
Fishing Planet: Winter Pike Pack Download Epic Games



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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

\$15,618 18:50 December 16

★ [Notification] [Calendar]

CALLS

- Assault (5-30) 0:04
Sycamore Street
- Jerry Winden: Nastrond 0:18
Correctional Facility
Nastrond Correctional Facility
- Assault (5-30) 0:03
Smelly Goose Bar
- CODE 1: Destruction of Prop...
Beltway
- Odellia Rizzo: Old Church
Old Church

MESSAGES

Hodges	Age	Stockma	Aaronov	Aliev	Maguire	Medina	Fletcher	Woolba	Marsha	Horsemo	Rockma	Lana	Frazier	French	Duvall
★127	★122	★580	★970	★920	★775	★675	★580	★565	★480	★450	★440	★300	★290	★185	

Hints



Suggest



You suggest it was Miss Scarlett with the Dagger in the Conservatory.



Suspects

Col. Mustard		
Miss Scarlett		
Mrs. Peacock		
Dr. Orchid	✓	✗
Prof. Plum		
Rev. Green	✗	✗

Weapons

Candlestick		
Dagger		
Lead Pipe		
Revolver	✗	✓
Rope		
Wrench	?	✗

Rooms

Ballroom		
Billiard Room		
Conservatory	✓	✗
Dining Room		
Hall	✗	✓
Kitchen		
Library		
Lounge		
Study		



Mrs. Folkkes





"I know that creature! All it does is complain." She invents a slogan, "No Whiners"

PRIZE!

Dells Market

A cornucopia of fresh bread, vegetables, and canned goods await

Start the game with a bid. Each bid must be higher than the last. Make a false bid if you think you won't get called on it. You may flip tokens before bidding.

Opponent's Bid:	BIDS	Her Bid:
Opponent's Hand		Her Hand
?	5 of a Kind	
?	4 of a Kind	
?	Full House	
?	One of Each	
?	3 of a Kind	
?	All One Color	
?	2 Pair	
?	Pair	
	Doodly-Squat!	
CALL	BID	FLIP




Ruby



Flips

Remaining

Blank tokens do not count towards bids.

For hints, tips, and details -> 

fishing planet winter pike pack

great little series, i wish they continued it, or netflix picked it up or something. TRENCHS TRENCHES EVERYWHERE. i made half the world communist

10V10 would rush b again. I've played an alpha-version and it was fun, but the released version is much better. Managing items become easier, balance is better, even iridium isn't useless now. And there is an impossible mode for seasoned players!

The most funny part in the game is the player's base. The feel of comfort when huge alien slimes are eating the walls radiating poisonous shine through them, but you know that your walls are strong enough to sustain a "night". Careful planning the base to minimize usage of titan, then replanning it after seeing where most monsters hit, then replanning it again after seeing that stupid rover doesn't fit the room. Morning runs after anabiosis to boom all fauna crawling around and fill the holes of external perimeter.

Second nice part - outside world. It isn't just hostile - it's alien. You can't just kill everything at sight (even though there will be a lot of explosions) - you have to learn the rules of this world to survive. And there are huge molds. They are highly radioactive and after so much deaths it is horrible just see them on the screen, but for a rare materials you have to come pretty close to them.

The last thing I want to point out - progression. The game shows you basic mechanics and recipes, and you think that it's not very complex but funny little game, but then second stage comes, with more resources, recipes and mechanics. When you visited a huge molds at corners you think that now you know all - there appears a rover that adds another side to the world. And that isn't the end - i've just got to the third stage so can't say much about it, but looks like rules are changed again in unexpected way.. this game is good but never got past unexpected call some meesage me and tell me what to do.

. This game is one of the few that make you think. Classic Sierra Adventure Games;

So, that intro from the beginning makes me *sigh* from the inside. These games (for me) are memories of growing up and sitting on my father's knee and learning about computers...(the next step involved constructing my own PC from scratch, but that's a different story for a different time)

Sierra INVENTED the adventure genre as far as I'm concerned, and "Gold Rush" is not only an excellent example of a classic adventure game, it is also the benchmark for self-involved concepts as well as being true to life history.

What I personally love about this game is remembering my youth (I was 8 when it came out) but what makes it spectacular for its development at the time is that not only is it an emotionally involved storyline (regarding the family story) it also sticks to factual history. In addition it reminds me of the current housing crisis, in that if you don't sell your house before a certain set time in the game (always save, save, SAVE with these classics!) you lose a large amount of monies and can not proceed in the game as desired!!!

LOL These games always frustrated me when I was younger due to the fact that you almost EVERY TIME (with Sierra...<3 Sierra <3) had to RESTART a game from scratch if you missed ONE...MINISCULE...ITEM!!

But seriously, that's more realistic than ANY game I've seen or played up until now. When else (In Real Life IRL) have you been able to rewind and make sure you did something in a specific way to ensure that things turned out the way you wanted? In addition, when we played these games, if we were stuck, we couldn't just hop onto Google and figure out the answer, we had to call a hotline and pay REAL CASH to get a hint book that didn't always guarantee a correct answer, but still left us guessing...damn, love you Google, but seriously, you made life too easy!

Steps off of soap box

If you have a LITERAL dollar to spend, give Sierra adventuring a try. King's Quest (which I KNOW you've heard of) Space Quest (in my opinion better than King's Quest) Quest For Glory (Best. Game. Series. EVER. end of story) Leisure Suit Larry (good for all of persons out there as dirty in the mind as I am) and so many, many more!

Gold Rush remains a classic to me, please enjoy it with me.. This is a solid early access small scale hardcore WW2 shooter. It gets mini updates regularly that improve the game. As time goes on I def see this becoming one of the big boys. It just needs a bigger player base.. My first aircraft for dcs and i love learning new things about its so rewarding.. Am I proud that I've logged so much time in this game? no, no I'm not. But you and I both know why we're on this page.

