSUME®

WARNING:

READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console 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™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

REELTM FISHING

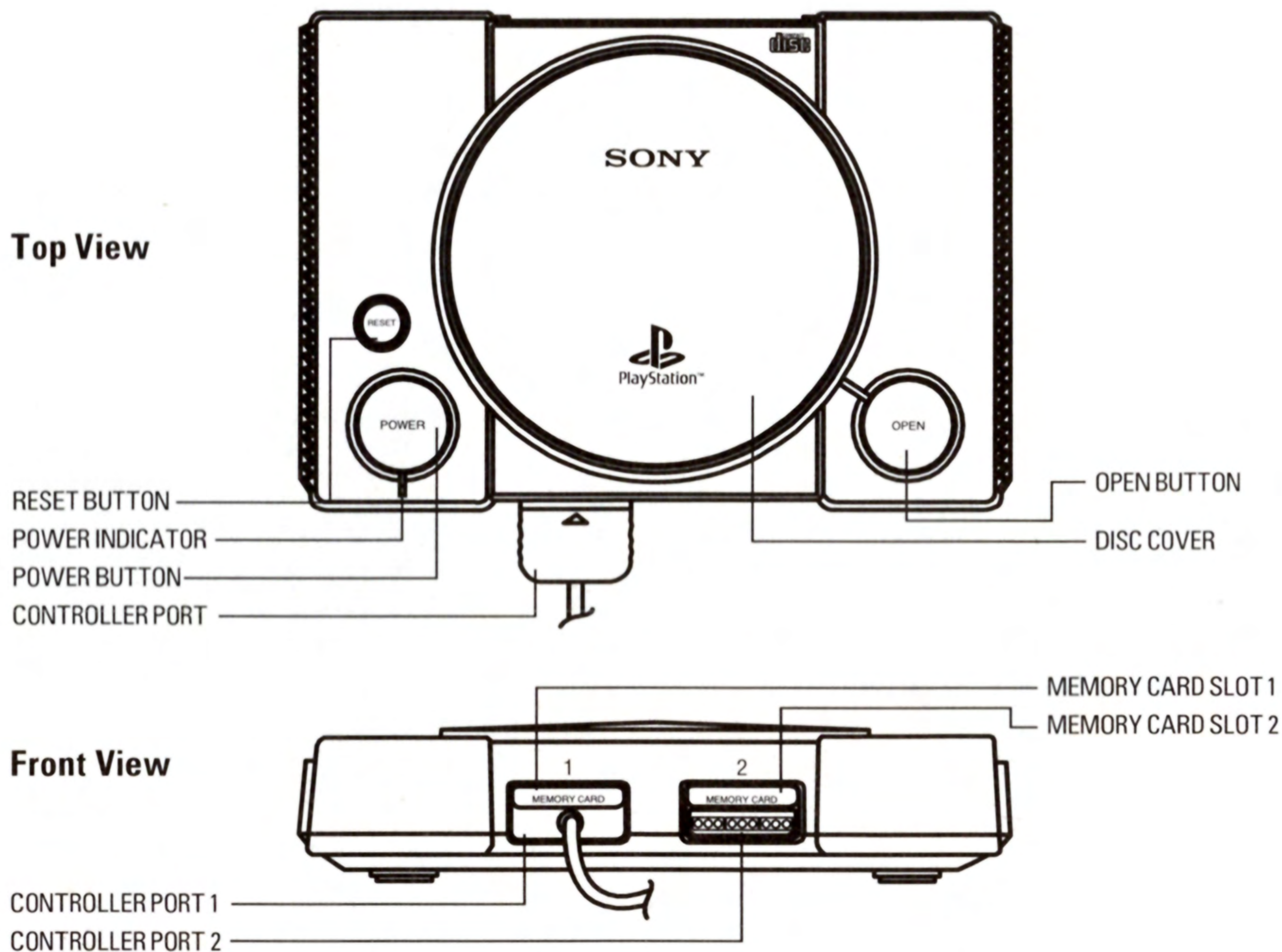
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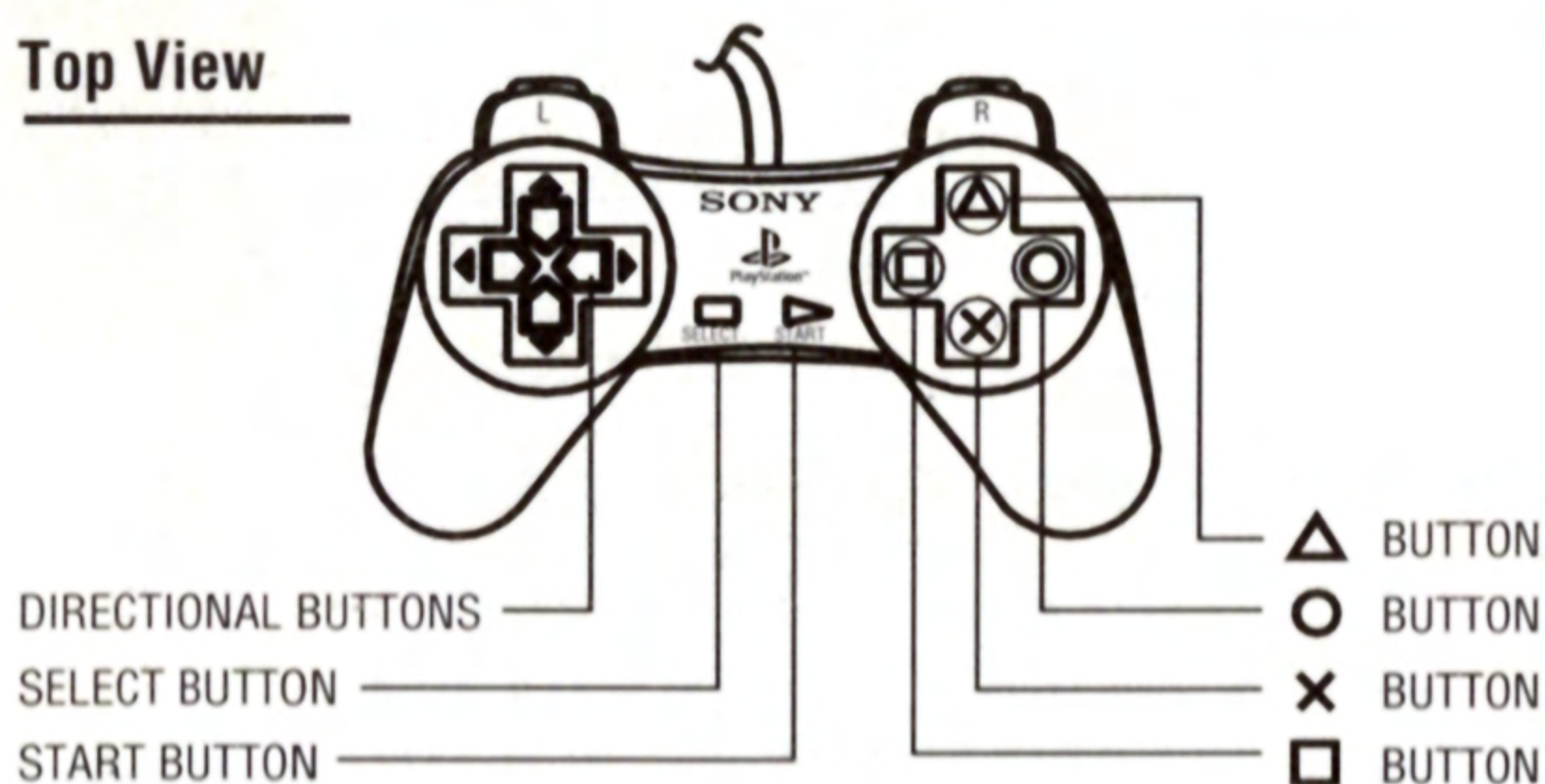
System Set Up

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Reel Fishing disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

