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About This Content

Are you ready for the hottest fishing event of this holiday season? With the Winter Pike Pack the answer is YES! Catching one of the fastest and most vicious predators was never easy, but competing against other anglers is an even bigger challenge! That's why we created this limited edition exclusive Pack that'll get you prepared and fully armed for the occasion!

Winter Pike Pack contains a superb selection of premium grade rods, reels, lures and other tackle that'll make you feel certain of victory. Including ultimate Pike fishing goodies like the exclusive Winter Pike Tour edition top notch spinning rod and reel combos, available only in this Pack! You also get tons of different pike tackle like jig heads, spoons and crankbaits not to mention exclusive fishing apparel including the limited edition HotPiker fishing jacket, the MuskieBox rod case and cool stuff like Fireworks!

Winter Pike Pack is an all-in-one tackle set that along with your champion skills is sure to get trophy Pike coming your way!

WINTER PIKE PACK includes:

- * 40 000 CREDITS - use to purchase new tackle, pay for fishing trips, repairs and any other in-game expenses.
- * 20 BAITCOINS - use to purchase certain fishing tackle, available only for BaitCoins. Spend your BaitCoins wisely!
- * 7-DAY PREMIUM Enjoy seven days of Premium Status and advance your game progress by getting a 50% boost to Experience for catching fish and x2 Credits for selling your catch! You also get to register in Competitions for free! In addition, you get the opportunity to rent a kayak with a 50% discount!
- * 40 Storage Slots
- * 2 Tackle Setup Slots

RODS 'N REELS fantastic Spinning combos for champion Pike fishing:

Rods:

- * WPT PowerEsox® 250 - Length: 8' 2" (2.5m); Lure Weight: 5/8 – 2 Oz (18-56 g); Power: X-Heavy; Line Weight: 15 – 42 lb (7-19.5 kg); Action: Mod Fast; Pieces: 2; Guides: 10
- * WPT PikeWinner 270 - Length: 8' 10" (2.7 m); Lure Weight: 1/6–5/8 Oz. (4-18 g); Power: Light; Line Weight: 3–13 Lb. (1.5-6 kg); Action: Fast; Pieces: 2; Guides: 10

Reels:

- * WTP MuskieSpin® 5500 - Ratio: 5.4:1; Recovery: 31.5" (80 cm); Capacity: mono 32/110 (0.5/110), braid 30/180 (0.28/180); Max Drag: 42 Lb. (19 kg)
- * WPT NorthernLite 2500 - Ratio: 4.7:1; Recovery: 27.5" (70 cm); Capacity: mono 8/100 (0.25/100), braid 10/125 (0.2/125); Max Drag: 12.1 Lb. (5.5 kg)

TERMINAL TACKLE - a selection of tackle to bring you closer to victory!

* Lines:

Braid .011" (0.28 mm) - Length: 1000 yd (1000 m); Test: 30 Lb. (13.6 kg)

Braid .008" (0.2 mm) - Length: 1000 yd (1000 m); Test: 10 Lb. (4.5 kg)

Fluoro .024" (0.6 mm) - Length: 1000 yd (1000 m); Test: 40 Lb. (18.1 kg)

Mono .012" (0.3 mm) - Length: 1000 yd (1000 m); Test: 12 Lb. (5.4 kg)

- * Spoons: Casting Spoon 1/4 Oz. (7 g), #1/0 (x2); Casting Spoon 1/2 Oz. (14 g), #2/0 (x2); Casting Spoon 3/4 Oz. (21 g), #3/0 (x2)
- * Jig Heads: JigHead 1/4 Oz. (7 g), #1, JigHead 1/3 Oz. (9 g), #1/0, JigHead 1/2 Oz. (14 g), #2/0, JigHead 3/4 Oz (21 g), #3/0, JigHead 1 1/2 Oz. (42 g), #4/0, JigHead 1 5/7 Oz. (48 g), #6/0, JigHead 1 1/2 Oz (42 g), #8/0
 - * Shads: Shad 5 cm (x2), Shad 7 cm (x2), Shad 10 cm (x2)
- * TopWater Lures: Popper 3/4 Oz. (21 g), #4/0; Walker 3/8 Oz (10 g), #1/0; Walker 1/2 Oz (14 g), #3/0; Frog-popper 5/8 Oz (18 g), #3/0 (x2)
 - * Crankbaits: Crankbait 2 m, #5/0 (x2)

EQUIPMENT – Tackle storage and other angling equipment.

