

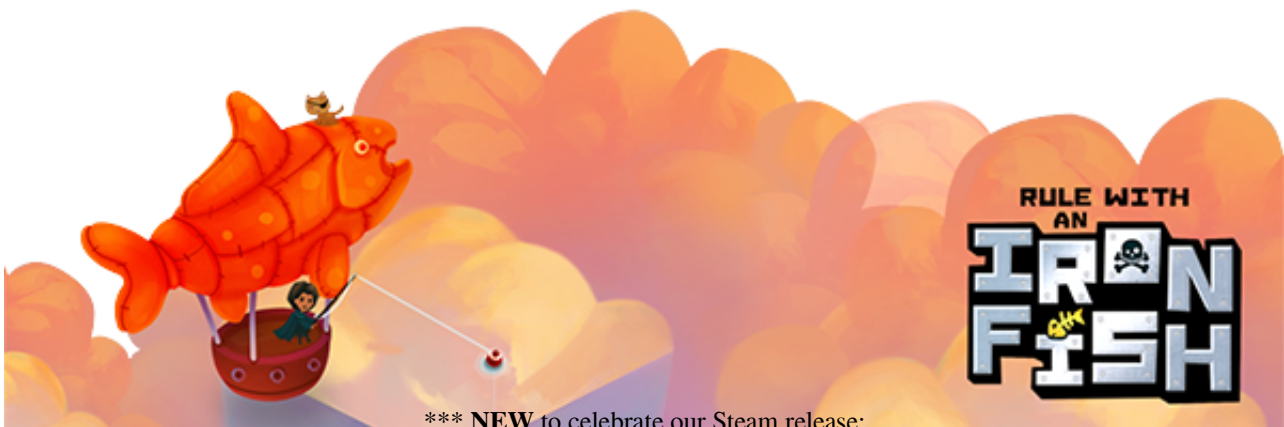
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## Rule With An Iron Fish - A Pirate Fishing Adventure Free Download [hacked]



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### About This Game



- 20 new fish, some suggested by legendary NOAA researcher Dr Jay Orr
- A cat bobber...
- And a pirate kitten!

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Become the greatest pirate captain that ever fished! Add more pirates to your burgeoning island town! Listen to all their nonsensical complaints! Fish in ludicrous locations like swamps, active volcanoes and the sky!

Award-winning pirate fishing game lurches onto Steam by popular request! We've rewritten and reworked the game to accommodate desktops and tablet PCs. Play with mouse and keyboard, or use your tablet pen or touch screen!

## **features**

- Relaxing, addictive fishing gameplay
- 7 gorgeous, otherworldly fishing environments
- Catch 150 hand-painted, scientifically-inaccurate fish
- Throw rotten fish at your rivals!
- Unlock town features like an aquarium, farm, restaurant and hacker cave!
- Decorate your house with unsettling trophies!
- Collect pirate pets, most of which have eyepatches or other classy dysfunctions.

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Title: Rule with an Iron Fish - A Pirate Fishing Adventure

Genre: Adventure, Casual, Indie, RPG, Simulation, Sports

Developer:

Kestrel Games

Publisher:

Kestrel Games

Release Date: 24 Aug, 2017

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English,French







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If you plan to rush through the main questline and don't have any patience for grinding then maybe skip this one but it's perfect for those who like to take their time and try to "catch 'em all".

Bright colorful graphics, fun dialog and fish puns aplenty. LOTS of different fish to collect and even hats and pets. The farming aspect is very simple but I did find the food that chases away non-rare fish to very helpful.

At around 9 hours I still have several fish to collect for completion, quite a few side quests left and a final boss to fight. The "fights" are probably my least favorite part of the game but they're not too bad once you see what you need to do.

. This game is great fun! There's a wealth of humour and hidden depth here. The salty nautical puns and playful humour complement a truly charming world populated with a cast of endearing characters. The fishing itself strikes a great balance between being instantly intuitive and addictive whilst providing a longer challenge to master with progress.

I've found myself playing both when I have a few spare minutes or for longer spells when I want to have a crack at a comical quest or challenge pirates to a duel! Highly recommended, this one put a big goofy grin on my face!. Absolutely loved the art and design - everything is very cute! Really relaxing game, a nice break away from some of the other titles you might be churning away at. I haven't tried the mobile version but the controls are intuitive and easy to pick up. The little pockets of references will definitely bring a smile to your face. 10/10 Puns.. Do you enjoy pirate themes? How about fishing? How about ridiculous names for fishes? Add in a dash of mobile device play and you have this game.

Do you want a long game that takes more than just over 5 hours to finish? Oh. Well, go somewhere else then.

This game reminds of Harvest moon, in a mild watered down kind of way. Is it fun? Sure, it is. Is it a tonne of repetition? You bet it is! You like fetch quests? ALOT of fetch quests? Well you're in for the time of your monotonous lives!

Really though, this is a cute, short game, that is clearly meant for a mobile device and not really the home PC. It's a time waster, but not much point in revisiting it once you finish the main story.. I don't fish in the "real world", but the developers have packed so much content into this reasonably priced game -- It's a no brainer for me! This is a unique fishing experience and I'm genuinely pleased with the art and fun quests I have yet to discover. If you're considering a casual fishing game, you should get excited by Iron Fish because it offers a mix of cute dialogue and a rewarding sound track (listening to the sound track actually relaxes me!!!) Nice work devs. :). This is much better than real fishing. I'm not sure why but I'm really hooked on collecting fish... sorry, bad pun. Just inspired by all the puns in this game.