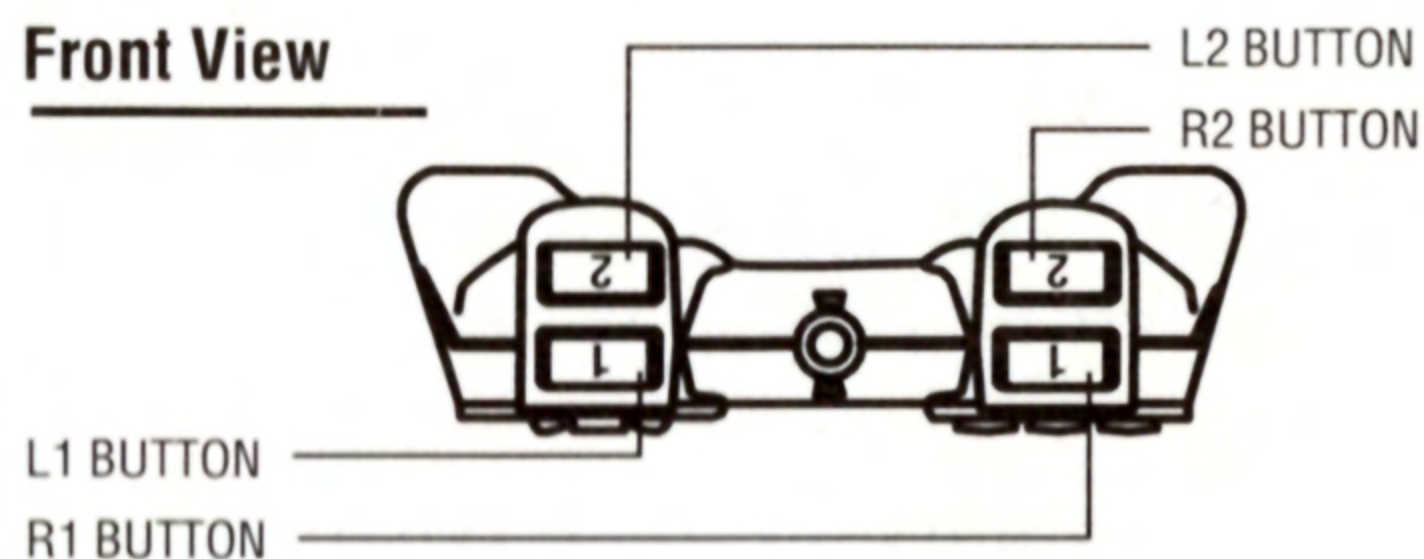


Controls

Top View



Front View



Buttons function differently in the Aqua Room and Fishing Spots.

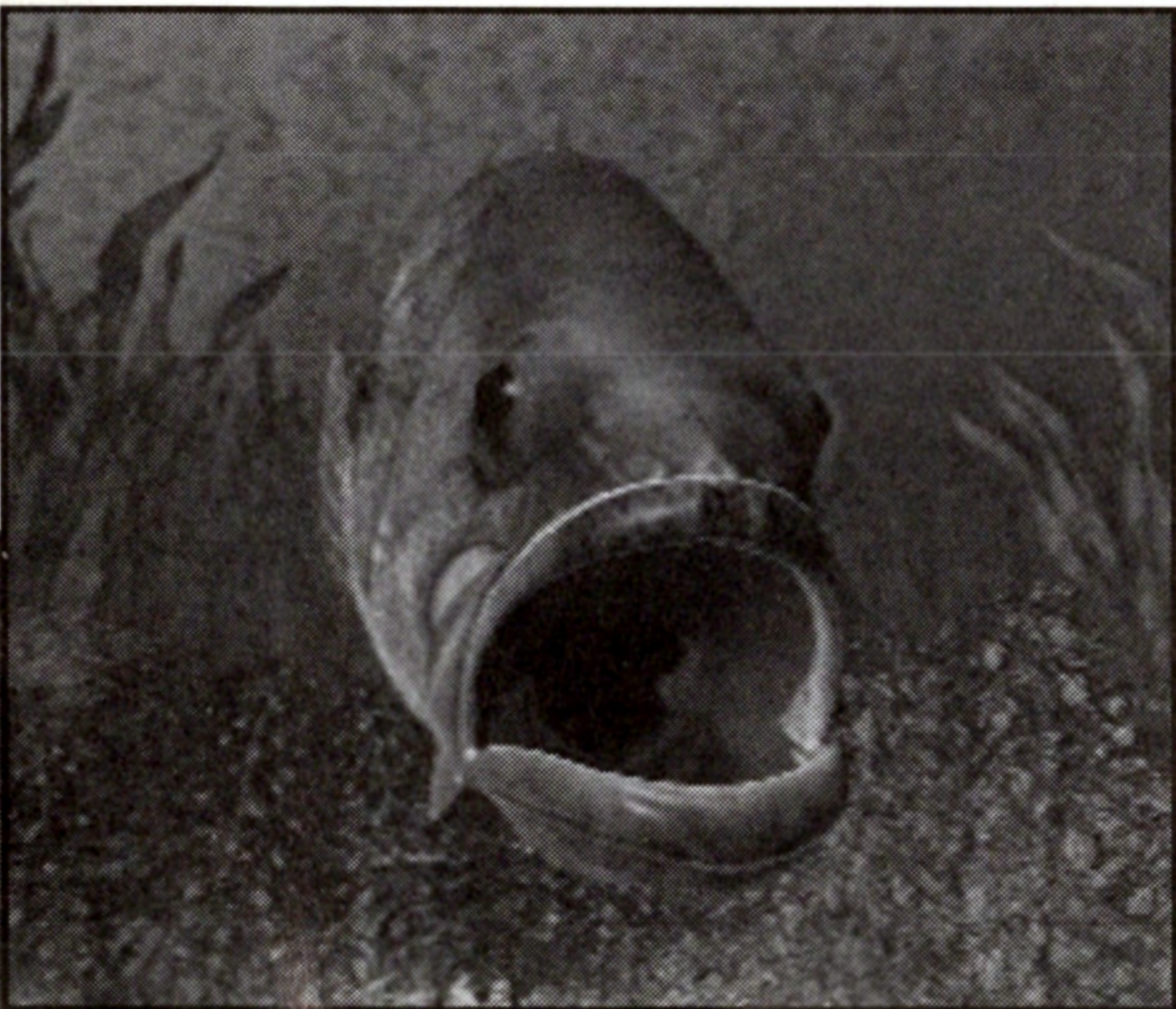
	AQUA ROOM	FISHING SPOTS
+ Button	Moves the cursor.	Moves the cursor and rod.
O Button	Cancels a command or goes back to the previous menu.	Reels the line all the way back instantly.
△ Button	Not used.	Bypasses bait selection when reusing same bait. Releases fish from livewell.
□ Button	Not used.	Go to the menu screen.
X Button	Executes commands.	Selects tackle; casts and reels in line.
L1 Button	Not used.	Not used.
L2 Button	Not used.	Not used.
R1 Button	Not used.	Not used.
R2 Button	Changes the sound mode.	Changes the sound mode.
Start Button	Not used.	Starts or pauses the game.
Select Button	Not used.	Go to the menu screen.

Introduction

With its lifelike graphics and sounds, this game offers all the fun, excitement, joy, and, yes, even the frustrations of fishing in the wild. It will appeal to anyone who has ever felt the powerful strike of a fighting fish or heard the high-pitched sound of a reel playing out line. Yet it's also for those who don't understand the difference between a reel and a creel, for you'll soon learn the basics of angler's technique and jargon.

Catching fish requires many skills. But most of all, it demands patience. While you learn the techniques, don't get discouraged if you come up empty-handed at first. If all else fails, you can always get tips from the Fishing Master! Listen carefully to what he has to say, then put his advice to work—before long you'll be pulling in more fish than you ever imagined!

As your skills improve, you'll soon be fishing like a pro. Then the challenge will be to catch more and bigger fish, until you begin breaking records for size and quantity. As any seasoned fisherman will tell you, there are few experiences more rewarding than landing a trophy fish. At some point, you may even become so accomplished that you'll outfish the Fishing Master, though only a few ever reach that level. You'll at least have a great time pursuing that goal, not to mention those elusive and shadowy denizens of the deep!



