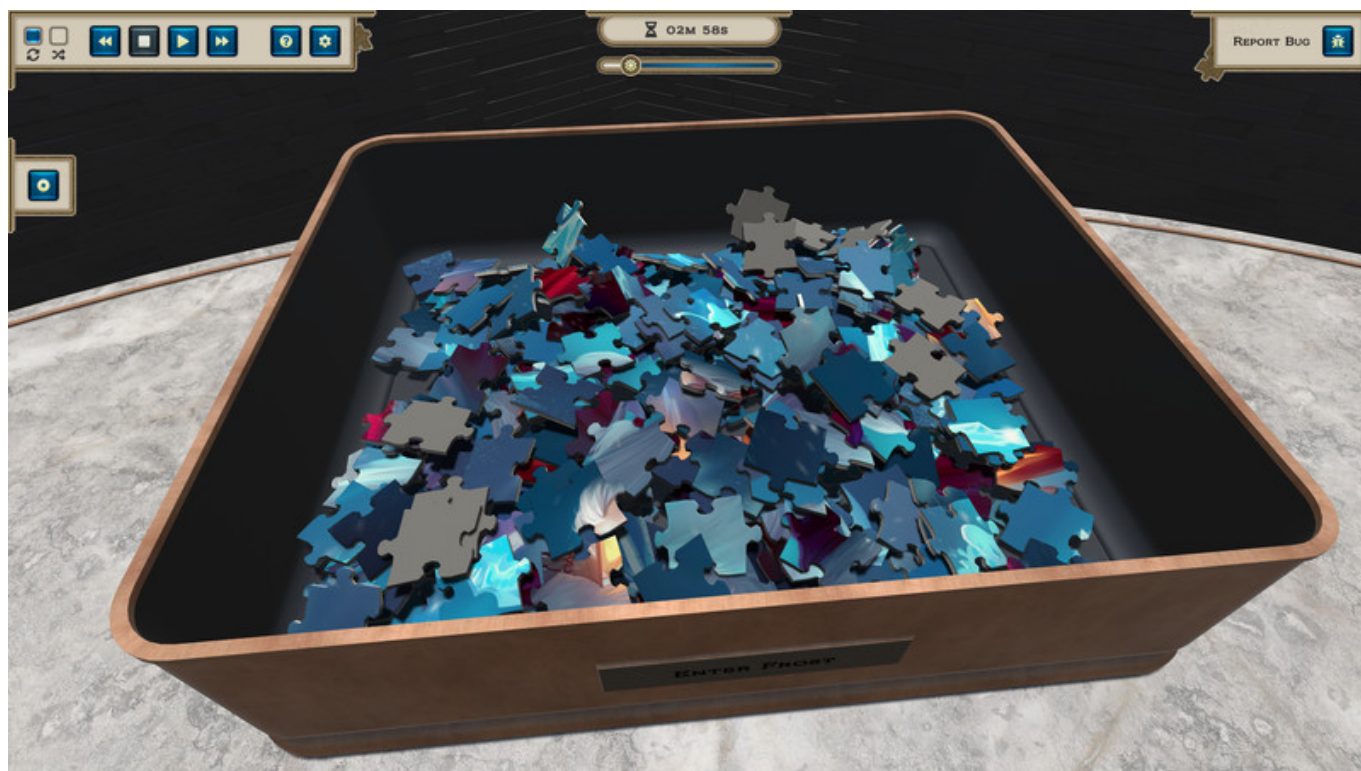

Fishing Planet: Spooky Fishing Pack Download For Pc [portable Edition]



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About This Content

Halloween's finally here with some mindblowing fun and cool new fishing adventures coming your way! The question is: are you prepared for this year's monster fishing challenges? Well, think no further and worry not! Spooky Fishing Pack will have you armed with the coolest and scariest weapons, ready to head on a wild night hunt facing mysterious Ghost Pikes, ferocious Mutant Gars and those creepy Skeleton Bluegills to obtain awesome new achievements with complete self-confidence!

Spooky Fishing Pack includes limited edition fishing goodies like the ghostly SpookySpin™ spinning rod, the creepy Purple Bat™ Telescopic Rod, the bony SkeleHand™ Match Rod and a full set of all three scarily powerful Ghost Reel™ fishing reels - all boasting delightfully scary design and unmatched monster fighting potential. To top it off, you also get some night fishing Glow Bobbers, super strong fluoro lines, and other cool stuff like our exclusive Halloween Coffin Case, the Iron Maiden Fish Stringer and awesome creepy Halloween baits including Candy!

With the Spooky Fishing Pack you get a complete tackle set of all the spicy ingredients for a mindblowing Halloween experience full of fun and creepy excitement!

