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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

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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

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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

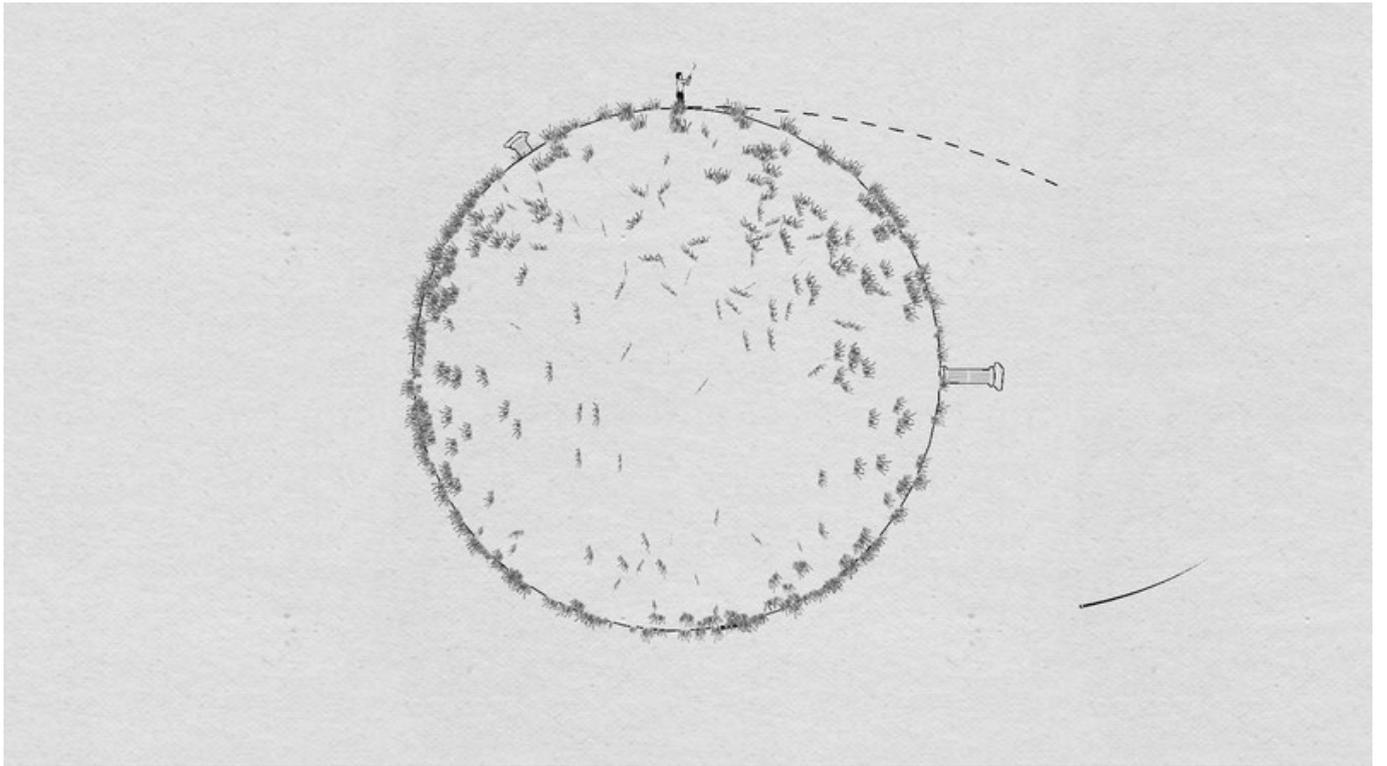
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# ΔBLE BLACK

S L E E P W A L K E R







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Hell no. Game is janky as all hell. Four out of five times I launched it, my character was impaled on some thorny branch the second I loaded a planet. This kind of bums me out to have to refund and give a thumbs down, but here we are :( Damn, I was so excited for this one.. I was so excited for this game as I LOVED Part 1 which was a masterpiece; amazing tense atmosphere throughout the game, great graphics and cutscenes, incredibly intriguing storyline which was easy to follow and left me begging for the next part and a conclusion to the mystery. However, I was so so SO disappointed. I can not believe the developers had five years to work on this and this is what they came up with. I really wanted to love this game, I tried so hard to love it but I just couldn't. This game is a mess of epic proportions; let's start with the storyline, or rather the lack thereof.