Overall really good, the art style is amazing, it's addictive and there is a ton of content. Would love to be able to travel to more islands, but then again I haven't unlocked everything yet so maybe there are a lot more islands.. Great game! So far, I've gotten nearly eight and a half hours out of this game, over the course of two days. In that time, I completed the main objective of the game and also caught/recorded every fish in the game, but I still haven't done the following: unlock every pet, acquire every in-game trophy, unlock every hat, and finish every side-quest (I imagine that finishing the remaining side quests would unlock the last few pets, trophies, and hats). Point being, this game could certainly keep you occupied for a while, particularly if you're a completionist and/or you love the art style (as I do).

Other things I loved:

- + The world - very simple, but the developers really succeeded in mashing together fishing and piracy in an interesting way.
- + The fish - they have really cool, quirky designs overall

Things that were meh:

- + The farming system - this is a system where you can grow certain vegetables, which can then be used to create dishes that provide certain buffs. Unfortunately, for me, I found the process of planting to be a little awkward on PC (but maybe it's more intuitive on mobile). Furthermore, I rarely wanted to stop fishing just so I could go plant/harvest vegetables; it never really seemed "worth it" to me. I definitely wish that farming would have been more enjoyable/intuitive, though, because some of the dishes you can make are really useful.
- + Some late-game side quests - maybe this is just me griping, but I was kind of turned off by some of the later side quests that required certain numbers of rare fish. There are methods/upgrades to increase the likelihood of rare fish appearing, but in my experience, it still took some grinding to catch even 1 or 2 fish of a particular species. Some may say this should be expected for

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what is essentially endgame material, but for me, extensive grinding isn't really something I want/expect in more of a casual game like this.

Things I disliked:

+Fishing in the Deep - this is an area with an awesome design, but I found it difficult at times to pick out the shadows of fish from the darker background. Maybe this was just me/an issue with my brightness settings, but it still made this level probably my least favorite to play.

. This is a delightful fishing game, reminiscent of Stardew Valley in music and general feeling. It's more grindy than Stardew Valley -- the main thing you do is fish, although there are quests, a garden, and a kitchen island. I'm only three hours in, so this is a very sketchy review. Rule with an Iron Fish is relaxing, pretty, has funny jokes and pretty music, and is a soothing game to play at the end of a long day.

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Fish Puns & LOTS Grinding, Cute artstyle, Simple controls, put in about 3 hrs already about 90% on fish collection. Still have about 6 or so side quests, story arc goes for about 2-3hrs depends on your money prowess and if your actually persuing it, I imagine getting this game for about 5\$ isnt that bad of a steal. Fun store highlight pick.. This is really fun, filled with awful jokes (awful as in good :) ) such as when you get an "Amberjack" and the information about it reads:  
"He's an Amberjack and he's okay."

The gameplay is quite basic, you click the water (and depth) and that's where the hook lands, then (when a fish is about to go for the hook) dual circles apper, the inner is marked by a circular line and as soon as the outer circle goes inside that line the colour will turn green and that's the time to click to catch the fish. (the colour is red'ish before it goes green)

Depending on how rare the fish is you may also have to do a bit of a QTE as well, it is very basic and an arrow on the sreen shows up\down\left\right, so far I haven't encountered more than three directions in succession and that's only happened with for instance the mermaid and the rare fish. (the first time you encounter it it'll be one direction)

These keys can't be rebound and it's either WASD or the arrow keys, as it's not about movement it is of lesser problems than in a game where it revolves around that as it seems to give you a fair amount of time as well, I haven't timed out once yet, every failure I've had with the QTE's have been me screwing it up. (as it does sort of stress you knowing you have to press the right key you're bound to do it quite fast...so I do not know how much time you really have...)

There will also be some "battles" in the game, they consist of you clicking the enemis fishing line to cut it, to use the net to catch the fish they caught while it's in the air and also click some mini-subs before they hit you....adding onto that there may also appear bits'n'bobs (literally) and other things you need to build better ships, in the water....that bit is the least calm one as you have to move the mouse to click at targets here and there.

I do not regret buying this at all, disregarding the few stressfull things the music's nice and calming, the gameplay is quite simple and relaxing and there's a lot of different fish to catch, hats to buy, stories to hear and so on, it's \*really\* nice IMHO.. Cute, pretty artwork. Witty dialogue that made me smile. A fun, silly storyline involving a cast of misfits. Mellow, relaxing music. The main game mechanic is fishing, which is not too complicated yet still requires focus. Combat (which can get a bit annoying) in the game is just faster fishing. Rule with an Iron Fish is a damn near perfect game!

The only two improvements I would suggest, should you make a sequel, are 1) making the fish list searchable. It was annoying trying to find fish names in the massive list to figure out where I needed to go to catch what. 2) Have some longer term quests or tasks, even if they are just random or repeated ones. I would like to keep playing this game, but fishing without some kind of direction or goal gets boring ... kinda like life.

If Kestrel Games made a sequel to this game, or added an expansion, it would be an instant buy for me!. 10/10 Fish Puns, a lengthy Lore to be entangled by, many \u2018Unique\u2019 Fishes to Lure in for your Collect, and much Grinding! (possibly a few Secrets?)

Seriously Silly, with simple mechanics and all sorts of Characters, plus, Beautiful Artwork wrapped up in a Boatload of Puns & Jokes, accompanied by a net load of Fish, that I would enjoy Mounting on my walls, whole schools of em\u2026

Oh no, I\u2019ve Caught it, someone stop me, please

I can\u2019t reel myself back in, moor me to the docks before I drift away

Enjoy your Experience, Ruling, Ironfish

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