Getting Started

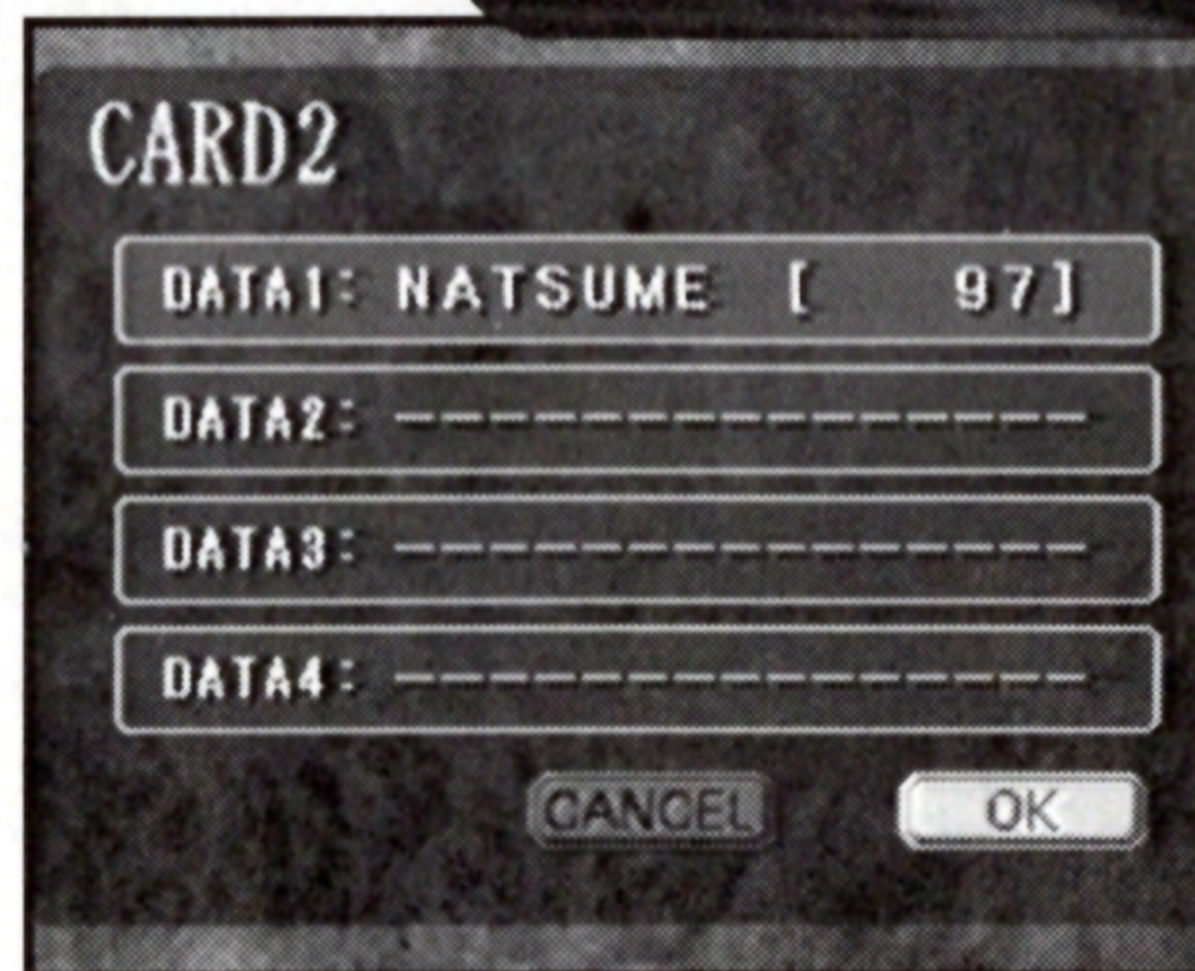
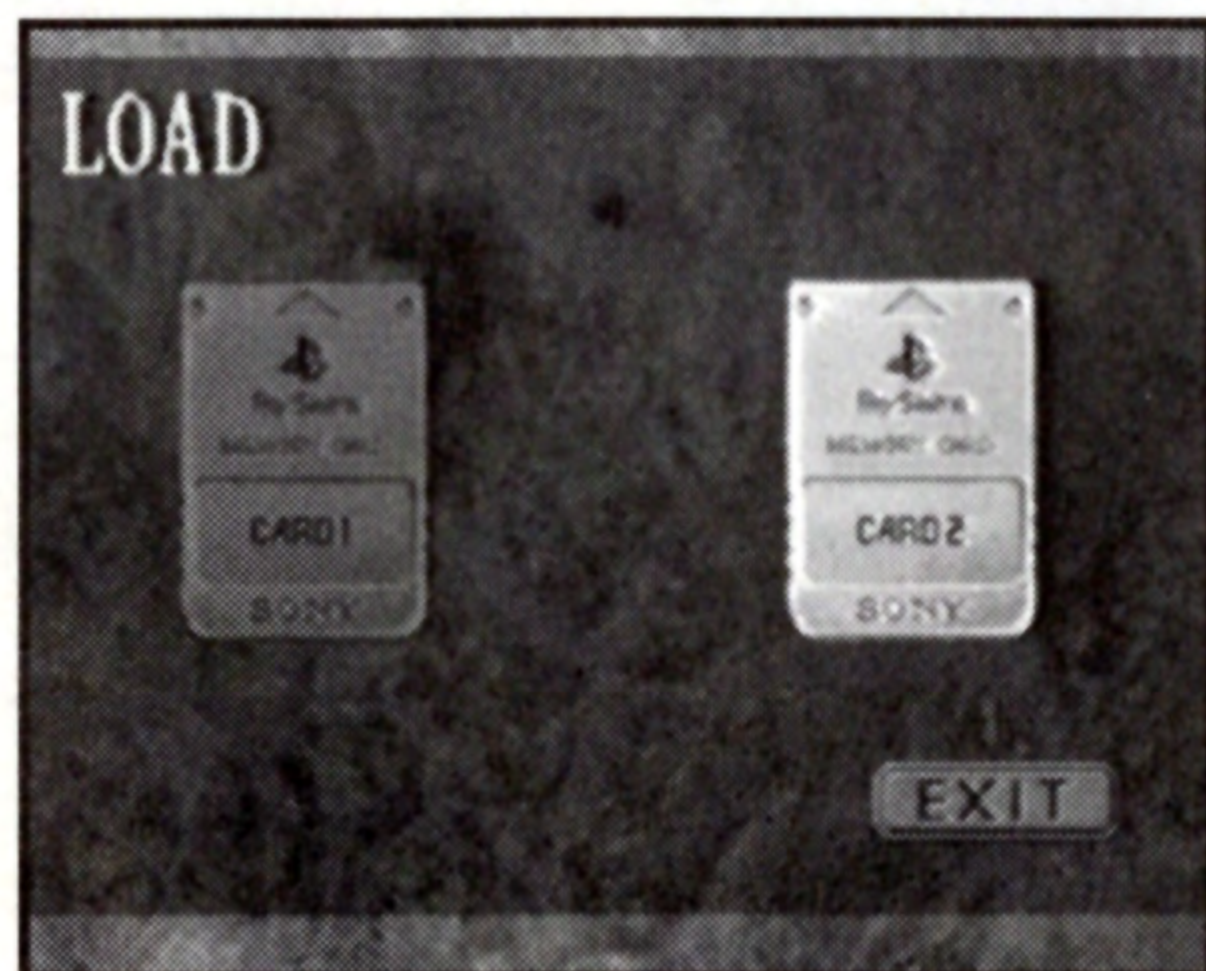
Insert the disk into the PlayStation, close the cover, and turn on the power. The Demo Screen will appear. If you wish to skip the Demo screen and go to the Title screen, press the Select button.

NEW GAME



On the Title screen, choose either "New Game" or "Load Game." Select "New Game" whenever you want to start a game from the very beginning.

CONTINUE



To continue a saved game, choose "Load Game", select a memory card, then load the data. Do not remove the memory card or turn off the power while loading data.

Aqua Room

The Aqua Room is your base camp for the various fishing trips you'll go on. Take a look around the room. You'll find two separate Fish Tanks, a Fishing License, Ranking, a Picture of the Fishing Master, and an Album. Highlight the object you want to select, then press the X button.

**FISHING
LICENSE**

**FISH TANK
(LAKE)**

**FISH TANK
(RIVER)**



RANKING

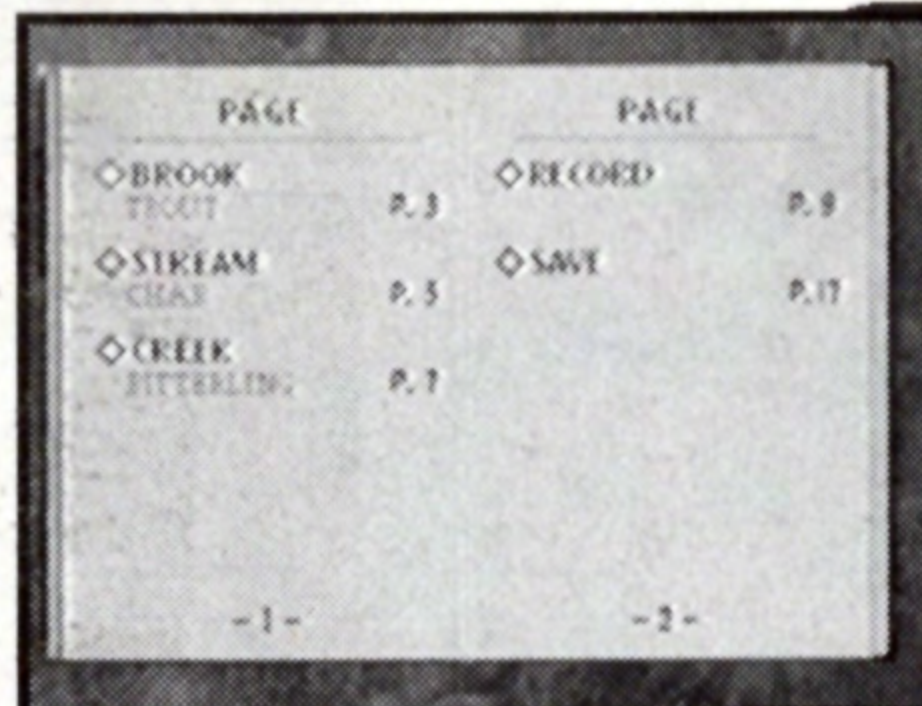
ALBUM

**FISHING
MASTER'S
PHOTO**

Album

The Album lets you move to a fishing spot, review the Master's record, and save a game. Press the X button or the Left Directional button to open the Album. Use the Left or Right Directional buttons to turn pages.

