
Free Download Fishing Planet: Tricky Treats Pack



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About This Content

Monster is as monster does! And when it comes to catching magic underwater beasts, nothing does the trick like our grotesque Halloween lures and atrocious live baits!

This freaky-licious pack of Halloween holiday treats is just what you need to trick the creepy monsters into biting! Featuring a complete magic arsenal of all unique Halloween baits and lures, that underwater abominations like Ghost Pikes, Mutant Gars, Skeleton Bluegills and even the ferocious Frankenfish can't resist!

We'll even toss in 666 superstition Credits and 13 lucky BaitCoins to add some magic numbers to this brew!

The Tricky Treats Pack includes:

- * 13 BAITCOINS use to purchase certain fishing tackle, available only for BaitCoins. Spend your BaitCoins wisely!
- * 666 CREDITS use your Credits to purchase new tackle, pay for fishing trips, repairs and any other in-game expenses. Spend your money wisely!

BAITS AND LURES

- * Silicon Spider 10 cm (x10)
- * Skull Jig 1 1/2 Oz. (42 g), #6/0 (x10)
- * Hooks: Hawk Claw; Vulture Claw; Eagle Claw (x10)
- * Baits: Dead Mice; Pig's Eye; Rotten Minnows; Frog; Bloodworms; Maggots; Sour Bread; Moldy Cheese; Dried Locusts; Candy (x50)

Title: Fishing Planet: Tricky Treats Pack
Genre: Free to Play, Massively Multiplayer, Simulation, Sports
Developer:
Fishing Planet LLC
Publisher:
Fishing Planet LLC
Release Date: 26 Oct, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: OS Version - Windows 7, 8, 10 x64

Processor: Dual-Core 2.4 Ghz

Memory: 4 GB RAM

Graphics: Graphics Card Intel HD4600 or higher

DirectX: Version 11

Network: Broadband Internet connection

Storage: 12 GB available space

Additional Notes: External mouse or compatible Xbox controller required

English,French,German,Polish,Russian,Ukrainian,Dutch



Time: 0:20

Attempts: 1



3 | 1

Size | Difficulty

Create

Load





The Summoner introduces a change in playstyle that takes a bit of getting used to, but once you have it down it is a great deal of fun.

When playing as a Summoner, the game operates entirely as a RTS game. You have no means of manual self defense, and must accomplish it all with strategy alone.

Definitely not for everyone, but for those who can pull it off, it is a blast to play.. It's in your game properties, which you can find by right clicking your game in your library. It's Lumines, what can you say? Missing heavenly star skin.. Crashes way too often gameplay isnt bad though when it works, based on this though i would not recommend 1/10.. Cute characters with unique and fun gameplay. The only thing that need to be improved is seiyuu's (voice actress) quality

I loved this game, I found it delightful and interesting.

As the synopsis suggests, you are Amber, and having grown up in the woods being raised by your adoptive mother, you're sent to the big city to become an apprentice alchemist. You spend the first portion of the game at this stage, where you get to know your new love-interests/friends, and make decisions that shape how your personality develops (i.e. do you want a light or dark alignment, are you selfish or selfless, etc).

Later you progress to the adult stage (complete with a change of appearance for you and the other characters), having (hopefully) passed your exams you start your own business, a magic shop. It's slightly weird that none of this game seems to focus on actually RUNNING the titular magic shop. You gain jobs elsewhere (and occasionally a customer will come in with a special order), craft the required objects and gain money/xp/loot/reputation (depending on what reward you wanted). You can upgrade your shop to give yourself various bonuses, like more daily cash (never enough to do much with, but it's something), or allows crafting more advanced items.

The alignment system is a tad weird, sometimes the choices you make that gain you light or dark points don't really seem to fit (an important decision that nets you a whopping 5 light points requires you to publicly humiliate yourself for someone else's benefit, something he never really appreciates or apologises for).

The crafting system I really enjoyed (though you can skip it entirely with the visual novel mode), even if the one ingredient I needed most was NEVER in stock. It was a nice change of pace, instead of a combat system, you gain xp by crafting.

The main story is nicely engaging, and most of the love-interest specific stories are interesting too. I was delighted to see yuri and poly options for romance, the game also features a gay character and a trans character (yay!). Interestingly there is no jealousy mechanic, Amber just openly dates multiple people, periodically breaking up with them until she's only dating one. I like this, but it can lead to some weird moments such as the character who's arch largely revolves around him becoming paranoid and self-centred, seems perfectly fine with you dating other people at the same time (though will assume the worst if/when you break up with him).

The worst I can say is that some of the love-interest stories seem a bit shallow and could have done with more fleshing out. Essentially my key criticism of the game is I want MORE. More detail, more story, more places to visit and things to craft. More little side-stories. I of course understand there's only so much a developer can feasibly fit in a game, and honestly if the worst I can say about a game is "It left me wanting more" then I dare say that makes it a pretty decent game. It took me about 30 hours to get ALL achievements and see everything, so I'm happy it was money well spent. If you ONLY played it through on visual novel mode, you might feel otherwise, I don't know.

. Pros:

Casual, no time limit etc. so you can take your time if you need to

Easy 100% for achievement hunters

Trading cards

Cons:

Level editor/workshop would be nice

Short and not very taxing (~25 minutes content)

Not particularly pleasant to look at

Not very AMAZing

It's one of those games it would be nice to have a "neutral" rating, but considering the price, if you like easy achievements or want a simple maze game that doesn't outstay its welcome, you can't really complain.. Probably play this more than anything. Infinite replay value. My favorite experience, even seated.. Well, I've made it about 1/3 of the way through the game, and I'm going to go ahead and give this one a thumbs down and put it back on the shelf. It's just not very good.

Primary complaints:

1. Puzzles are not very interesting. I've already run into multiple "stuck at a room and just use the hand on everything until something does something" solutions.
2. Too much pointless backtracking across multiple screens.
3. I'm supposed to be a mage, but I only have one spell I can use to solve puzzles? And any time it's useful, there's a damn sparkly cursor that you can't miss, and then you just cast the spell and bam, puzzle solved. It's basically just an additional verb that the game tells you when to use.

4. There's a lot of dialog and it's all rather tedious. You say that you wanted to make an homage to Quest for Glory, but you missed one of the most important elements: Charm. The game needs to be charming. So many missed opportunities for bad puns. Folks, the bad puns are part of what makes this formula work.

5. You're pretty much explicitly told where to go at every step of the way, which means that there's no real sense of discovery or exploration.

There are some good things about this game, like the NPC who communicates only via Tim Allen grunts, but ultimately it just feels like a completely missed opportunity from a team that was technically competent enough to assemble a game, but didn't really understand why the game series they are trying to crib from was so good in the first place.

If you love Quest for Glory and you want to play a game that captures that same spirit of fun, go play Hero U..
tutorial makes me mad and angry. I couldnt close this talkig wizard who tells me what i have to do. It last few mins and i just close this boring game.. Fun lil math game ~

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