This super awesome Pack includes:

- * 666 CREDITS - use your Credits to purchase new tackle, pay for fishing trips, repairs and any other in-game expenses. Spend your credits wisely!
- * 13 BAITCOINS use to purchase certain fishing tackle, available only for BaitCoins. Spend your BaitCoins wisely!
- * 7 DAYS OF PREMIUM 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!
- * 40 Storage Slots

* 3 Tackle Setup Slots

RODS 'N REELS

Rods:

- * Purple Bat™ 23' (700) - Length: 23' (7 m); Line Weight: 3–13 Lb. (1.5-6.0 kg); Action: Mod Fast; Pieces: 7; Guides: 10
- * SpookySpin™ 8' 6" (260) - Length: 8' 6" (2.6 m) Lure Weight: 5/7– 1 3/4 Oz. (20-50 g); Power: Heavy; Line Weight: 6.6–19.8 Lb. (3-9 kg); Action: Mod Fast; Pieces: 2; Guides: 10
- * SkeleHand™ 11' 5" (350) - Length: 11' 5" (3.5 m); Line Weight: 6.5–17.5 Lb. (3-8 kg); Action: Mod Fast; Pieces: 3; Guides: 14

Reels:

- * Ghost Reel™ 3000 - Ratio: 4.6:1; Recovery: 27.5" (70 cm); Capacity: mono 12/100 (0.3/100), braid 20/135 (0.23/135); Max Drag: 11 Lb. (6 kg)
- * Ghost Reel™ 4000 - Ratio: 4.6:1; Recovery: 29.5" (75 cm); Capacity: mono 0.16/100 (0.4/100), braid .009/170(0.23/170); Max Drag: 19.8 Lb. (9 kg)
- * Ghost Reel™ 5000 - Ratio: 4.6:1; Recovery: 29.5" (80 cm); Capacity: mono 32/100 (0.5/100), braid 30/170 (0.28/170); Max Drag: 25.3 Lb. (11.5 kg)

TERMINAL TACKLE

* Lines:

- Fluoro .012" (0.3 mm) - Length: 1000 yd (1000 m); Test: 12 Lb. (5.5 kg)
- Fluoro .018" (0.45 mm) - Length: 1000 yd (1000 m); Test: 25 Lb. (11.3 kg)
- Braid .009" (0.23 mm) - Length: 1000 yd (1000 m); Test: 20 Lb. (9.1 kg)

* Bobbers: Glowing Pear-Shaped Float (X2), Glow Bobber (X2)

- * Hooks: Hook #1, Hook #1/0, Hook #2/0, Hook #3/0, Hook #4/0, Hook #6/0, Hook #7/0, Hook #8/0, Hook #10/0

* Spoons: Spider Spoon 1 1/2 Oz. (42 g), #5/0

* Crankbaits: Slimy Crank 12 ft. (3.5 m), #6/0

- * Baits: Dead Mice, Pig's Eye, Rotten Minnows, Large Minnows, Large Cutbait, Crawfish, Candy

* Jig Heads: JigHead (6/7 Oz) 25 g, #4/0; JigHead (1 1/16 Oz) 30 g, #6/0

* Shads: Bony Shad 4" (10 cm)

EQUIPMENT

- * Iron Maiden Fish Stringer - Max Single Fish Weight: 99 Lb. (45 kg); Total Fish Weight: 286 Lb. (130 kg); Fish-Friendly: no
- * Coffin Case Rod Case - Rods: 2; Reels: 2

POND PASSES (7 days):

- * Neherrin River
- * Everglades
- * Quanchkin Lake

FISHING LICENSES (7 days):

- * Advanced North Carolina License
- * Advanced Florida License
- * Advanced Louisiana License

Title: Fishing Planet: Spooky Fishing Pack
Genre: Free to Play, Massively Multiplayer, Simulation, Sports
Developer:
Fishing Planet LLC
Release Date: 27 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