CONTENTS



The first page of the Album shows the Table of Contents. This consists of various fishing spots (as your skills increase, more fishing spots will become available to you.), Save, and Record Fish. Select an item and press the **X** button to go to that page.

SAVE



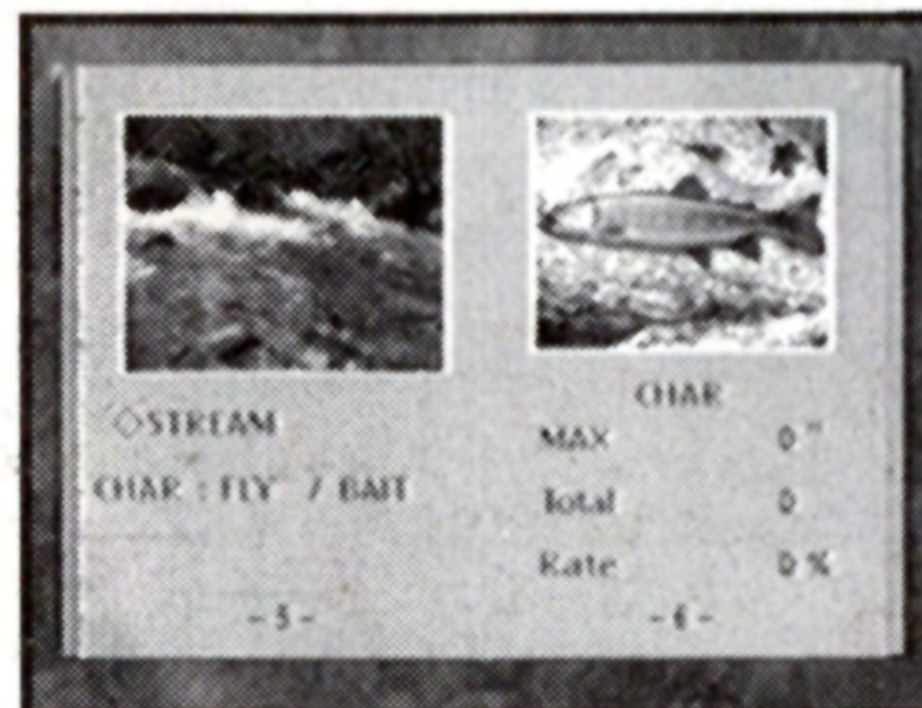
To save a game, insert memory card into the Memory Card slot. Select "Save" from the Table of Contents. The memory card will appear on the screen. (If you have two memory cards, you must choose one.) Press the **X** button to select one of four "Save Areas." Press the **X** button again to save. **DO NOT** remove memory card, press reset button, or turn off power while saving.

RECORD FISH



You will find a gallery of record fish when you open this page. If you succeed in landing a record-breaker, the fish you catch will appear on the screen (in glorious color), replacing the (black and white) image of the previous record-holder.

FISHING SPOT



In the Table of Contents you'll find a list of fishing spots accessible to players at your current level. To go to a fishing spot, select one from the Table of Contents and press the **X** button.

Fish Tanks

You'll find two types of fish tanks in the Aqua Room. One contains fish whose natural habitat is rivers or streams, while the other holds fish that prefer lakes or ponds.

Select one of the tanks and press the X button. Five options will then appear for each tank.

To return to the Aqua Room, press the O button.



Put Fish in the Fish Tank



After each fishing trip, you may bring two fish back in the "livewell," and keep up to three fish in each tank. If you wish to release one of the fish in the tank to make room for a newcomer, you must first go to "Release." Then return to "Put Fish in the Fish Tank."

Name Fish



You can name fish by using the Directional buttons to select letters (up to seven). Press the X button after each letter selection. After

choosing the name, press "Enter."

Watch Fish



Here you can review the names, sizes, and physical condition of fish. Use the Up and Down buttons to select a fish.



Warning!

Remember to take care of your fish. Do not overfeed them. If you do, the water will become murky and the fish will weaken. They might even die if you keep the water cleaner off too long.

Watch the Fish Tank

The Fish Tank on the screen looks incredibly realistic. Controls allow you to turn the light and water cleaner on or off, feed the fish, and knock on the tank to get their attention.



- **Feed:** Earthworm (the X button), Salmon Egg (the \triangle button), and Grub (the \square button)

- **Light on/off:** the L1 button

- **Water Cleaner on/off:** the L2 button

- **Knock on the tank:** normal (the R1 button), loud (the R2 button)

Release

To release a fish from the Tank, or one you've just caught, select it then choose "Yes."

Looks at Aqua Room

Select this command to return to the Aqua Room.

Ranking

This information consists of the top five records in each fish category. It includes records for size, number of fish caught, and the success rate of catching a particular fish. Data is derived from all saved games as well as the current game. (White letters indicate records in the current game; blue letters denote records in saved games.) After highlighting a data chart in the Aqua Room, use the X button to enlarge it. To exit and return to the Aqua Room, press the O button, or choose "Exit" and press the X button.

Size		
CHAR BEST 5		
1.	NATSUME	12.2"
2.	NATSUME	9.2"
3.	NATSUME	8.8"
4.	NATSUME	8.7"
5.	NATSUME	8.0"

Fish Total		
TROUT BEST 5		
1.	NATSUME	13 fish
2.		
3.		
4.		
5.		

Success Rate		
TROUT BEST 5		
1.	NATSUME	92.8%
2.		
3.		
4.		
5.		

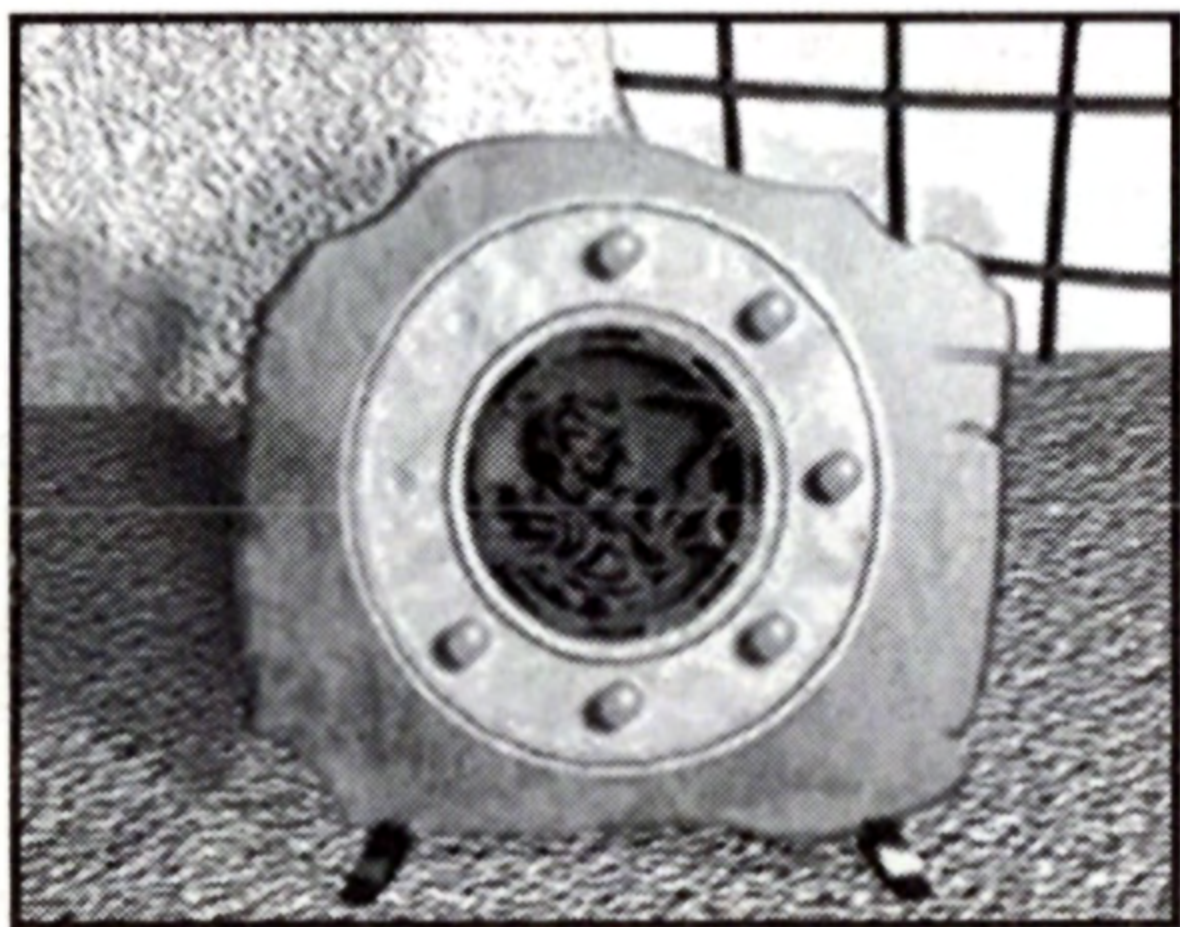
Picture of the Fishing Master



In the Aqua Room sits a picture of the mighty Fishing Master. Highlight and choose the picture to receive a word of wisdom from him. Don't be afraid to seek the Great One's invaluable advice!