- * WPT HotPiker Fishing Jacket - Tackles: 15; Lines: 2
- * WPT MuskieBox Rod Case - Rods: 2; Reels: 2
- * FishCabin M Plus Keepnet - Max Single Fish Weight: 66 Lb. (30 kg); Total Fish Weight: 154 Lb. (70 kg); Fish-Friendly: yes

FISHING LICENSES (7 days):

- * Advanced Missouri License
- * Advanced New York License
- * Advanced Alberta License
- * Advanced Louisiana License
- * Advanced Michigan License

Title: Fishing Planet: Winter Pike Pack
Genre: Free to Play, Massively Multiplayer, Simulation, Sports
Developer:
Fishing Planet LLC
Release Date: 16 Jan, 2017

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Minimum:

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,Simplified Chinese

SELECT INSTRUMENT SCREEN

Select Instrument

DUBSTEP	8BIT	WORLD	HIPHOP	RYTMK	DRAW	ROCK
D KICK	8 KICK	W DRUMS1	H BD	R BD	DrSynth	RK BD
D SNARE	8 SNARE	W DRUMS2	H SD	R SD		RK SD
D CYMB	8 PERC	W PERC1	H CLAP	R CLAP		RK TOM
D BASS	8 HHAT	W PERC2	H TOM	R TOM	0 10	RK HHAT
D LEAD1	8 CYMB	W PERC3	H HHAT	R HHAT	1 11	RK CYMB
D LEAD2	8 FX	W PLUCK	H CYMB	R RIDE	2 12	RK BASS
D WAVE	8 BASS1	W Mallet	H PERC	R CRASH	3 13	RK CLN1
D SWEAP	8 BASS2	W BUBBLW	H SCRITCH	R BASS	4 14	RK CLN2
D FX	8 LEAD1	W SYNTH	H BASS	R LEAD1	5 15	RK PWR1
	8 LEAD2		H LEAD1	R LEAD2	6 16	RK SOLO1
	8 ARP		H LEAD2	R PERC	7 17	RK PWR2
	8 PORTA				8 18	RK SOLO2
					9 19	RK SOLO3
						RK KEYS

OK

Rock
expansion

If you felt the original sound set was lacking something that would allow you to make a truly rich and all-embracing rock tune, now is your time.





fishing planet winter pike pack

This is exactly what I wanted,

BUT

The UK version with Paul Kaye is sooooo much better.

O, how I wish they would release that version.

Hint, ferking, hint!!.. Good indie arcade shooter.

+Fun and fairly short.

+Repetitive levels don't feel grindy

+scoreboard + rank displayed after each mission motivates player.

+neat cut scene style

-Interface gotchas:

tutorial repeats infinitely without warning

game changed from nightmare to easy mode halfway through without notification?. Fun game with realistic relationships.

Most characters exhibit growth, and don't do stupid stuff.

Lots of stories out there, the characters are plot-stupid. They do stupid things simply because the plot calls for it.

If someone does something stupid in this game, it's usually because the character is that juvenile, or that incompetent.

Medium intelligent characters behave the way real people do, and smart characters behave as I would expect a smarter person to.

Love it, lots of fun.. The fact that it says in the description that it's not very good because it's cheap should show how much they care about this game. They don't.

Edit: They saw my review and edited their description. And even deleted one of their comments below because it proved my point. Real classy guy. Don't get this game.

Edit Edit: Oh wow now they are charging 5 dollars for this game?! This game wouldn't be worth one dollar! Biggest rip off I've ever seen. Never touch this game people. It is utter crap.. Few games have managed to give me buyer's remorse as quickly as this one has. Do yourself a favor and move along.. I WANT TO RIP MY SKIN OFF JARBOE I'M SORRY

WAKE ME UP INSIDE

(CANT WAKE UP)

SAVE MEEEEEE. Updates to the original review due to my new PC crashing and I therefore installed it on my old PC (Phenom II 955, R9 285 ITX, Win 7) which has changed my opinion on it, sort of. (so I'll make this a dual review)

Win 7 box:

It worked quite well TBH, played about 30 mins. and enjoyed it, hence the thumbs up and I also saw that PvP is coming which I think will be quite fun as you prob. won't get to face the same deck over and over as everyone goes to Kaboopwned. com to find out what and how to play.

I've finished the tutorial now and I'll keep on playing this, I'm hoping they get it more properly working with Win 10 as well so I won't have to use this PC every time I want to play this. (that's quite clearly an issue with Unity rather than the game though)

Win 10 box:

The sound's brutally loud - which is what's being discussed in comments, one thing I forgot to add is that I also do record and therefore the volume settings are more vital than if I hadn't - annoyingly loud TBH.

I can't say for sure it's only Unity and Win 10 screwing things up or if it's that combo and something with that box that does it but all Unity engine games I've tried on it has had the sound issue and other issues too, so I wouldn't recommend any Unity engine game for the Win 10 platform as it is... (unsure if any of them's worked well on it, MechaNika certainly didn't at all, it was in an awful state and worked great on this box...). Awesome pixel art. Cheap a** "ending", if you can even call it that. Zero resolution. To anything.

Only get this game on a major sale if you feel like wasting a couple hours to conclude feeling disappointed af.

Hell yeah! As awesome as I remember it. Fly down looping tubes and shoot bugs. Great soundtrack. There are a lot more special subweapons than I remember and the scoring system is absolutely clever. It rewards passing enemies in the tube and letting them swap colors and power up and then chaining together enemy kills that share colors. Unlike most shooters your score is actually used for something. After each level you use the credits you have accumulated to buy screen clearing bombs or more points, which is like buying more lives. So there is a tension between how much do you think you are going to want to sweep the screen and how much you think you are going to die. There are a lot of little bonuses in each level that can only be earned with specific methods, shooting things in certain orders etc.

