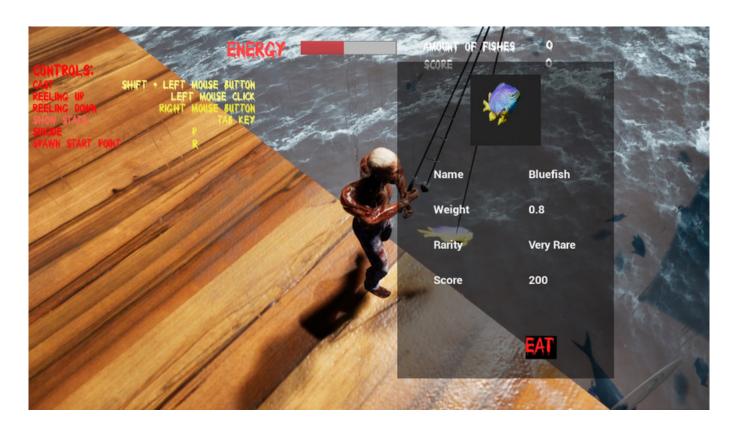Horror Fish Simulator Torrent Download [Crack Serial Key

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About This Game

INTRODUCTION:

The most epic fishing simulator with horror themed levels, music and zombie character! Those are only horror stuff in this game
You are wounded and lonely zombie who's only job is to catch físh, so you don't die of hunger.

GAMEPLAY:

Player can choose from 3 different maps to play in, like horror forest. Every level theres a lot of different fishes and in every level fishes behave little differently. Player gets score from different fishes. Most fishes will give + points but there are also few fishes like minisharks and zombie fishes which will reduce player score. Zombie also has hunger system which will decrease overtime. You need to catch fish so the wounded zombie gets hunger increased. There's also human hearths in level's which will grant more energy/hunger.
Some level's also contain big NPC sharks.
This is totally different fishing simulator, which you have not seen earlier and your only mission is to catch fishes and stay alive by eating them.

Features:

- 3 different levels

- 8 different fish
- 1 big NPC shark
- Score save system
- Suicide button

Title: Horror Fish Simulator
Genre: Casual, Indie, Simulation
Developer:
Tero Lunkka, BlackThug, Valkeala Software
Publisher:
Tero Lunkka
Release Date: 15 Apr, 2018

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Minimum:

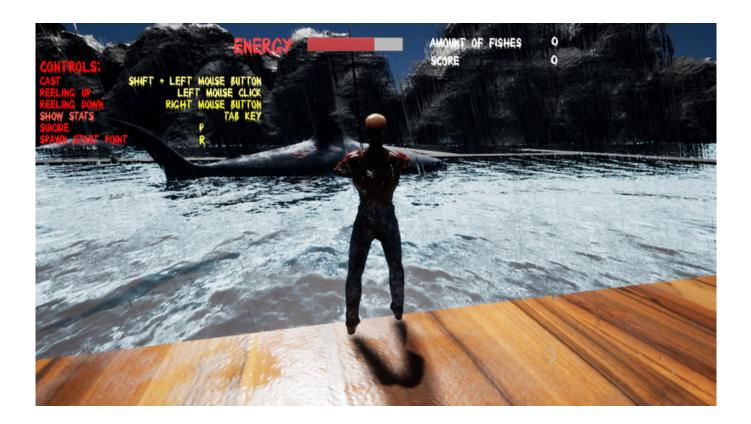**OS:** windows 8

Processor: i5

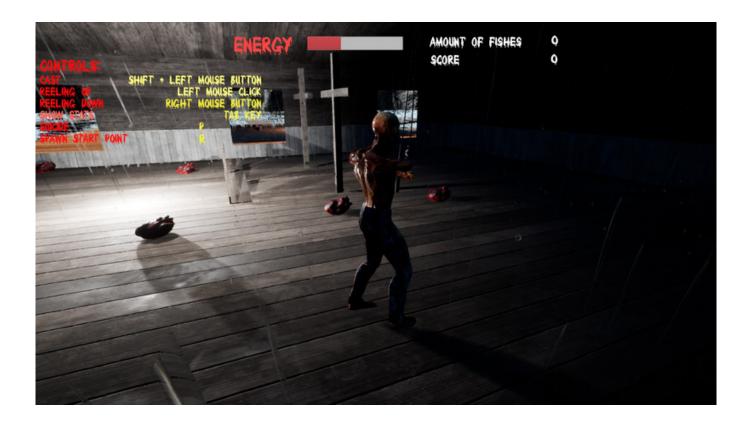**Memory:** 4 GB RAM

Graphics: NVidia GeForce 800 series

DirectX: Version 9.0

Storage: 3 GB available space

Sound Card: Direct x9

English

ENERGY

AMOUNT OF FISHES   0
SCORE   0

CONTROLS:
CAST   SHIFT + LEFT MOUSE BUTTON
REELING UP   LEFT MOUSE CLICK
REELING DOWN   RIGHT MOUSE BUTTON
SHOW STATS   TAB KEY
SUICIDE   P
SPAWN START POINT   R

ENERGY

AMOUNT OF FISHES   0
SCORE   0

CONTROLS:
CAST   SHIFT + LEFT MOUSE BUTTON
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horror fish simulator steam. horror fish simulator

I'm sure this is a joke game. It's made by an single developer whom used base assets on unreal engine 4 and made a survival-based fishing game. Where there is no story, you play as an zombie fisherman in one of the three lakes/locations (Which by the way are poorly edited templates) in an endless quest to catch fish, eat em and survive.