Fishing License

In the Aqua Room you'll find the Fishing License next to the chart of Fishing Data. When a new fishing spot becomes available to you, a new ball will be



added to the license. You'll also get a new

ball when you release the 100th fish of your career. When the first License is completely filled with balls, you'll get a second License of a different color. Only the best fishermen ever get a chance to fill out a third license.



Sound Setting Mode

When you want to change the background music, activate the Sound Setting Mode by pressing the R2 button. Now choose either "Music" or "Nature" background sounds. In "Nature" mode, you'll hear sounds from Nature, such as running water or birds, at all fishing spots. In "Music" mode, you'll hear soothing background music in addition to the natural sounds. You can also select either "Stereo" or "Mono" sound.

MENU

- ◆ Select tackle
- ◆ Livewell
- ◆ Return to Aqua Room
- ◆ One point advice
- ◆ Start fishing

At the Fishing Hole

At any fishing hole, if you press the or Select button, a menu screen will appear. The menu offers five options: "Select Tackle," "Livewell," "Return to Aqua Room," "One-point Advice," and "Start Fishing." Choose an option, then press the X button.

Select Tackle

Choose appropriate tackle and baits from the Tackle Box. Each type of fish requires a different style of fishing, and therefore a different kind of tackle and bait. The screen will show only the tackle and bait appropriate for fish in the fishing spot you're in.



Bait Fishing

For Bait fishing you'll need a rod, float, hook, and, of course, bait. Choose a category by using the Up and Down Directional buttons. Then select a specific item in each category by using the Left and Right Directional buttons. When you have selected all the necessary equipment, highlight "OK", then press the X button to return to the menu screen.

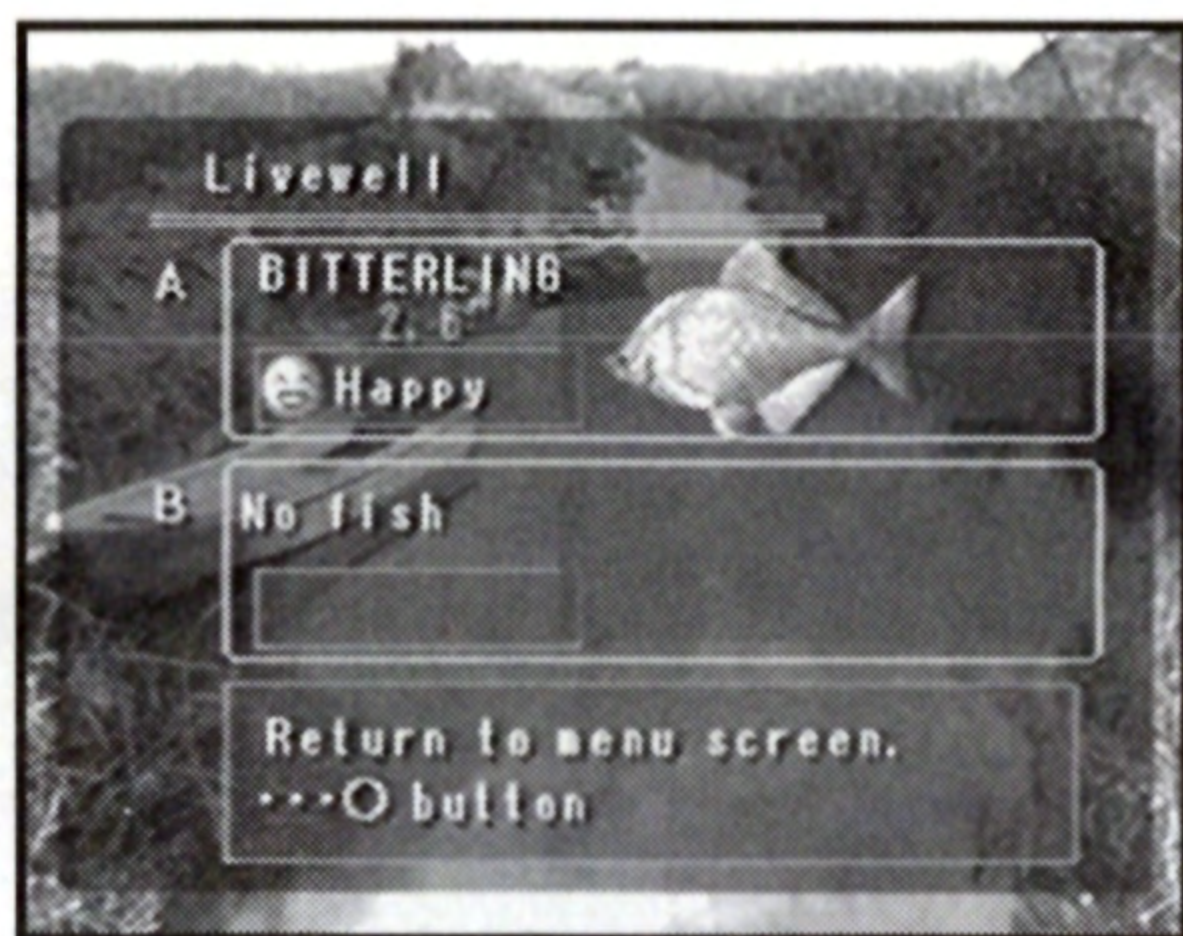


Fly/Lure Fishing

Here you'll choose a rod, and a Fly or Lure. Just as in Bait Fishing, choose a category and a specific item in each category by using the Directional buttons.



Livewell



You can keep up to two fish in a Livewell. Choose "Livewell" on the menu screen to view what's inside. You'll then view the names, sizes, and physical conditions of the fish you've caught. If you decide to keep a fish, you must choose to put it in either Livewell A or B. To release a fish back into the water, press the Δ button.

Return to Aqua Room

When you've caught enough fish, or if you reel in a record-breaker, choose this option to go back to the Aqua Room to save your results.

One-point Advice

Select this option to summon quick, insightful advice from the Fishing Master. His words of wisdom are particularly useful when you arrive in a new fishing area.

Start Fishing

After selecting the necessary gear from the tackle box, you're ready to begin fishing. Each fishing style requires a slightly different technique to catch a fish. Read the following instructions carefully to learn technical basics.

Casting the Line

The method of casting the line in all three styles is practically identical. However, Fly Fishing gives you the greatest control of the line.

Bait / Lure Fishing



Before casting the line, use the Left and Right Direction buttons to move the rod horizontally to any position you desire.



The longer you hold the **X** button, the greater distance you will cast. You can also control casting distance by using the Up and Down Directional buttons. If you press the Up button while casting the line, you will gain more distance. If you press the Down button, the line will drop closer to you.

Fly Fishing



The advantage of Fly Fishing is that you can more accurately control the direction of the fly (as long as it's in the air, not on the water). So you can drop it more accurately over the fish. Change the fly's direction left or right with the Left and Right Directional buttons.

Move the Bait

After casting the line, you'll have to move the bait through the water to entice a fish. If you're fishing in a river, the bait will move with the flow of water. But that's not enough. To catch fish, you must move the bait constantly to where the fish might be hiding.



Bait Fishing



Control the bait's movement by using the Directional buttons. You can move it left, right and downstream, but not upstream.

Fly Fishing



After the fly hits the water, press the **X** button to make it skid on the surface. If you repeat this too often though, the fish will be alarmed. As in Bait fishing, you can slightly move the fly left or right and downstream.

