WinFish 1.0

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Thank you for taking a look at WinFish 1.0. We think you will find it to be a most entertaining fishing simulator. We had noticed a lack of fishing games on the market, so we decided it was time to write one. So, using Visual Basic, a little animation, a lot of code and some fractally designed landscapes we created WinFish 1.0. We hope you enjoy it.

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Just as in real fishing, there is no exact way to win at WinFish. Which classifies WinFish as a simulation rather than a game. But we still wanted to have it play like a game. You will notice as you play that there are various skills and techniques needed to bag a lot of fish. You will need to keep an eye on the indicators, be wary of the bait you choose and have patience while reeling in fish to succeed. If you do succeed in the game you will have an ice chest full of fish, and a file describing them. There is no high score though. If you want to keep score however, you can use the fish data file to compare sizes and weights with others.

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Now a little on playing the game.

When you start WinFish you will be taken to the main fishing screen. From here you can select all the options available in the game, and do all of your casting and reeling.

To begin, select the *ROD* button, this will bring up the *ROD SELECTION* screen. Here you can choose which type of rod you want to fish with.

After selecting a rod, you need to select a reel. Click on the *REEL* button and you will see the *REEL SELECTION* screen. The reels have different gear reductions to their action, and this will affect how fast or slow fish can be reeled in.

When you have your rod and reel you'll need some bait. Select *TACKLE* to open the *TACKLE BOX* screen. Here you will see three types of bait, *LIVE* bait, *JIGS* and *LURES*. Each fish in the game will only hit on certain types of bait, so you may want to experiment with bait for awhile.

Once your tackle is set, it's time to go fishing. Select an area in the main viewing window that contains water (the lake). As you click on the water, your angler will cast his line. (He will always cast to the same place since the animations are already quite large, but the entire water area is playable). When you hear the splash of his lure look at the *FISH FINDER* in the bottom left hand corner of the screen. Listen for an audible tone. If you have found a spot containing fish, the finder will beep, and fish will show up on the display. You will see three gray lines on the display. These are depth indicators. Set your line depth (by clicking on the *LINE-DEPTH* buttons) to the appropriate depth as shown on the fish finder. Once you have the location and line depth figured out, wait for a strike on the line. Now look to the *STRIKE* indicator at the bottom of the screen. This indicator will change color depending on how often the fish are biting at your bait. It will change from yellow to orange to red, depending on how good a bite they have on it (yellow is a nibble, orange is a bite and red is a definite strike). As soon as the light comes on you need to click on the *SET HOOK* button. This will set the hook in the fish's mouth. If you are too slow you

will miss the fish and have to try again. Once you have caught a fish you'll need to reel him in. Here is where it gets tricky. You can't reel too slow or the fish will eat your bait and shake off the hook. Reel in too fast and you will pull the hook out of the fish's mouth. This part takes practice and can be aggravating. But once you get the timing down you will be pulling them in one after the other.

Once you have landed a fish you need to decide what to do with him. If he is too short you may want to throw him back. If he is ugly you may not want him either. Look at the weight and length of the fish and decide to either put him in the ice chest, or place him carefully back in the water. Once you have put a fish in the ice chest, you can look in the ice chest by picking the *ICE CHEST* button on the right side of the main screen. In the ice chest you can view all the fish you have caught during that game. You can also check the local fishing regulations by picking the *REGULATIONS* button. This screen displays the legal lengths for all fish in WinFish and their bag limits. We recommend not keeping short fish, or catching more than the bag limit since the Department of Fish and Wildlife is always on the lookout in WinFish. You may get busted...

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That's about all there is to playing WinFish, and you will soon get the hang of it and be reeling them in left and right. We hope you enjoy it. If you do enjoy it and decide to keep it, please remember to register your copy with us. That way we can send you a WinFish Players Guide and a sticker you can put on your car. We will also send you a copy of the game with your name on it on the disk format of your choice. Not to mention that you will be the first to receive our next two scenarios which will be Fly-Fishing in Yosemite and Deep Sea Fishing off Key West. Look for both of these new locations within the next 3 months.

Since this is our first attempt at a Windows game, please inform us of any bugs or hardware and software conflicts you find while playing WinFish. We would appreciate any help you can give us. Tips and suggestions to improve game play would also be appreciated. Thank You.

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