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About This Content

What's better than the smell of fresh roast coffee in the morning? Why, the sight of a brand new shiny boat, of course! Yep, boat fishing is finally here and this exclusive pack of our first three kayaks is really something to be hyped about! Kayaks Adventure Pack is a full set of three awesome angling companions: the super slick and fast RedFox Speedy Kayak, the ultra comfortable and hasslefree SunFish Comfy Kayak and of course the super tough and durable BlueWhale Endura Kayak - each with its own unique characteristics!

But that's not all! Kayaks Adventure Pack also includes cool stuff like Credits, BaitCoins, and most importantly - 30 days of Premium Account, 30-day Pond Passes and Advanced Licenses to all the best boat fishing destinations, including Saint Croix, Emerald, Falcon and White Moose Lakes as well as San Joaquin Delta!

So set the limits aside with no more in-land boundaries to restrict your angling spirit - Kayaks Adventure Pack has everything you ever wanted from a boat fishing experience!

The Kayaks Adventure Pack includes:

- * 40 000 CREDITS - use your Credits to purchase new tackle, pay for fishing trips, repairs and any other in-game expenses. Spend your credits wisely!
- * 20 BAITCOINS - use to purchase certain fishing tackle, available only for BaitCoins. Spend your BaitCoins wisely!
- * 30 DAYS OF PREMIUM ACCOUNT Enjoy thirty days of Premium Status and advance your game progress by getting a 50% boost to Experience and Credits earned for every fish you catch! In addition, you get the opportunity to rent a kayak with a 50% discount! You also get the privilege of free registration in Competitions and the advantage of using free Forward Time function twice as often!
- * 10 Storage Slots

KAYAKS:

- * RedFox Speedy Kayak - Length: 10 ft 4 in (3.15 m), Width: 35 in (88.9 cm), Weight: 55 lb (25 kg), Max Speed: 6 mph (11 kmh), Passenger capacity: 1
- * SunFish Comfy Kayak - Length: 10 ft 4 in (3.15 m), Width: 35 in (88.9 cm), Weight: 62 lb (28 kg), Max Speed: 6 mph (10 kmh), Passenger capacity: 1
- * BlueWhale Endura Kayak - Length: 10 ft 4 in (3.15 m), Width: 35 in (88.9 cm), Weight: 77 lb (35 kg), Max Speed: 7 mph (12 kmh), Passenger capacity: 1

POND PASSES (30 days):

- * Emerald Lake (New York)
- * Falcon Lake (Oregon)
- * White Moose Lake (Alberta)
- * Saint-Croix Lake (Michigan)
- * San Joaquin Delta (California)

FISHING LICENSES (30 days):

- * Advanced New York License
- * Advanced Oregon License
- * Advanced Alberta License
- * Advanced Michigan License
- * Advanced California License

Title: Fishing Planet: Kayaks Adventure Pack
Genre: Free to Play, Massively Multiplayer, Simulation, Sports
Developer:
Fishing Planet LLC
Publisher:
Fishing Planet LLC
Release Date: 19 Oct, 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







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Beautiful but short show !. I have played a couple of text-based choose your own adventure style games in the last week or so, and unfortunately this game suffered by comparison. I ended up frustrated by how few chances there were to improve my stats in-game. You only get a couple of chances to decide which of the physical aspects of your game to work on, which was hugely disappointing to me, as I thought this would be a much larger aspect of the game. Additionally, other in-game stats are frustratingly static. For example, if you make a minor error and earn a slightly below average clubhouse reputation, you end up carrying it through the game despite what I felt were multiple opportunities to readjust. Even stranger, the stats are often completely irrelevant to the story and only become relevant in seemingly random situations. (Even with a 41% clubhouse reputation, the story described fun interactions with my teammates that would suggest my reputation was just fine, but suddenly the reputation would become a factor when deciding how to celebrate a teammate's home run.)

The most frustrating thing was that very few of my choices actually changed the plot of the game. I played through twice and ended up in the same situations despite making different character choices. Even when I decided to make a different choice and stay with the team instead of letting my character get traded, I encountered many of the same situations but with teammates' names changed! Or, I would encounter the same situation - i.e. important at-bat of a playoff game - and this time I would strike out the batter, but the next page would explain that we lost the game anyway and didn't make the playoffs.