Lure Fishing



After the lure splashes into the water, press and hold the **X** button to reel in the line. You can give the lure a stop-and-go motion by alternately releasing and holding the **X** button. You can also move the rod horizontally all the way to the left or right (after casting the line).

How to Set the Hook When Fish Approach

Noise and splashing water will alert you to the approach of a fish. At some point, the screen will automatically switch from a surface view to an underwater view, depending on the type of tackle you're using.



Enticing the Fish

When the screen changes to underwater view, you'll have to entice the fish to the bait so you can set the hook. The following images and descriptions explain what to expect next.

Bait/Fly Fishing



You'll see the bait/fly descending from the upper left-hand corner of the screen. Move the bait/fly by tapping the Up, Right, or Down Directional buttons, or the **X** button to keep the fish's eye level.



When it gets very close to the fish, stop using the buttons because any artificial movement of the bait/fly near the fish will scare it away. When the fish bites the bait, push the **X** button to hook it.

Lure Fishing



You'll first see the lure in the center of the screen sinking to the bottom. Press and hold the X button to reel in line so that you can move the lure close to a fish.



The X button moves the lure from the center of the screen toward the upper right-hand corner. As you reel in line, the fish will appear from the left side of the screen and start chasing the lure.



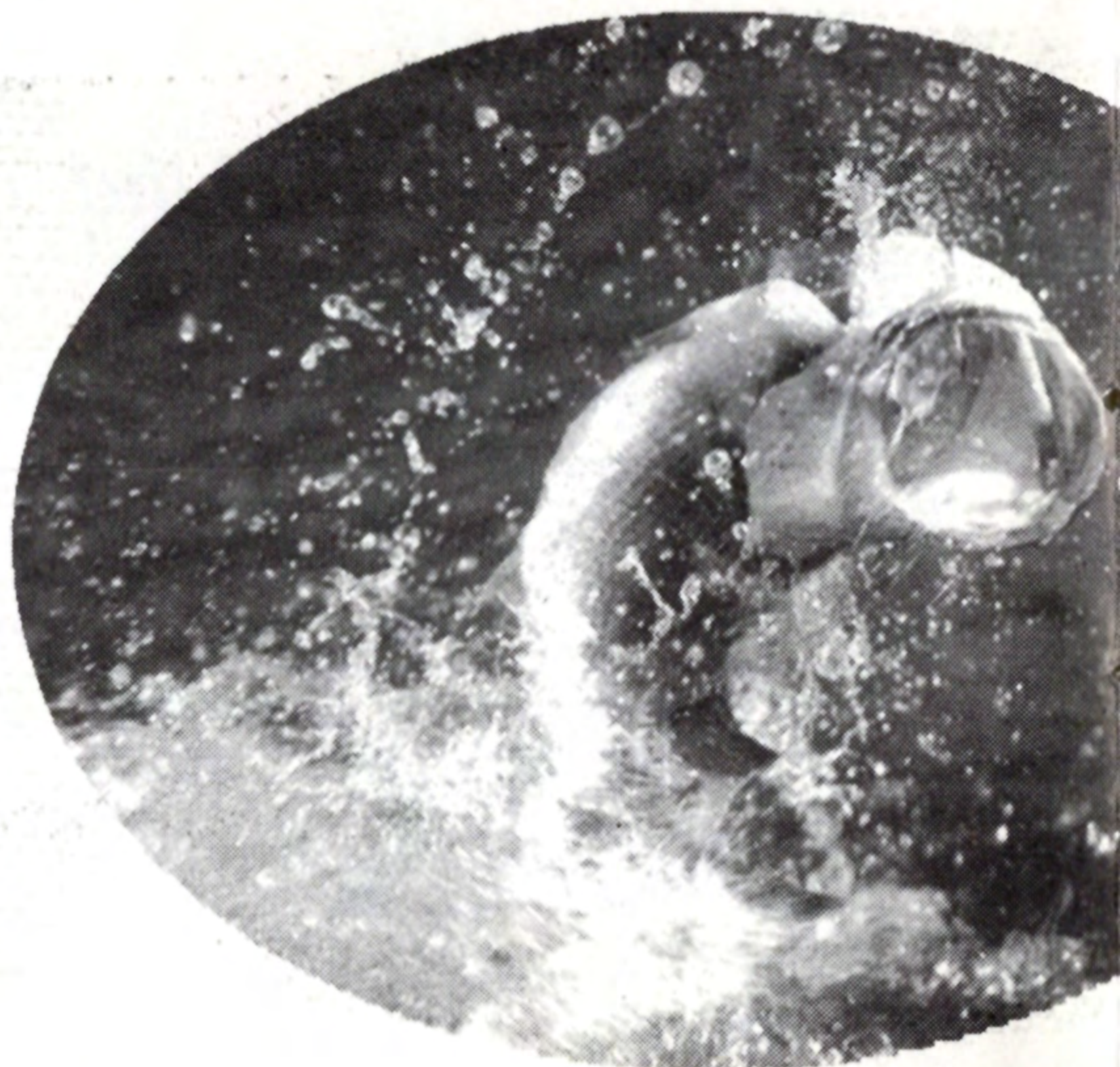
Setting the Hook Underwater



After the fish takes your bait/fly/lure, set the hook by using either the X button, or the Up, Right, or Down Directional buttons. If you set the hook successfully, it's time to play the fish. In Bait/Fly fishing, if you fail to set the hook, the fish will swim away and you must start all over again. Lure fishing, on the other hand, will give you many chances to set the hook while reeling in the line.

Setting the Hook on the Surface

When using a Dry Fly or Top water lures such as the Popper, Floating Minnow, and Frog, you'll set the hook on the surface. Splashes of water will alert you to the approach of a fish, but the screen won't change to the underwater view quite yet. If you detect an approaching fish, assume that the fish has taken the bait. Press the **X** button to set the hook. If you fail on the first attempt, try again rather than reeling in the line. After you've set the hook, the screen will change to the underwater view and you can start playing the fish.



Playing a Fish

Playing a fish is the most critical yet fun part of fishing. You haven't really caught a fish until you've actually landed it. Play the fish by pulling the line taut or letting it go slack. Your goal is to gradually maneuver the fish to the landing spot in the upper right-hand corner of the screen.

× Button

Use it to reel in the line.

Up, Down, or Right Directional Buttons

Use any of them to lift the rod upward.

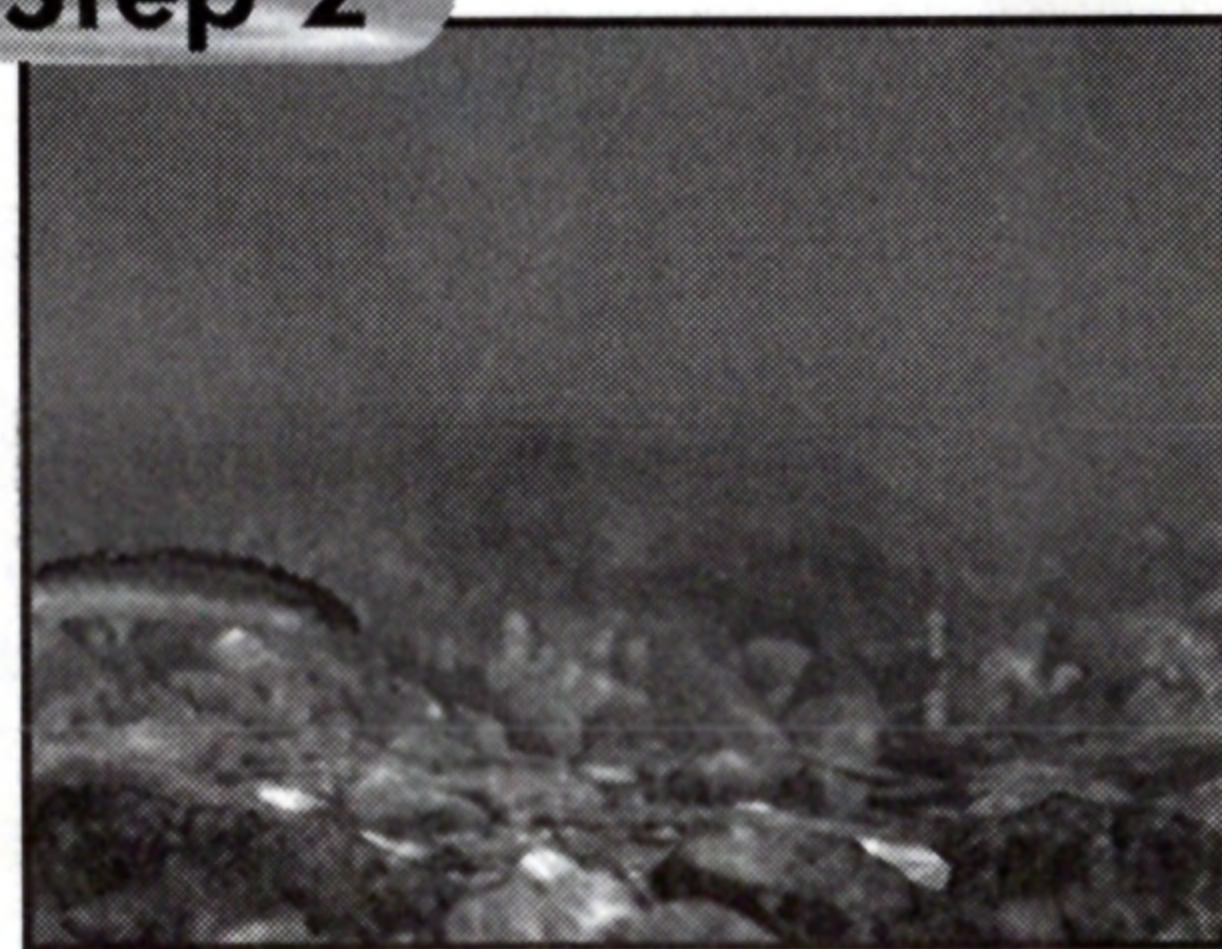
When you play a fish, be patient and don't force things too much. If the fish tries to make a run, let the line go loose to keep it from breaking.

