

Mark Davis' The Fishing Master (SNES)

Tournament Day 1 Category Guide

The goal of this category is to win the Spring Tournament as fast as possible. This run is heavily RNG based, but there is one safe strat to guarantee a win at the cost of time.

Time starts on the first fade-out frame when submitting your name, and ends on the first frame you can read the text of first place weigh in.

Inputs and key instructions will be in green

Safety strats will be marked in blue

Important information will be marked in red

Spring Tournament

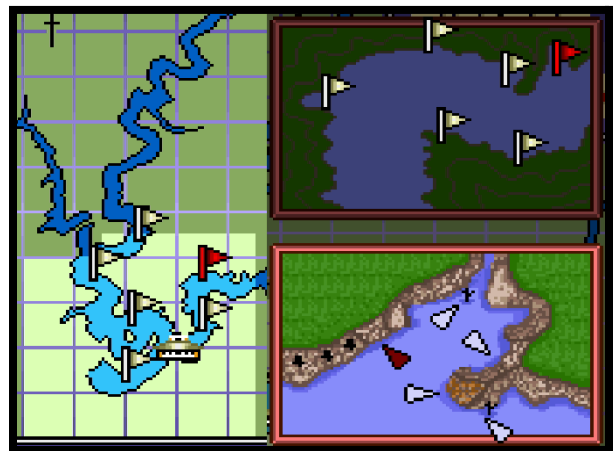
1 DAY TOURNAMENT

No need to buy accessories for this run, so skip the store.

Spring Spot

From the map screen, enter the following inputs:

A, Right, A, A, A



Once on the fishing screen:

**Hold Left until you reach
a depth of 2**



Equip the following items:

**Spinner Bait > Single Willow Leaf
½ oz (1st option)**

**Attach Trailer > White Grub 4in
(last option)**



Catch your **1st and 2nd fish** at the spots shown, then exit the area and re-enter.

Upon re-entering the area, follow the same steps to the same spot. Catch your **3rd fish**.

While you only need 3 fish to win, there is an option to catch a 4th to guarantee the win and not rely on RNG.

When catching the 4th fish, you need to equip a different Lure.

Crank Bait - Deep Crank 18ft

Leave the area, and weigh in.

Hope to win.



If you have a weight over 16.50, you have a high chance of winning the tournament.

Credits

SPECIAL THANKS TO THE FOLLOWING PEOPLE

Mark Davis

Dnk_cafe

Squabbler

Teleo1 (for original guide and more)

The_pile

Fred__

For more science of the game, check out Fred's data tables:

<https://fredyeye.github.io/markdavis.html>