Fishing Planet: Bottom Power Pack Verification Download



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About This Content

Bottom Power Pack is a complete all-you-need bottom tackle set with FOUR awesome rod'n'reel combos, a full selection of all the terminal tackle, feeder baits, chum, attractants and other bottom fishing equipment along with 7-DAY Pond Passes and Advanced Licenses for the top-5 bottom fishing destinations in Europe!

Bottom Power Pack includes:

- * 40 000 CREDITS
- * 20 BAITCOINS
- * 7-DAY PREMIUM
 - * 5 Marker Buoys
- * 2 Big Storage Boxes (100 Slots)
 - * 5 Tackle Setups
 - * 5 Recipe Slots

RODS 'N REELS

Rods:

- * UL-CHUBERTM Laker Pro 370 SE Length: 12' 2" (3.7 m); Casting Test: 5/7 2 ½ Oz. (20–70 g); Power: Medium; Line Weight: 4.5–13 Lb. (2–6 kg); Action: Mod Fast; Quiver Tips: 1 Oz., 1 ½ Oz., 2 Oz.
- * UL-CHUBERTM Big Alli 420 SE Length: 13' 10" (4.2 m); Casting Test: 3 1/28 6 1/4 Oz. (85–175 g); Power: X Heavy; Line Weight: 6.5–18.5 Lb. (3–8.5 kg); Action: Fast; Quiver Tips: 3 Oz., 4 Oz., 5 Oz.
- * UL-CHUBERTM Cat Boxer 260 SE Length: 8' 6" (2.6 m); Casting Weight: 5 5/8 7 3/4 oz (150–200 g); Power: X Heavy; Line Weight: 15.4 47.4 lb (7–21.5 kg); Action: Moderate
- * UL-CHUBERTM Heavy Chaser 300 SE Length: 9' 10" (3.0 m); Casting Weight: 6 8 4/5 oz (170–250 g); Power: X Heavy; Line Weight: 22 56.2 lb (10–25.5 kg); Action: Moderate

Reels

- * UL-CHUBERTM Breamer 4500 SE Ratio: 5.5:1; Recovery: 36.5"" (93 cm); Capacity: mono 20/110 (0.4/110), braid 30/145 (0.28/145); Max Drag: 13 Lb. (5.9 kg); Drag: front
- * UL-CHUBERTM Big River 6000 SE Ratio: 6.0:1; Recovery: 47"" (120 cm); Capacity: mono 32/120 (0.5/120), braid 30/205 (0.28/205); Max Drag: 18 Lb. (8.15 kg); Drag: front
 - * UL-CHUBERTM Mega Tank 7000 SE Ratio: 5.1:1; Recovery: 42.5" (108 cm); Capacity: mono 37/120 (0.6/120), braid 36/215 (0.3/215); Max Drag: 34 Lb. (15.4 kg); Drag: front
 - * UL-CHUBER™ Ambusher 9000 SE Ratio: 5.0:1; Recovery: 35.4" (90 cm); Capacity: mono 32/180 (0.5/180), braid 30/320(0.28/320); Max Drag: 49.6 Lb (22.5 kg); Drag: front

TERMINAL TACKLE

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* Lines - Length 1000 yd (1000 m):
Mono 0.3 mm (.012") - Test: 5.4 kg (12 Lb.)
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Mono 0.35 mm (.014") - Test: 7.2 kg (16 Lb.)

Mono 0.5 mm (.02") - Test: 14.5 kg (32 Lb.)

Mono 0.55 mm (.022") - Test: 17.4 kg (38.5 Lb.)

Fluoro 0.6 mm (.024") - Test: 18.1 kg (40 Lb.)

Fluoro 0.65 mm (.025") - Test: 20 kg (44 Lb.)

Braid 0.2 mm (.008") - Test: 4.5 kg (10 Lb.)

Braid 0.22 mm (.0085") - Test: 7.7 kg (17 Lb.)

Braid 0.28 mm (.011") - Test: 13.6 kg (30 Lb.)

Braid 0.30 mm (.012") - Test: 18.7 kg (41.2 Lb.)