Step 1



When a hooked fish starts speeding toward the left, don't try to force the fish in. Let it swim.

Step 2



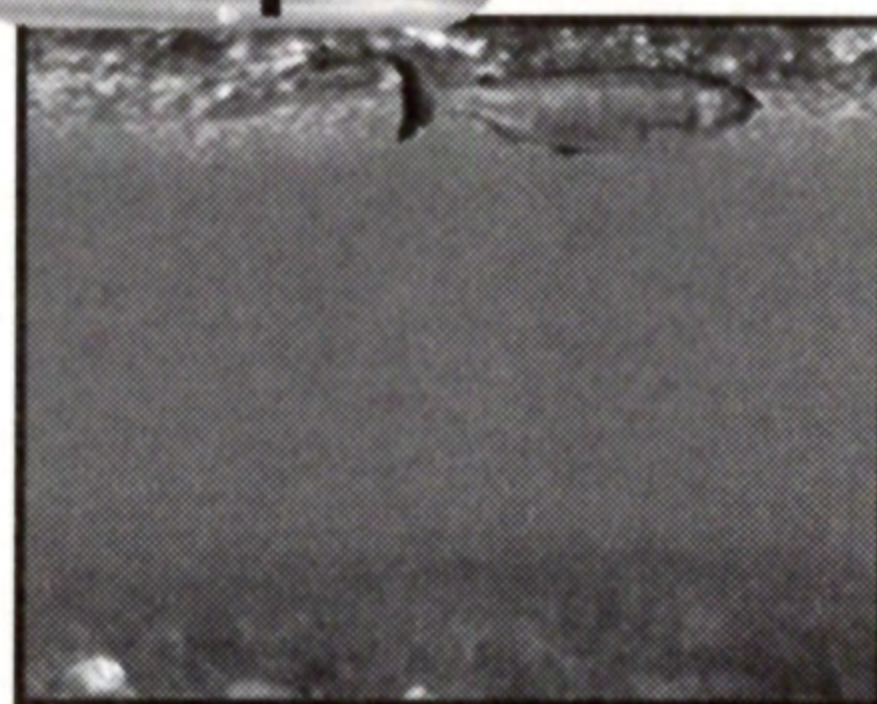
Keep watching the fish so you can tell when it slows down. Then quickly press and hold the × button to reel in your line.

Step 3



It's not over yet. The fish may do a sudden reversal and attempt to break free. When this happens, release all buttons and let it swim away. If you don't release the buttons, the fish will escape.

Step 6



After repeating this several times, the fish will get tired and you'll be able to work him over to the landing point. When the tired fish finally reaches the landing point, the screen will switch to the surface view.

Step 4



After you release the buttons, the fish will swim fast toward the left. Wait until it slows down again, then press and hold the X button to reel in the line.

Step 5



If the fish tries to break free by arching its back, stop reeling but quickly pull the rod upward to keep the line tight. Eventually the fish will stop fighting and turn to the right. Then continue to reel it in.

Step 7



With a splash, the fish will finally break the surface. Press the X button to quickly land him. Careful! If your timing is off, the fish will escape.

Fishing License Chart

No. of Balls	Requirements	Results	No. of Balls	Requirements	Results
0	Catch 10 Trout at Stage 1.	Access Stage 2	12	Catch Black Bass larger than 23.6" at Stage 5.	one ball for the completion of each requirement.
1	Catch Char larger than 9.8" at Stage 2.	Access Stage 3	13	Catch Blue Gill larger than 11.8" at Stage 5.	
2	Catch 20 Bitterling at Stage 3.	Access Stage 4.	14	Catch Cutthroat Trout larger than 13.8" at Stage 6.	
3	Catch Carp larger than 11.8" at Stage 4.	Access Stage 5.	15	Catch Salmon at Stage 7.	
4	Catch Black Bass larger than 15.0" at Stage 5.	Access Stage 6.	16	Catch the largest Trout at Stage 1.	Now that you have filled the requirements for your 2nd License, go back through levels 1 - 7 and try to catch the biggest fish possible. If you can complete this task, you will be the new Fishing Master!
5	Catch 5 Cutthroat Trout larger than 9.8" at Stage 6.	Complete the 1st and start the 2nd License when you satisfy these three requirements in any order.	17	Catch the largest Char at Stage 2.	
6	Catch Blue Gill larger than 9.1" at Stage 5.		18	Catch the largest Bitterling at Stage 3.	
7	Catch and release 100 fish. (The one you kept in the tank doesn't count.)		19	Catch the largest Carp at Stage 4.	
8	Catch Trout larger than 13.8" at Stage 1.	Access Stage 7 when you satisfy these requirements in any order. You'll earn.	20	Catch the largest Black Bass at Stage 5.	
9	Catch Char larger than 19.7" at Stage 2.		21	Catch the largest Blue Gill at Stage 5.	
10	You can get over 3.1" of Bitterling at stage 3		22	Catch the largest Cutthroat Trout at Stage 6.	
11	Catch Carp larger than 17.7" at Stage 4.		23	Catch the largest Salmon at Stage 7.	

Fishing Spots

This game offers seven Stages, each with a distinctive fishing environment. No two people will have the same experience at any level. As you play, you'll create your own unique adventures. And fill up the Album with lots of world records and great memories. Good fishing!

Stage1 Brook



Trout

(Bait or Fly fishing)

The area is in the upper part of the river. This small stream is narrow, shallow, and fast.

Stage2 Mountain Stream



Char

(Bait or Fly fishing)

The area is in the middle of the river run. The rocky bottom of this river provides ideal hiding spots for fish.

Stage3 Creek



Bitterling

(Bait fishing)

The stream is narrow, shallow and slow.



Stage4
Pond



Carp

(Bait fishing - Doughball)

This is a quiet pond whose bottom is lined with water grasses.

Stage5
Lake



Black Bass/Blue Gill

(Lure fishing)

The water is still and deep, harboring many big fish.

