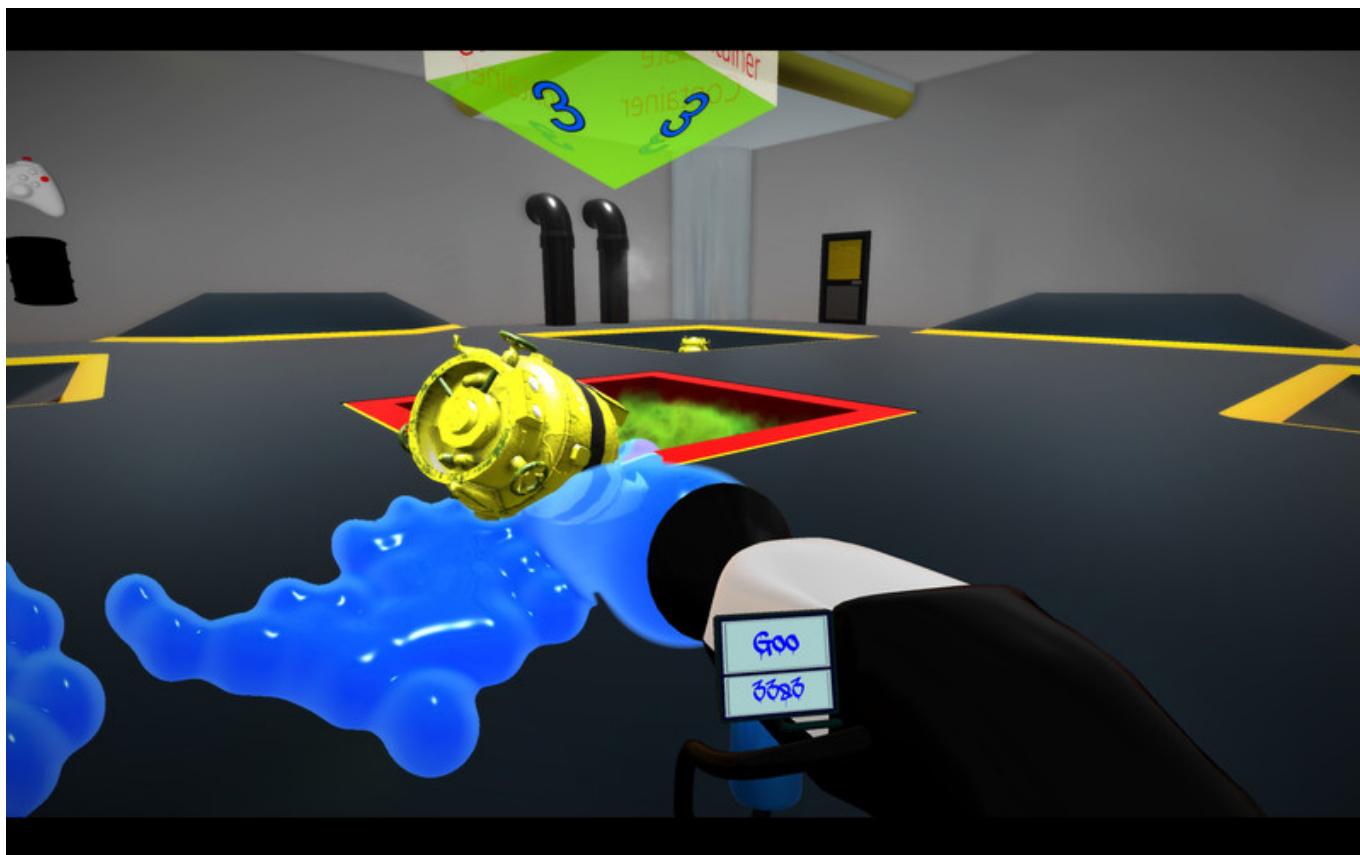


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## Fishing Sim World: Jezioro Bestii Activation Code And Serial Number



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### About This Content

Jezioro Bestii or 'Lake of the Beast' is an 18-acre lake in the mountains of Poland. This scenic forest lake is a specialist predator venue and has become famous for its monstrous residents including pike to over 50lbs, zander to over 20lbs and catfish to 85lbs. Strong equipment and patience is needed if you hook one of these monsters, but the catch of a lifetime is a real possibility – just mind those teeth when holding the fish!