Now let me get something out of the way, providing you're not going to afk, you won't lose. You can just pick up the lumps of meat that are scattered across the map and gain energy from that. I've caught all except one fish (The giant shark on the second map i dont think it's catchable).

With ragdoll-like physics and fish that spin like bayblades, this is quite a funny game for 10 minutes or so. It's not something you can play a few times and enjoy that's for sure I know that. Now, Lucky enough for the price tag it's not too bad? Saying that, I didn't even buy it properly, I got it from a steam key lot where I bought 50 random keys for £3.50 so this was more or less under 10p. Also that jumping is pretty helpful when it comes to falling into the lake, I would of LOVED to see the fish attack me since after all, it's an horror game and I expect an horror vibe to it.

RESULTS:

Visuals = *Generically bright, glossy and well textured. That's obviously due to Unreal Engine 4 providing default settings though... sure, the water is great and the shadows and fire glowing look neat too but when you use software that feature drag and drop assets and allows basic options to add lighting and such, it's just bad. The worst thing of all, not only were basic assets of fish used BUT they were not even named properly. I'm sorry but an ocean fish with an stone texture isn't called as a salmon. Just saying...* 4/10

Gameplay = *Basic, endless and in a short time span, boring. It's luck based. You may as well been given a pole rather than a rod because you can't cast any further than 4 ft in front of you. You can literally jump on top of fish like platforms and sometimes the fish (Mostly on the second lake) don't even move they just float only to be caught be you walking by them... You won't lose providing you got the bottle to actually play the game and collect the meat that's spaced across the map and sometimes lurking in the water. The scoring system is just crap the points carry across all sessions but not the fish. What's that all about?* 4/10

Music/audio = *DON'T YOU GET ME STARTED. When I turned this one first time I did actually get spooked and that's because the audio is soo loud. I MUST WARN that before you play this game (This goes most for headphone users) to lower your volume before you play this game.... I warned you. Also there are only two tracks... The menu music and the gaming music both looped over and over* 2/10

Mapping/surroundings = *Listen, I get it, it's a fishing game where you're more focused on whats in the water than whats outside but if you're going to use an game engine that has drag and drop features, the VERY LEAST you could do is add barriers. From random flooring on the bottom of the lake bed to being able to walk outside the map to fall into the void to more or less die from lack of energy. This easily had the worst surroundings I've ever seen. Don't get me wrong, the 3rd map would of been acceptable IF IT DIDN'T HAVE A RANDOM FOOTPATH THAT HAS NO PHYSICAL GROUND on the lake. Literally I KNOW the map was taken from something else or it's default the flooring on the bottom of the bed is wood panels and the path leads from one side of the map to the other but attempting to walk on it while over water will result in you going through it.* 1/10*

OVERALL = *It's a good laugh, really it is (for me anyways) but it's terrible. If it's a fun project that was kept to yourself to improve overtime in school or something then that's great! Or heck if it was even a title built while studying game development in college/high school that's cool too but to be released onto this platform to be sold to the public, bold but damn right stupid. If you can point one item or asset that wasn't provided with the programme I'd be more impressed with that than the game itself. Update it and I'll give it another go but otherwise this is your score.* 2/10

GAMEPLAY: https://www.youtube.com/watch?v=B6DuhQfdINg&t=134s. Strangely relaxing fishing sim. You play as a zombie and the points system is kind of meaningless as you fish three rather pretty areas in an attempt to survive. You do gain or loose points depending on what you catch, but you can eat anything, including zombie fish for energy. The underwater areas were pretty, the water was blue and sparkling and I surfed on the back of a shark. It even rained. For 49 cents I\u2019m happy I got it. Keep in mind the game is meant to be a joke, so I\u2019m surprised it turned out to be so relaxing. No baiting hooks or

making choices. Just cast, reel in and chomp.. I'm going to assume this game is supposed to be a joke and meant for a few laughs.

The super jumping ability of your character (a zombie) was unexpected (I guess you're a WWZ zombie). You can't swim, instead you run around in the water like it's air. As long as your line is in the water you will catch fish and (you can catch them when you are in the water). If you catch one in the water it spins in place like it's trying to create a portal (presumably to get of this to get out of this game).

There are almost no options and it feels like this is the first version of it made (like an alpha).

I don't know, maybe buy a cup of coffee instead.. https:\/\/www.youtube.com\/watch?v=uDAPidtgCuI

HFS is what I expect Jason to be up to when Camp Crystal Lake is closed. You play as a zombie with an odd metal finish depending on how the light hits you. The "fishes" are how you replenish your "hearthes", and when your energy meter depletes, it's game over. Explore the three fishing spots (the last being the most expansive) and pick up trash bags of I like to assume body parts in order to keep the grounds clean while the buggy physics have you catching fishes in land, or just hook yourself and go flying into the sky like a horrible Easter savior.