My biggest complaint is the eyes. They kinda freak me out in some of the cells.

Also, jsyk, game can be patched by adding an empty file with the right name to the local directory. It's in the community guides.

I initially rated this terribly, then I flipped, and now I've flopped. It's full of potential, but none of it is tapped.

After I took a sound from 1,001 Sony Sound Effects and rendered it as an ogg in the programs custom sound folder with SpectraLayers, I found the ASMR program loaded the file once I ran the program again. However, my college teacher used Vegas Pro for his audio editing for his radio show for years, and those same 1,001 Sony Sound Effects load into Vegas Pro without conversion, so... my flip just flopped. This software... is full of potential, but without proper and convenient export and import options, it just isn't as good as a cheap sound effects pack from Sony and a multitrack audio editor of choice, which may simply be the free Audacity.. I hate when a game is economically cheating as the developers to lazy to program proper AI to CPU opponents.

It's impossible, that a mid-sized empire which has was against 3 other nations, sending 8 troops to my army at every turn, where I can only send reinforcement of 1 at best.

It bothers me more than the game crashes.

Otherwise, the rest of the game would be so good, like a good grand strategy from the 90s. Shame.. At first, I didn't like this game. Then I plugged in a controller and everything changed. This is a game about killing things, and you have plenty of options for doing so. You could just spam your devil arm, but where would be the fun in that? And it won't give you the dank style bonuses so you can buy more moves. It's fairly accessible to newcomers but fulfilling to veterans, and doing a sick combo feels amazing. The only real gripe I have is the camera. Even with the right stick, it moves really slowly and you can't control it at all in certain areas, but it's only an issue occasionally. If you like stylish hack and slashes with ridiculous cutscenes and good graphics, then try this. It's also incredibly well optimized. Now if you'll excuse me, I want to finish this game because it's fun instead of because it's in my unfinished games list.. I thought the foil badge would be something really cool but it's (s)not.. Very Fickle Recording software.

Considering all the options I tried that were available. This one was the best. There's obviously plenty out there that are better. But your choices in recording software range in price. You either pay out enough money that what you have is a statement. Or you settle for the free option that limits you. PlayClaw 5 is the middle ground.

This program does it job and it does it well. When it wants to. It's really a matter of what you're trying to record. What's great about this is that you don't have to do much in convoluted setups to get a recording going. And I like that. The GUI is rather simple and doesn't require you to ask people online for hours on end for an answer to a problem. Startup PlayClaw 5, Boot up your game, and it's ready to record. Just press a simple Hotkey to start recording and go.

It isn't a space hog either. A lot of people will bring up that it sucks that you have to have Steam open, along with this and your game open all at once. But at least this program isn't a total space hog. I can have things open in the background like Google Chrome, Skype, Discord, whatever, and not have issues. Does suck when PlayClaw 5 picks up the beeps from messenger programs though.

Issues

That's for games that PlayClaw 5 agrees with however. It agrees with most games...(Keyword: most). Other games is where PlayClaw 5 starts to act like a diva. Depending on the game, the program will either crash, record nothing at all, stop itself from recording, or continue recording despite that you hit the hotkey to stop it. Other times I record a different screen, I'll see one of my overlays appear in the recording as a messed up pixel (Usually the FPS counter). Worst case is when I get slideshow recordings, That's where it'll record maybe a few frames then freeze, then maybe, MAYBE move to another frame. It really doesn't like dealing with certain games or programs.

Give a few examples.

Bluestacks Emulator - You'll record nothing but a screen that says Bluestacks.

Alphadia Genesis - I have the FPS counter mess up. Then got where the video froze and gave me slideshow gameplay.

Dragon: A Game about a Dragon - Random Black Screens

League of Legends - Play Claw recorded the startup screen. But not the gameplay

Those are just a few examples. Some can be worked around. You can change the recording setting to not hunt for the window

that has the game but just record the Desktop or Everything. Others I can't work around it and have to pray that a rerecording will fix the problem. Or just find a different recording software altogether. Not fun.

Another issue that pops up and that's if you're recording a high end game for a very long time. You get no warning about your Hard Drive being full. Once it reaches it's peak that's it. PlayClaw5 will forcibly stop then. But you won't get any warnings except from maybe your PC itself that you're out of hard drive space.

Customer Service

Customer Service is nice but not always helpful. They at least respond to your problems. I blame the program itself however. Cause when I ask for help from them they always tell me to send the crash dump file. A lot of problems however aren't recorded by the crash dump file. So it leaves me in an SOL situation. Thankfully I haven't had any future problems in the recent few months but it's still a haunting memory that this could happen again.

Steaming

I only tried this out maybe once or twice. I don't really like it. I mean it's better than some alternatives out there that make you pay for a monthly service or just leave you hanging out to dry to solve problems. But PlayClaw 5 for streaming is meh. When I first tried it. It was trying to stream content to my viewers at 10,000kbs and I didn't know it. That's very problematic. So I had to cut that down. I haven't really tried it again. Never found a reason to. I don't like livestreaming in the first place.

Overall

PlayClaw 5 for the price I got it for. Which was like 30 bucks due to a sale. Is worth it. It does it job right when it wants to. Doesn't interfere with my gameplaying too much. And that's generally what I like. Something can do its job and do it right. Even though it does get angry with me and fight me at times. It at least does better than many other screen recording software I tried out.. screensaver simulator. worst. The developers got their together and improved the game tenfold, connectivity to servers is much better in Oz and the game feels a whole lot smoother through optimisations, gj devs!

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