That's not all that this venue has to offer: there are also a number of coarse fish to go for including carp to over 40lbs, bream, tench, roach, rudd and perch. With 13 different species to catch and 25 trophy fish to track down and successfully land, all your skill and versatility will be needed to become a master of this venue!

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Title: Fishing Sim World: Jezioro Bestii

Genre: Simulation, Sports

Developer:

Dovetail Games

Publisher:

Dovetail Games - Fishing

Franchise:

Fishing Sim World

Release Date: 11 Dec, 2018

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



Financial
Status
Technology
Influence

Funds: 1001507.630907 XDG

Reputation	
Domestic Edible Deliveries	1.00
The Narcotics Cooperative	0.10
Desperate Designers	0.50
Posters Of Interest Inc	0.50
LoudmouthFrog Ltd	0.10
qMUSICq	0.00
FriendFRCE	0.30
Secure Storage Syndicate	1.00
Personbox PLC	0.40
The Construct	-0.02
Happy Banking Corp	0.20
Blimpy Bros	0.10
50 Shades of Hats	0.00
The Transhumanic League	0.20
Fullbright	0.10

Log

The Transhumanic League dislikes your advertisement for their rival The Construct, reputation reduced by 0.06024.

Kitten Ads completed for The Construct. Cost: 178.427964 XDG, views: 6004, revenue: 480.320000 XDG.

The Transhumanic League dislikes your advertisement for their rival The Construct, reputation reduced by 0.3.

Animated Kitten Ads completed for The Construct. Cost: 254.897092 XDG, views: 10000, revenue: 1000.000000 XDG.

Sexytime Ads for The Construct

Image Ads for The Construct



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So yeah. Mixed feelings on this game. The primary combat system consists of pressing m whenever the combat bar is on the green bars. It is kind of like that 1970s Troll gameshow, only in this you are getting shot at and die before you have killed three baddies.

The game has balance issues in that the baddies can shoot you when you stand right next to them and you cannot shoot them in return. Your character has no ability to take cover, only move and shoot. The reloading time is not my favorite, it loads like a shotgun (IE one bullet at a time). There is a glitch that if you keep pressing M, you will not die until everyone in front of you is dead.

It is free and in Beta, so there is time to fix things, so I am going to recommend the game and review it after they have worked out the kinks.. Fabulous game that is less hidden objects and more puzzle adventures. Intriguing story that had my attention all the way to the end. Beautiful graphics both 2d and animated. Buy this game if you love HOPA games!. Its a fun cheap game.I was bored and i playd this.It can be playd with a friend if u have a controler and its very fun. I Would Love To See Multiplayer To Be Added So That Me and My Friends Can Play Plus I Love The 2D Aspect Of The Game From The Trees To The Items and The Crafting Is Well Indeed I Would Recommend This Game To All The Gamers Out There and 2D Gamers. I Hope For Is The Multiplayer To Where You Could Create The Server and Such Maybe Mods But I'm Getting Off Tail I Would Give It a 5V5!. Now, this game is so much better then "Slayer of Traitors"

First of all: I can move in this game! No weirdness about sluggish movement, bad mouse sensitivity or even lagg/stuttering. I can move and jump in a way, like "Yeah, I am going to spend more time in this game!"  
Untill I fell in the water and couldn't get out of it. Too bad.. Restart!

Map designs look cool enough, lots of variation, different types of enemies and yeah, I like the turrets and the drones aswell. Reminds me of the game Mission Impossible for the Sega Masterdrive, but then in 3rd Person. You don't have to hack terminals in this game, so no worries, it's not a Mission Impossible Wannabe.  
And don't forget the artifacts which you can find. I wish more games came out with that extra feature. However, the artifacts are not very well hidden, but hey who cares, we can collect things!!!

The enemy is not just standing there and taking the bullets all the time. SOMETIMES they do move, they crouch, they jump, they move to other location (and then forget about you) - I have seen worse...