The game starts off good, but as soon as Act 2 begins it all goes downhill very quickly. You find notes with information that makes no sense and you think that maybe it will start making sense as you progress in the game; nope. It makes absolutely no sense whatsoever; way too many characters are introduced without any proper backstory to them so you have no idea who or what they are and what role they play(ed), the information is given to you in small pieces at a time and does not follow a logical sequence, meaning that you can discover a note and THEN discover another note a couple hours later which gave backstory to the first note. It is extremely confusing and frustrating and leaves you wondering whether you are stupid or something as you don't understand what is going on. I had to go back several times and proof-read the diary to check if I missed something, but I hadn't. It was just the story that had massive plot holes and I was never given the "aha"-moment as to what was happening and what the story was about.

On to the graphics and atmosphere; I can't lie, some of the artwork is beautiful, but the rest of the graphics is rough on the eyes and gives me the impression of a rushed patchwork. The atmosphere from Part 1 is completely gone; you are just trodding along, trying to piece together a puzzle that lacks so many important parts. The "scary" asylum is a joke; there are some hospital beds trown over, a couple blood stains here and there and papers strewn about the place. The jump scares are cheap and predictable, none of the tense feeling that someone is watching you that was so prevalent in Part 1 is there. There is no smooth transitioning from one room to the next, the music is raggedy and you often have to click several times on an object to choose it. What little atmosphere the game acquired in Act 1 is completely and utterly destroyed by the sheer amount of grammar mistakes. There were so many times I couldn't understand what a note was trying to say, which also had a massive negative effect on the story as the information contained within didn't make any sense. It was painfully obvious it was a rushed job and after waiting for five years, I was not happy.

In conclusion, **DO NOT BUY THIS GAME**. It is absolutely not worth the price or the effort, you will just end up frustrated and angry because what once was a great game has turned into something completely different. There is no conclusion and you are left more confused after playing the game than you were before starting it. Rather than answer all the questions you may have, the game only serves to add even more confusing elements that didn't even need to be there. I'm not even sure if I care to find out what happens in Part 3 and I honestly can't see how anyone can recommend this game after playing Part 1. I played on Casual and I struggled to finish the game as I was so frustrated and sick of the mess this "game" is.. OH MY GOD YES. Buy high, sell low.. I can't say I puzzles are perfectly designed - quite often there several equally rational solutions, and you just need to guess, which one authors went with. Which would probably be ok - after all , it is still a puzzle to solve, just with an element of ambiguity.

But what definitely made me give it a thumbs down is that developers forgot to include "saving" logic. Am I supposed to go through all 150 of them in one sitting? Really? Cause this is exactly how people play casual games - several hours on end. NOT!

I apologize in advance if it is only my computer acting weird, but I so similar complaints on forum with no replies, so I assume it is meant to be like this.. this feel unfinished and i dont know what im doing

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i gave up when the game crashed on a loading screen. This game has potential, especially if some sort of speed run is implimented, or enemies or something that just mixes up the gameplay. By the way, it's super easy to get a high score, simply go on builder, place one block and start.

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It was way too short. I couldn't believe it was already over. No strong conclusion either. No aftermath. Just this abrupt ending - straight to the credits.

You might wonder what happened to all characters due to your choices, what happened to the system - but you'll never know. Did you do good? Bad? Average? Who knows. Definitely not you :). Super relaxing and easy to setup and play. Even my three year old enjoys it!. I like this game. No matter how bad it is.

+ fun gameplay

+ few pers, some very interesting

+ can play in team

+ fun kills in pvp : )

- disbalance on pvp (but if you play well, it not so important)

- bad comunity in public chat (but com'on, Dota 2 also has)

- sometimes bots in pvp is so stupid (but how else)

- now pvp is dead. It's so, so bad. Unfortunetly ; (. The best Just Cause in my opinion. I hope there will be more DLC.. 1 on Google+

A review no one will see.. Another beautiful VN wrote by Ebi-Hime. This one, also quite short (~1.2 hours)

It deals with some heavy themes, and it's worth the price.

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