Despite the obnoxiously loud music (seriously, I have the audio settings to the bare minimum Xsplit allows) this is a surprisingly calm and enjoyably fun b-grade horror experience to be had for $.59 (I thought I paid $1.59 initially). I wish it had achievements just to add a little more replayability to it but, overall, I've spent way more for far, far worse. Even at $.99 when the sale ends, it's something horror fans can huddle around the computer together and just laugh at like an episode of Mystery Science Theater 3000.. Honestly, i don't have words for it, its that bad. ~ Don't buy. Why did I buy this.
Just... Why?
Suggestion: Don't do what I did.
. Loved it the fishing mechanics where good and generally an enjoyable comedy horror with nice graphics and very cheap https:\/\/youtu.be\/MvzkCRoQj3o. The 10 minutes I have played the game felt like many years, proving how immersive this game can be.

 World
There are three maps which are available in this game. Each of them are open-world, and rival the open-worldness of Skyrim. Just think of this game as three Skyrims in one.

It took me a very long time to find this feature, but the developers have also implemented the ability to dive under water in every map. This doubles the amount of exploration in each map, which means this game is actually more like six Skyrims in one. Countless hours can be spent exploring every part of the map and finding the perfect spot for fishing those rare fishes.

 Mechanics and Gameplay
The controls of this game are very simple and easy to grasp. They are also permanently stuck on the top left corner of your screen, in case you ever forget how to play.

A mechanic which I would recommend is to jump in the water and fish from underwater. This gives you full view of all the fish and gives easier access to the rare fishes. Although some of the community believe this is game breaking, I believe the developers have purposely incorporated this feature so diving enthusiasts can also find enjoyment. This game should actually be called Horror Fishing and Diving Simulator.

 Graphics
This game is flawlessly textured and is almost like a second reality. If you look at the ocean in real life, then look at the water in the game, there is almost no difference. This allows full immersion into the game and honestly, I would rather live in the wooden cabin of the second map 'Horror Bridge', because it just seems like such a good place.

 Soundtrack
The soundtrack which is unmutable and cannot be turned down makes the game so much more horrific in many ways. To me, the soundtrack sounded like Satan whispering in my ear. Luckily, there are two Crucifixes on the map 'Horror

Bridge' which helped me get through the terrifying soundtrack and repel Satan from my mind.

 Horror
I have ranked the horror experienced from each map in the following order:
1. Horror Night
Horror Night is the most scariest map and I don't recommend playing this map unless it is midday and your parents are within earshot. In this map, It is night time and there are also smoke puffs which dot the map. This means you don't actually know what is lurking around the corners of the map so It is very scary.
2. Horror Bridge
In Horror Bridge, you need to be careful of the giant sharks which float above land and swim around in circles. If you look into the eyes of these sharks, you actually can't tell what they are thinking. They could jump you at any time, and this uncertainty adds suspension and further heightens your experience.
3. Horror Pool
Horror Pool, I would say, is the best map to play. If you would like to play without sweating feverishly and glancing behind your back every two seconds, this map is for you. I play this map without sound however, because the soundtrack is still too frightening.

 Story
Surprisingly, Horror Fish Simulator tells a very deep and immersive story. You play the role of a zombie which needs to fish in order to survive. This resonated with me deeply and made me feel sorry for zombies around the world. People commonly think that zombies want to eat our brains in order to survive so they kill zombies mercilessly. In fact, zombies only want fish from us so I think we can co-exist with zombies.

Sometimes, your fishing rod gets stuck in the ground of the map. I found out this is actually not a bug, and you are fishing the whole world. This represents the importance of all fishermen around the world and the role they play in upholding the balance of the world. What I have just explained is actually 2% of the story the game has to offer.

There is also a button for 'Suicide' in the game, however this makes you start to think. The character you are playing is a zombie, and zombies are already dead. So what could this truly mean? Are zombies actually alive humans pretending to be zombies?

 Conclusion
I cannot rate this game out of ten because numbers cannot describe such a beautifully crafted masterpiece.

News:

Check Horror Fish Simulator 3 amazing levels and check also other meme project. Meme style FPS:
https://store.steampowered.com/app/874700/The_Putinland_Divide__Conquer/. **Game added to bundle**:

Horror Fish Simulator is now also part of this bundle: http://store.steampowered.com/bundle/2952/Valkeala_Software_Bundle/.

2d game with achievement Aliens don't exist:

My team first game with achievements now published: https://store.steampowered.com/app/989340/Aliens_Dont_Exist/. **New race project**:

Check new arcade style race project: https://store.steampowered.com/app/878470/70_Seconds_Survival/. **Store page available for Brazilian Portuguese**:

Horror Fish Simulator store page is now available also for Brazilian-Portuguese. Last modifications also coming before release.

Elon must:

My partner game Elon must has published today. 1 week launch price:

https://store.steampowered.com/app/1054790/Elon_Must__Road_to_Respect/

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