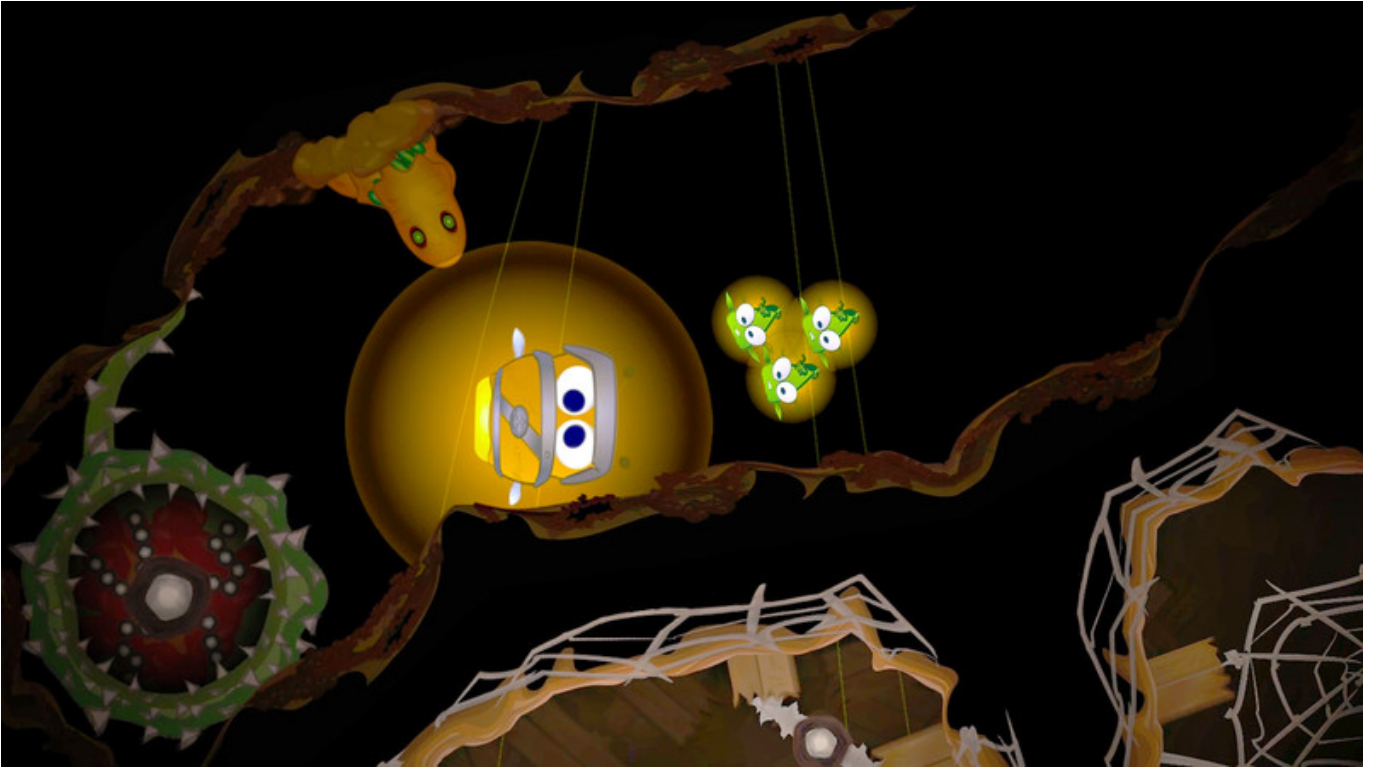
DirectX: Version 11

Network: Broadband Internet connection

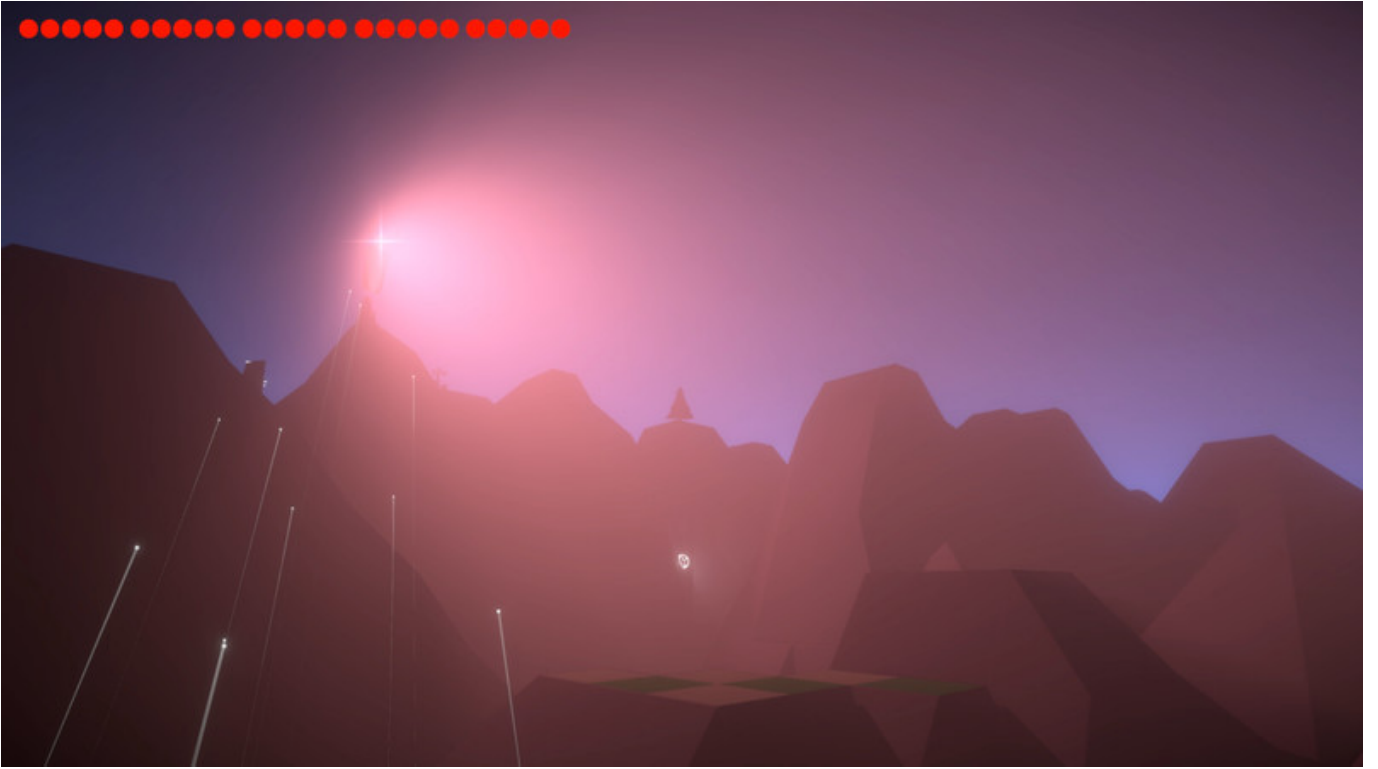
Storage: 12 GB available space

Additional Notes: External mouse or compatible Xbox controller required

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







fishing planet spooky fishing pack

A simple top down zombie shooter which I had loads of fun with. I love how powerful the weapons feel in this game and how many freaking zombies there can be at once. It's short (less than 3 hours) but it was cheap and came in a pack; plus it has some survival modes to do.

In the sequel they did improve the graphics and the amount of content but I prefer the feel of the weapons in this one. You feel so much more powerful but not overpowered because there are loads of zombies. I haven't played that much through the sequel but the weapons you get later on might be better and the campaign is defiantly longer.

Short but fun.. The story is ok. The gameplay is fun if you like the hidden object genre. Not the best in the genre, but not the worst either.. Really brings back that Bomberman feel, and it does it pretty well. It's a fun game, will get a little repetitive after a while, but that was to be expected. Not a lot of content. The Maps are all pretty much the same, and there aren't very many either. It's a fun game to play every now and then for a break from your other games.. Somehow this game manages to be worse than the movie upon which it is based. The gameplay is bland, half of the levels are slow autoscrollers for no reason, there's no way to rebind the controls for keyboard and there's no way to turn down the awful sound effects. The UFO makes the worst sound I've ever heard. To its credit, the music is ok and the art in the cutscenes is pretty good, but that doesn't help the fun factor. I've been following this game since before it was Greenlit, but I just can't recommend it as is.. New DLC is always good news! Lot's of fun, still some bugs to fix.. Wana be Silent Hill that falls short in every single way possible. Story is ... well i dont know im sure there is a story but i just could not get into it. Controls are awkward and stiff. Fighting off zombies consists of running around bumping into walls and then shooting, well that is if you can find the gun and figure how what the hell you are supposed to do. Just another trash cheap game that should be put to sleep.