* Mono Leaders - Length: 2 yd (2 m):

0.16 mm (0.006")- Test: 3.15 kg (7 lb)

0.18 mm (0.007")- Test: 3.8 kg (8.3 lb)

 $0.2 \ mm \ (0.008")$ - Test: $4.4 \ kg \ (9.7 \ lb)$

0.22 mm (0.0085")- Test: 5 kg (11 lb)

0.25 mm (0.010")- Test: 6.5 kg (14.3 lb)

0.3 mm (.012") - Test: 9 kg (19.8 lb)

0.35 mm (.014") - Test: 12.5 kg (27.5 lb)

0.4 mm (.016") - Test: 15 kg (33 lb)

0.45 mm (.018") - Test: 17 kg (37.4 lb)

0.5 mm (.02") - Test: 19.5 kg (43 lb)

- * Hooks: #16; #14; #12; #10; #8; #6; #4; #2; #1; #1/0; #2/0; #4/0; #7/0
 - * Sinkers: 50 g; 75 g; 100 g; 125 g; 150 g; 175g ; 200 g; 225 g
 - * Open Feeders: 60 g; 100 g (x2); 115 g (x2); 130 g; 145 g
- * Closed Feeders: 80 g; 100 g; 120 g (x2); 140 g; 160 g; 180 g; 200 g

* Simple Bells: 3

- * Baits: Red Worms, Bread with Honey, Maggots, Caster Maggots, Bloodworms, Wax Worms, Marshmallows, Yellow Maggots, Red Maggots, Duck Mussel Meat, Medium Cutbait, Mole Cricket Larva, Night Crawlers, Sweet Corn, Sweet Peas, Vegetables, Technoplankton, Pea dough, Centipedes, Cockchafer, Frog, Crawfish, Large Minnows, Large Cutbait
- * Groundbaits: Crimson Cold Water Golden; Active Feeder Golden; Black Roacher Golden; Universal Mixture Golden; Grand Fish Feeder Golden, Big Riverine Breamer Golden, Carp Rival Golden, Catfish Destroyer Golden
- * Aromas: Molasses Caramelized Golden; Sweet Crucian Golden; Spicy Roach Golden; Spicy Worms Golden; BigBream Spicy Golden; CSL (Corn Steep Liquor) Golden

* Particles: Oilcake-Pea Golden, Hemp-Corn Golden, Pastoncino mix Golden

EQUIPMENT

- * GarryScottTM FishCastle L Plus Max Single Fish Weight: 165 Lb. (75kg); Total Fish Weight: 440 Lb. (200kg)
 - * RodPod TrioTM Rod Stand Rod Slot: 3
 - * FlaggmannTM Four & One Rod Case Rods: 4
 - * UL-CHUBERTM Lure Box ChumChest Lux Tackles: 90; Lines: 7; Chum Components: 20
 - * FlaggmannTM Waist Coat Outlander Pro Vest Tackles: 40

POND PASSES (7 days):

- * Lesní Víla Fishery (Czech)
- * Ghent-Terneuzen Canal (Netherlands)
 - * Tiber River (Italy)
 - * Sander Baggersee Lake (Germany)
 - * Akhtuba River (Russia)

FISHING LICENSES (7 days):

- * Advanced Czech License
- * Advanced Netherlands License
 - * Advanced Italy License
- * Advanced Germany License
- * Advanced Russia License

Title: Fishing Planet: Bottom Power Pack

Genre: Free to Play, Massively Multiplayer, Simulation, Sports

Developer:

Fishing Planet LLC

Release Date: 27 Dec, 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

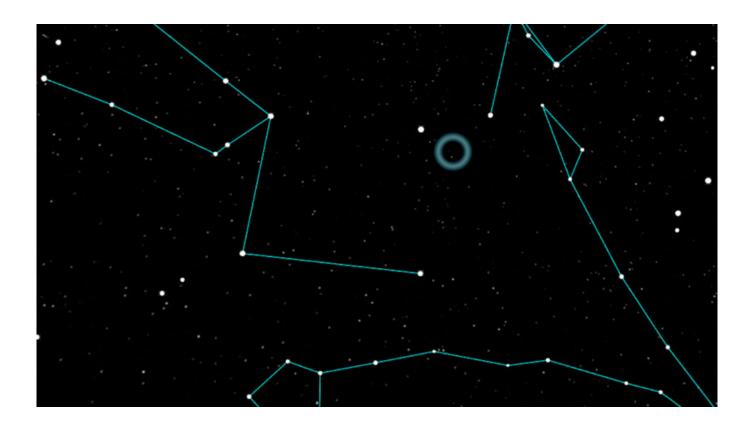
DirectX: Version 11

Network: Broadband Internet connection

Storage: 12 GB available space

Additional Notes: External mouse or compatible Xbox controller required

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







i like the idea of this game. its simple, very simple, and not many items to place....