What I don't like are the weapons... You got all sorts of weapons, but my first weapon (the handgun) seems to be the most fuctional one. It takes way too much of bullets to kill an enemy. But at least you got variation... Right?

The title is too big... Makes the game sound cheap already... The game might be cheap because of the asset flips, but it is playable, your character is moving where you want it to be moving. Now, if the DEV would make the weapons a little bit more responsive as in inflicting more damage, then the game would become better.

And the title design, should be made with better fonts/lettertypes or related to the game itself. When you see a game with such a title design, you would already know this might be a bad game or something close to it.

What I don't understand is the release date... Like this game came out earlier then Slayer of Traitors... Mystery...

I recommend this game, because this one is actually playable. You can collect artifacts, you have lots of different enemies, different weapons and the maps are divers and promising. Just keep the price low... I bought this game for 0,39 cents, there is no crime here with a pricetag like that, deserves the time back spend for making the game and it makes it up for wasting a little

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bit of your time giving this game a shot. And maybe you like it and try to collect all the artifacts in all the maps. (completionist). There's a cheap asset store infestation in the walls. Please get an exterminator.. The game is embarrassingly badly made, with graphics you would expect of a 10-year-old game, clunky controls, motion glitches, random CTDs... this is not an episode, it is a beta at best, at it requires a major overhaul (especially expanding on the story) before it can be considered a game.

Also, don't believe those screenshots for a second. Even on highest settings the graphics are bad-bad, bad, and the game literally has no shadows in this day and age.

A major disappointment for me.

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B.O.S. has a cool concept, but the execution is poor. The worst part is the difficulty spike towards the end. Even though it is completely mediocre in every way, something about it made me want to keep playing till the end. Not sure if it was worth it, but not bad overall..

The potential for this game is insane. Seriously. The ship aspect of it is extremely fun. Building your ship, going on missions... omg. When I was in harbor and walking around, talking to the NPCs reminded me of games like FF7 where it was actually fun to see what the natives had to say about certain things. Being able to explore big towns while in port would be amazing.

The 1st person fights are pretty cool too. I would love the addition of a sword so you can pick between shooting people or melee fighting.

If you make this a 20 hour or so game that is sand boxy but also has a ton of side quests and content, this could easily be one of the best VR games.

I want more ships in my pirate armada that I can collect.

I'd like a crew I can customize and gear up. I would also like to be able to gear myself up, like in most RPGs.

I would LOVE IT if you added voice command so you can just YELL at your crew to move the ship... like a real pirate captain would do. Either that or add a head movement, so if you tilt your head left, the ship goes left. Tilt it right and the ship goes right. Other VR games have done this with great success.

The weapon targetting felt good. It got a little crazy when I was also trying to steer the ship, hence the suggestions on alternate ways to move the ship.

The teleport options feels OK. I would like a simple push a button and move forward option. I know this option gives a ton of people motion sickness, but there are also a ton of people who do not experience motion sickness at all, and simply moving through the world feels better for us.

I am very happy with it I just wish it was longer :(

Great job!

/heavy breathing. I really like this game, largely because orders are carried by couriers to various leaders to have them execute orders, if they are intercepted, no orders are carried out, you can fight leading the entire army or just a regiment while the rest of the army is led by the AI.

I do, however, wish that this game was bigger, I know the game is based on Waterloo, but if they had a grand campaign, like the TW series or a Paradox game, I think this battle format would be a winner!

I also think it would be really nice to see an Antiquity or Medieval game use this engine, the columns of marching Redcoats remind me of Legionary Cohorts.. Good game.

Point and click adventure.

Nice design.

. This was hilariously fun to play. Epic story as well.. Great game... That is if your 7 and under. It's GTA V with no guns or anything sexual or killing or basically anything and it's replaced with kittens.... Every 5 yr olds dream. Cute little ambient exploratory game. I unfortunately have the knack of finding the way back to the moon almost instantly, so I've yet to fully explore the game and meet (the apparently existing!) locals and interact with them.

Not Niffas levels of awesome, but still quite enjoyable.



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