Stage6
Beaver Dam

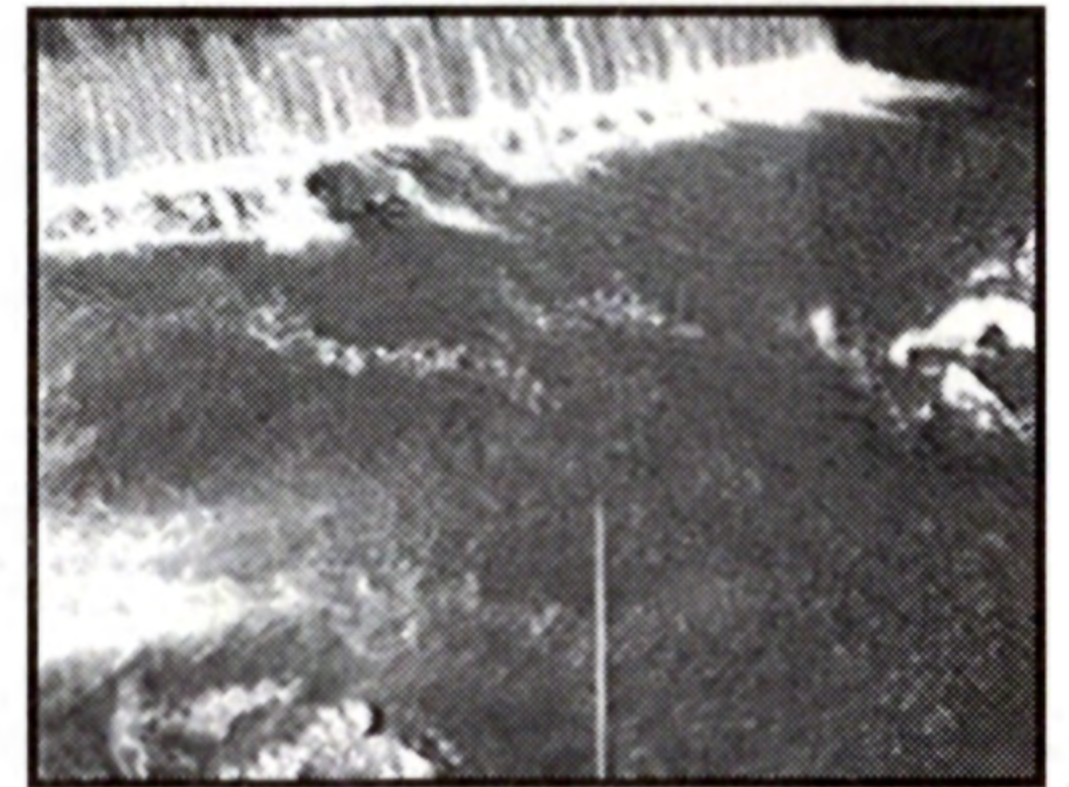


Cutthroat Trout

(Bait or Fly fishing)

Located at the base of a small waterfall in the middle of a river, this pool holds fish that feed on insects drifting down on the current.

Stage7
Waterfall



Salmon

(Bait or Fly fishing)

Many large fish reside near this giant man-made structure.



Fishing Master's Q&A

Q: How do I successfully set the hook?

A: When trying to set the hook underwater, move the bait in front of the fish, just above its eye level, by tapping the **X** button. As soon as the bait gets close to the fish, stop tapping the button and let the current take the bait to its mouth. If you move the bait artificially in front of the fish, it will swim away in fear. If you're setting the hook on the surface, carefully watch the movement of the fly or lure. When the fish approaches, you'll see water splash and hear a noise. At that moment, you'll be able to set the hook.



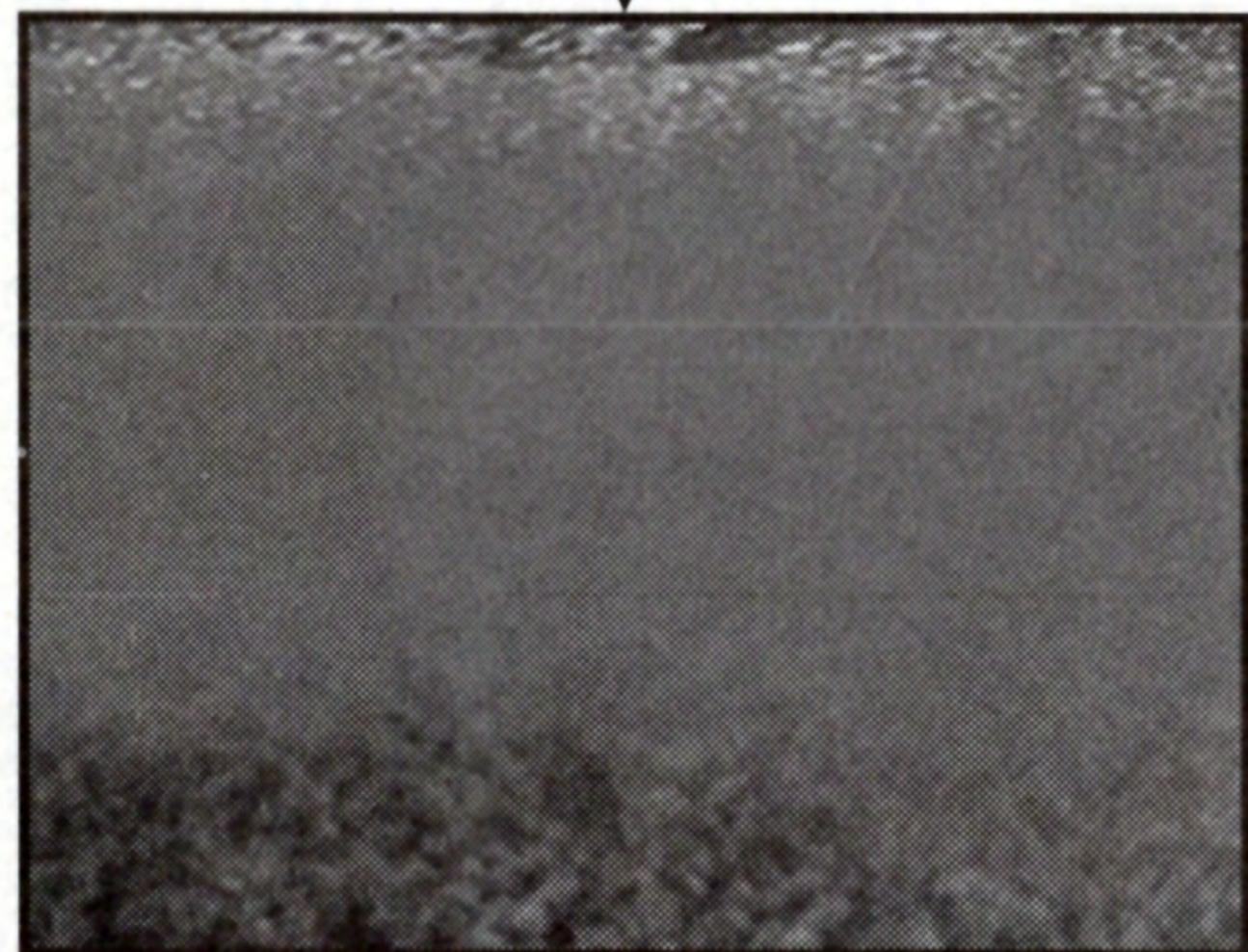
Stop tapping the button when the bait gets close to the fish. Wait until the fish bites the bait.



Set the hook the moment the fish bites. You should learn the timing of each fish's strike.

Q: Why does the line break so often?

A: While playing the fish, pay close attention to its movement. As soon as it starts running fast toward the left, release all buttons. If you touch a button, the line will break. The fish will eventually tire and slow down. Then you can reel in the line by pressing and holding the **X** button. When the fish faces right, you can pull it toward the landing spot. But if the fish resists by bending its body, again release all buttons and let it run freely. You'll break the line if you force the fish too much.



Q: How can I entice a fish to take my bait?

A: First, identify where fish are likely to be. Carefully watch the surface of the water for the fish's shadow. Then try to move the bait in that direction. If the current forces your bait away from the fish, use the Directional buttons to bring the bait back.

Q: How do I gain access to a different Stage?

A: Try to catch as many large fish as possible at your present Stage. When you meet the requirements, you can advance to the next level.

Special thanks to Mark Davis. Professional Angler



Mark Davis, the only angler ever to win both the BASS Angler of the Year and the BASS Masters Classic in the same year.

- *1995 BASS Angler of the Year.*
- *1995 BASS Master Classic Champion.*

Q: What are the requirements for advancing to a new Stage?

A: To move to a more advanced level, you must catch a pre-determined number of fish of a certain size. Each Stage has different requirements (see the following table). The moment you qualify for another Stage, you'll hear a musical fanfare while you're fishing. Your current Stage is always displayed on the License Plate in the Aqua Room, so you can quickly check your skill level.



STAGE	How Can I Go to the Next Stage?
BROOK	Catch 10 Trout.
MOUNTAIN	Catch a Char larger than 9.8" .
STREAM CREEK	Catch 20 Bitterling.
POND	Catch a Carp larger than 11.8" .
LAKE	Catch a Black Bass larger than 15.0" .
BEAVER DAM	Catch 5 Cutthroats larger than 9.8" .
WATERFALL	Catch a Salmon .

***** *Special hints from the Fishing Master* *****

Q: How can I get a hooked fish to face right?

A: While a fish is running fast toward the left, watch the movement of the river bottom at the lower left-hand corner of the screen. The bottom moves according to the fish's speed. Once it slows down, press and hold the **X** button. The fish will turn right and slowly move toward the landing point.



Watch how the river bottom is moving and wait until it slows down.

Q: What is the quickest way to catch fish?

A: That is not information I usually share with anyone. However, because it's my 60th birthday today I'm feeling generous and will tell you the secret. When a fish is running fast toward the left, tap the **X** button once lightly. In that moment when the line is pulled tight, the fish will resist by slightly bending its body. As soon as the fish slows down, reel in the line. You should be able to pull the fish all the way to the landing spot now. Unfortunately, this technique does not work well when fishing the lake.



Lightly tap the **X** button once while the fish is speeding to the left.

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