its like the game creaters dont even play their own game.

this game can not be completed. after hours of playing, trying to make my way through the many bugs.

i tell the dev whats the problem, they say its fixed. in fact it wasnt fixed.

its a waste of time to play at this point. its a simple game and should be simple fixes.

dev dont even play their own game. i know cause if you even play for 15 mins youll know this game is crap.. Like the previous DLC's is brilliant if you already enjoy the game. More of the same, but that's a good thing. This one is particularly interesting because it adds a ton of Army lists, battles and campaigns for the early medieval period. The units look great, and there some very different armies to what we've had in earlier dlc.. Wow! Played like five minutes of it and bailed. Writing my first review ever just to warn people. This game would've been horrible 20 years ago. The camera movement and gunfights feel like a crappy mod of an even crappier game made in the 90s. Do NOT buy this. Wow.....

EDIT: 2 of my posts in the discussion board have been actively deleted! I just posted them and watched them get removed! Crazy.

EDIT 2: FOUR of my posts have been deleted now. The last one was gone with 30 seconds of me posting it.

DO NOT BUY.. Nice little local shooter but majorly overwhelming at the get go and unless you have people over often or live with someone who enjoys games like this then I doubt youll play it often if at all.. This game is so cute and preety.I bought it with birhday money and I dont regret it. I tottaly recamend it.. Hard but an awesome game....great eye candly and very immersive

I had my concerns when i first tried it on PC as i read a lot of review stating "NOT MUCH CONTENT" however have found there is a lot.

More cars and Races have been added recently and there is a whole bunch more than there was when all the negative reviews were written.

great fun racer, great customization options for the cars too.

i only just got it recently as i played it during the free weekend and then bought the Gold Edition for \$40 AUD.

had it now for like just under 2 weeks and already racked up 130 hours!

loving it and they seem to be adding new content fairly regularly.

also people complained bout the handling physics.

that was greatly improved in the last update and no longer an issue and they are looking to still further improve it.. The most damning thing I can say about this game is that it would be a better tower defense game if it wasn't a VR game. With a top down view and a mouse controller, this would be a mediocre tower defense game. Maybe not worth the price tag, but ok.

It doesn't manage to make good use of the controllers and the tower menu has a nasty habit of timing out before you've managed to pick one. And more often than not, it would register me as having clicked the wrong hex or wrong tower anyway. Teleportation movement is a really bad match for a top down command game where I need to be within arms reach of a specific hex within the next 3 sec to shore up my defenses. Especially when the point I teleport to is determined by an arch that continues under the table, outside of where I can see. And the drag movement is very little help when I'd need to drag myself along a 5 meter distance.

Speaking of the board, it's too big to be practical. I can't easily see what's going on on the opposite side of it, and there are no auditory cues or any other assistance in figuring out what is going on. Tower defense relies on maintaining an overview of the situation, and a massive 5 meter table isn't helpful in doing so. I have no control over what's happening on the other side (or behind me when I'm standing in the board).

If you absolutely need to use an expensive VR head sets to play tower defense games, you don't have a lot of options. But if you are just looking for a good VR game or for a good tower defense game, you may want to look elsewhere.. If you\u00b4re looking for a decent, nice R-type, Katakis inspired shoot \u00b4em up, this is for you!!

. Very slow though I am using the GTX-1070.. Very, very impressed by Shift Quantum.

I was anticipating that the shifting mechanism would be confusing, but this has not been my experience at all. The learning curve has been smooth, with new ways to use the mechanism introduced to the player at an appropriate pace.

The visuals and theme tie together well. Even the menu system is part of the experience, not just a break in immersion.

I'm looking forward to more games by this developer.

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