I love baseball and I was very excited to play this, but ultimately it was frustrating and disappointing.. I dont usually review games but this one is incredible!. This is a fun game to play and try to get a good high score. Other than a few knit-picky parts that bug me (power-up mode can end near a trap, some obstacles obstruct view of the tile behind them), I had my fair share of fun with this one. I downloaded it, completed the achievements within an hour, and that's it for me.

As worth as a chocolate bar.. its very gucci. Unfortunately, I cannot recommend. Playing in VR, the game was too buggy to enjoy. Crashes, movement glitches, falling through floors, and horrible load times outweighed the interesting exploration and engaging, if familiar, story.. Thank you, Great DLC

It's fun at the start where you only have a few elements to combine and experiment, but as the game progresses it gets very tedious due to the over-abundance of elements and the recipes become nonsensical.

Water + Glass = Ice? Medicine + Beast = Rat? How does a normal human being figure this out by themselves without looking at a wiki or by brute-forcing every combination of elements?. Crysis 1 can easily stand the test of time.

It's graphics are still nice to look at. The landscape is amazing and you will find yourself lost for minutes just looking at the environment.

In it's core Crysis 1 is a sandbox shooter.

And yes there is a story but the game isn't about it.

Story summary:

USA good!

Aliens bad!

North Korea worse!

Where Crysis 1 can shine is in the sandbox like levels. Most the time you will start in an open landscape with a primary target and one or more secondary targets. And that's where the fun begins!

The level are so open and allow you to solve the same mission in almost infinite ways and this is because of two reasons:

1. Your suit. The nano suit you are using has a lot of different powers. It allows you to jump extremely high, run faster then most vehicles, armor up or even cloak (which is overpowered as hell!). By combining those skills you can use completely different strategies on each map.

One time you will use cloak and play the level as a stealth game. You kill out of the shadows and kill dozens of enemies without ever being seen.

The next time you armor up and use close range fire arms to go in all guns blazing.

Or you get a long range sniper rifle kill a few enemies from a high point (by using your jumping skill for the nano suit) use the run ability to get away to the next sniper point and start sniping the next few enemies.

Or you let them spot you but prepare with a few mines or some C4.

Or...

You get it right? ;-)

2. The maps are designed perfectly for those different approaches. There is no linear level design which funnels you into one way with a lot of scripted action. It is all up to you to get the action you want in an open level design.

I wish there would be more shooters like Crysis 1 today.

It is one of my top 5 shooters of all time!. its a good game and keep it up creator. you just need to fix zombie mode and medic class because it doesnt let me click them. an idea is if you can add skins :). There are lots of great parts about this game. The graphics are entrancing and look great, and there are a heck of a lot of gamemodes.

However, I still can't like this game. Some of the notes are placed so they're seemingly impossible to get (or at least ridiculously hard) in a couple of the early levels. In addition, a lot of the levels have irritating or boring gameplay, notably Sound Ward, where there are a couple segments which are the same thing for a really long time. I stopped at Milky Ways; the gameplay mode introduced there is really irritating: you often die before you actually touch the walls.

Additionally, there aren't ANY customization features AT ALL. No level editor, no changing the player or whatever you want to call it, no nothing. It's just the nine levels that are currently in the game, and nothing more.

I bought this for half price in the summer sale and it wasn't even worth that.

I'm not going to recommend this unless Incodra fixes the problems with it and adds a lot more interest.. Another good game for folks who like strategies.

Customization of the character and lots of different features.

The game indeed has some bugs, but all-in-all the game experience for me is great.

It's not perfect, there are flaws and annoying details, but that does not change the fact that this is one of the most detailed and innovative strategies games ever.

Great game but could do with some bugs fixing!

All in all Iu00b4d recommend the game.

. Got eaten by a witch. 10/10 would get lost in woods again. This game looks very promising.

It feels great to play.

There are some really cool ideas happening here.

It's basically a twin stick shooter roguelike type game, but with an item\ inventory system that allows you to tailor the combat to your liking (most of the time anyway, depending on the RNG factor)

Pretty much all the items you find could be used in combination with another to make some really interesting, and often surprising, results.

The game has only been out for a few weeks, and already it has greatly improved from the original build.

I look forward to seeing what the developer does with this game.. I want to be able to play this game! Nobody is ever on though!

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