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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







Bought this full-price but it's all cool though. I would love to support IFI ;). While I only played for a little while, this game didn't really seem to be for me. The idea seemed good, but I was kind of disappointed in the execution. It seemed to drag on without really any point, or sense of direction.. Good looking game with enjoyable puzzles and atmosphere.. Great idea behind the game!

Its fun and challenging.

Also the developer is good at fixing bugs as they are being mentioned.

Worth the money! :)

. Interesting game. This is very beautiful, especially if you bleed a little, you can make colorful rocket attacks on the bases. There is a random generation of missions that have missions with hunters who have their weapons set at random, sometimes they have to sweat to cover them! But it is even more fun! The game is very interesting!. I really wanted to like this game but as it went along it became more and more boring...It had great potential to be awesome but the characters had no personality and I found that I was skipping past the lines of dialogue without reading much of it nor caring about it, so little depth. Also the artwork though pretty makes your romantic interests "men" way too skinny for my taste. These were supposed to be men, strong powerful knights, hardy wilderness survival man, and yet they looked like 12 year old boys in stature and constitution, hardly appealing or romantic. Also I wanted to like my characters but when your protagonist has barely any back-story and is immediatly not very nice or amiable including most of the other characters except for the female npc it really puts you off. Also I found absolutely no direction in the story and barely any choices on what I wanted to do also depleted my desire to play this game any further. I would highly recommend the creator of this game to polish it off and address these flaws and maybe it would be worth nearly 20.00 at this point I would not pay no more than 5.00 for it.

It's okay. I like this game in theory. You don't see many maze games like this. And it works well with simple arrow key controls. Pressing two arrows at once though to try to roll around corners doesn't work well though. It just sort of spasms very slowly or goes the wrong direction.

I made it to the 2nd level of hard before I decided to move on. The first level of hard isn't any more difficult than anything in easy. Instead of there being more branching to wrong ways, the game pretends to increase difficulty by increasing the number of small moves you need to make. Instead of a straight line across half the screen, you navigate the same type of path but with up, left, down, right, up, left, down, right, up, left.... The amount of increased moves and longer, tighter paths make the maze take marginally longer, which creates a false sense of increased complexity.. I have PTSD now. As much as I am fond of the game overall, I will have to give this particular DLC a negative review.

Even though the gameplay in itself probably lives up to the name "Total War" better than any of the other games or DLCs in the entire series, the way things have been implemented and simplified doesn't quite look professional. Overall, it feels more like an ambitious mod project, rather than an official DLC.

If something, *Caesar in Gaul should be free to play rather than something to pay for. Because again, it's not necessarily boring or bad gameplay, just badly polished.. The game at this point plays like an early beta release...*

Throughout the campaign mode the already weak dialogue is riddled with basic spelling errors, the game crashes occasionally, and when you try to create an account to play the online multiplier you are actually linked to a barren site that simply says "Coming soon". (See for yourself at their link - mecho.net) It is disengenious and borderline criminal to release the game in this state and to charge 9.99\$ or the \$4.99 I myself purchased it for.

[I would urge anyone considering buying the game to wait until these egregious issues have been resolved.](#)

[Edit: Just wanted to share perhaps the best dialogue of the game so far, this is a direct quote: "And well... you what he can do... snooort" \(Screenshot of this genius line in my profile\). \(UPDATE - June17, 2018\)](#)

[The controller works great now, the buttons and sticks are remapped in a way that works. The enemies are now a lot slower which helps but if you allow them to they will still move inside your character. It's an okay fix for the previous problem but it really sort of just hides it rather than fix it. It's better than before although it could use further improvement. The game is still a bit clunky and there is still some trial and error type of areas that quickly become frustrating due to there being no checkpoints. The platforming can be hard to judge when jumping and very punishing as missing a jump can often be an instant death. Great job on the update. I love how a bit of information on what you are supposed to do was added, that's great. The game is slightly better overall now but it still isn't where I'd need it to be to give it a positive recommend. It definitely feels better though, that's for sure.](#)

[\(End Of Update\)](#)

[I bought this because I liked the art style and the fact that it had something to do with burgers. Unfortunately, it isn't quite up par in many ways. I wish the controls were better but they are pretty bad. There were a lot of mistakes made with this game. I think these developers are fairly new but it seems like they tried.](#)

[The story is pretty cool, at least what's written here on the Steam description. There is a bit of a cutscene before the game starts to give a tiny bit of the story but i wish it had the whole story, also that it was skipable because it doesn't seem to be.](#)