Just saw there is a gold edition, seriously? ♥♥♥♥ right off with that b.u.l.l.s.h.i.t.

Early access for Atom Universe, at this time not a good game, if you could call it a game. Extremely buggy. Crashing from public hub. Choppy sound, laggy. Need loading screens with loading meters instead of Black screens. Didn't not look like there was anything for Free players to do except hang out in public hubs. Needs a private space for free players. Needs to be some activities for Free players also. The sound was choppy and lagging in the menu area. The avatars choices were rather limited.

Atom Universe is a Free-to-Play social Virtual World: a theme park featuring fun people and fun things: plenty of games, rides and amusements, as well as advanced social interactions.

I play Secondlife, so i would rather play Secondlife than this game, from what i have seen so far.

Secondlife is all that and more. It is Free to Play, they make money on buying land, currency, and subscriptions.. Another mobile/facebook game.

. Dude, you're paying \u2665\u2665\u2665\u2665ing money for a digital gun. I don't care if its just 99 cents its still stupid to have to pay money for a gun that could have just came with the game. Its \u2665\u2665\u2665\u2665ing stupid.. Love this DLC! adds so much more fun to the game. You walk around and get blue balls, and it's not even cold.. used to play this as a kid...brings back memories. It's a cheap Tower Defense title and I am having some fun (even more so when I realised I could move the screen by pressing and holding the left mouse button).

Not the deepest of titles, and I have struck a problem (not a gamebreaker) where one of the lanes could not be fully viewed, but more than enough to keep you occupied.

Unlike Xator99, I have more to worry about than the spelling ability of every Asian (?) developer (my Chinese spelling ability is non existent) and their tendency for picking "unusual" Western names. Suspect Xator99 might have been getting over a bad Chinese meal!

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