The only negative thing I can say about it is the draw distance is abysmally short. This is usually hidden by the bending in the tubes so enemies can creep right up on you. But that is a function of the PS1 hardware the original developers had to work with and it doesn't detract from the game too much.. **From the reviews I've seen I've expected something horrible, but in reality Catch, Canvas is a pretty standard and a bit shallow, but decent-enough eroge VN.** It might not be as funny or as original as some other, similar titles here on Steam, but I actually quite enjoyed the theme and the pacing of the story - it's very casual and not a full-on comedy, but definitely follows this formula on purpose.

The whole thing was rather short, but every girl got decent amounts of screen-time and development, with some fun interactions and twists connected to all of them. The lack of meaningful choices and character routes might bother some, but I don't really expect those from every VN and this clearly reached for a much simpler goal.

Also, while some reviews suggested that playing as a female was a tacked-on feature, I think the writing was consistent enough to make the difference quite meaningful. Also, if played with the male protagonist, the plot would be super-creepy IMHO, as yuri it gains a bit more ambiguity, making the whole thing feel less like a porn movie plot translated into VN form.

As we got to this topic, the game definitely follows a typical "ecchi" formula, with tons of fanservice at every corner, also adding a straight-up sex scene at the end with the girl you choose (but those rely more on explicit text than visuals). Some CGs are used multiple times but there's actually a fair number of them (21 in the whole game) and the art is very decent (although admittedly not as good as in other titles by Razz). Same I think goes to sprites, which are fairly good looking, but not really exceptional. The music and backgrounds are serviceable, never being memorable but not getting in the way either.

In summary, while this game definitely isn't great, it's also not horrible by any means – it's simply all-around average. I didn't find it boring or off-putting, but it never impressed me either. If there was a "neutral" option, I would probably use it, but as it is now, **I give it a cautious recommendation. If you have a free afternoon and grab it on sale, you should not regret your investment. Still, if you have better VNs on hand or for a similar price, feel free to skip this one, you won't be losing much.**

PS If you're interested in more quality western VNs, check out [my curator page](#).. A really good puzzle game :D. it is fun and cool. Beautifully drawn rpg with a really good take on the silent protagon, as well as some subtly but still possibly foreseeable plot twists. The way an rpg should be, with enemies having weaknesses, and being able to vary what your characters focus on, whether as a support, or a main attacker. I think I first played this game on CD though I wouldn't be surprised if it was on 3.5 inch floppy. I loved it then and I love it now. it's a simple game, with some micro managing for those of us who love a good micro manage, and you can either play the avid conqueror or the 'imma hold up in this castle and ignore the world' hermit easily. Plus you may learn a thing or two about UK geography. Like the vague location of Lancashire. Though I'm still not sure about it's relation to the M25.. A fascinating game. It really does play like a board game- in that turns are a valuable resource, and the game is pressing for you to either win or lose in a specific timeframe. The fluff of the game is cool, as is the way it intersects with the mechanics- like the fact that Tranquility means that it's technically possible to use magic responsibly, but difficult. That said, if you try to play it like a 'builder' game, you'll get your hands handed to you- you have to keep making progress on the thing that actually makes you win.. I figured I would try this game out as it was cheap, and featured puppies, which... is always a decent subject for puzzles. I'm not sure if I like the piece outlines, but still it seems perfect for the young or beginners to puzzle solving.

And the pictures are cute, so.... This is the first time I've paid for a tech demo. And for the record, that's all it was. They call it MMO, but all that means is you'll see little blue fireballs floating around, in place of other players. It isn't even worth the \$0.65 I paid for it, really. If you want a new game to play, you'd be better off with literally anything else. This is just an semi-interactive

video.. This game is pretty solid. If you're into the dungeon crawler style of games then I'd definitely recommend it.

PROS

- +Good selection of party members, each feeling fairly unique
- +Game felt polished the whole way through with no glitches
- +No weird difficulty spikes for the sake of having an "insane" last boss.

CONS

- Character level ups have no customization, and minimal descriptions
EXAMPLE: When my warrior gained a level it just said POWER HIT. I hovered the mouse over it and no explanation is given. While fighting I would randomly see the words POWER HIT appear so you figure out what it does.
- The automapping is ok...you need to face a wall to make it appear. This leaves your map with a bunch of little gaps, and makes you feel like you need to strafe along the walls to make sure it all gets drawn and you're not lost later
- The secrets are BRUTALLY hard to see later in the game. Its mostly the stone block of a wall thats pushed out a bit.
- Game is very short. Took me 5.0 hours exactly to finish it. However I am really not sick of it at all. I would start a new game with a new party right away if I didn't have a massive backlog of everything else to play.

All in all this is quite a bit of fun to play. \$5 for it on sale is a good price.

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