[The controls are probably the worst feature of this game. On the xbox 360 type controller for PC, the right analog stick is move and X is attack with A for jumping. This means you have to use both hands on the right side of the controller in a very awkward way. The keyboard is much better but still not very good with E being attack but when using wasd, pressing E is awkward. Unfortunately there is also no possible way to remap your keys or buttons so you are forced to play with these brutal controls.](#)

[The hit detection is pretty weak. Your hits register most of the time but enemies will move inside of you causing constant damage over time and it feels very wrong. Because of this the game is extremely hard in a way that it shouldn't be.](#)

[There is no tutorial or instructions on how to play at all. You can pick up bullets bu there is no mention of a gun and none of the buttons on the keyboard or controller fire these bullets. I have no idea what they are for.](#)

[First Impressions \ Gameplay Video](#)
<https://youtu.be/-WqiDIaUkM>
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[I like the art style and the story. I hope the devs can update this to make it better. I wasn't able to make it past the first level or even get to the boss. The controls really are that terrible and I can't recommend this in it's current state unfortunately.. this game is sh#% i played for a few minutes and quickly realized it was worth nothing. It's difficult to be sniffy about Dyscourse. It's frank in its intentions, makes few pretensions above its station and manages to be sweet, but not saccharine.](#)

[The premise is of a garden variety \u2013 an amalgam of Lost and Lord of the Flies, played by the cast of an American sitcom reading a script heavily workshopped by indie game developers. It's not as funny as it might be, but it manages to eke enough out of its cookie-cutter characters to raise its replay value.](#)

[This is essential, since a single, successful playthrough of the story is likely to take well under an hour. Giving more attention to individual charcaters who may otherwise die or retain their carefully teased secrets \u2013 your time is sensibly rationed from day to day \u2013 is one incentive to hit the restart button at the end of an adventure. Another is to explore alternative options for your survival or escape from the island, and this ends up being the more rewarding. Characters respond differently to different situations, and the game was still managing to surprise me with new and often progressively uglier scenarios as I peered further into the depths of the island.](#)

[Admittedly these depths are fairly shallow. Do not expect ground-shaking revelations or profound plot, but rather the gradual disclosure of additional, neat set pieces, with pleasingly varied outcomes depending on the characters that remain in your party. Whether or not this is likely to hold your attention as you wade through the early scenes of the adventure each time will differ from player to player. However, the addition of a 'day rewind' feature after you've played through the story once, allowing you to reset to any given day on your current adventure, will please those wanting to test out different permutations of the plot mechanics and achievement hoovers alike.](#)

[Ultimately, if you enjoy choice-based adventures you're unlikely to be disappointed with Dyscourse. If it's not on sale the price is perhaps on the high side \u2013 having clocked four hours of gameplay I doubt I'll go back for more. But the simple and lovingly created art style is really worthy of commendation, however one-dimensional the characters often are.](#)

[An addendum \u2013 while it is largely confined to the scripting of one character and some painfully dull extra content \(really, do not play this\), Dyscourse suffers from a syndrome that manifests when game developers talk so much about game development that they convince themselves it would be interesting to add myopic industry chatter into their game. I hope I can speak for all lovers of story-based games when I say that we'd much rather they spent their time on intelligent writing and refrained from indulging in self-satisfaction of this order.. This is a really fun game! It is a unique twist to Pong. For the \\$2 that the game is, that is a really great price! I got the game while it was still in early access and had a lot of fun playing it. I would recommend this game. :\). Innovative at first, slowly becomes a drag and torment trying to solve the next puzzle.](#)

[Gave me migrant.](#)

[Playable.](#)

[Buy only if with discount or coupon.](#)

[. Meat of this DLC are 2 odd looking vehicles: Chaos 126p and Auroch. Other than looking weird, to my suprise, they were outfitted with uniqe driving model, which makes them a bit harder to use than standard vehicles, but also superior to them if used correctly. I don't mind, I like when vehicles/weapons have their own quirks, you need to be aware of when using them, makes things far more interesting.](#)

[Chaos 126p feels very light, almost too light. It has amazing acceleration, but loses plenty of speed when driving through crowd of zombies. Massive wheels give it tightest turn radius in game, but can prove liability, since you can't just slide off obstacles using bumper.](#)

[Auroch has god-like ramming power, as expected from vehicle this heavy, but you don't want to stop in this thing. Not only acceleration is poor, but shifting from reverse to foward feels like it's taking forever. If you hit hard obstacle when there are](#)

[zeds nearby, it may cost you a lot of damage, before you drive away.](#)

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