

# OPEN SEA FISHING – THE SIMULATION Manual

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## Chapter 1: Requirements and installation

### 1.1 System Requirements

Minimum:

- Supported OS: Windows XP/Vista
- Processor: Pentium 1,2 GHz or similar
- RAM: 512 MB
- Video Card: 3D Video Card with at least 128 MB Video RAM
- Sound Card: recommended
- DirectX® Version: DirectX 9.0c
- .Net Framework 2.0
- Hard Drive Space: 450 MB

Recommended:

- Processor: 1.5 Ghz AMD Athlon, Intel CoreDuo or similar
- RAM: 1024 MB

Always use the latest OFFICIAL drivers from the manufacturer of your video cards (e.g. nVidia, ATI, etc.). Drivers from third parties can cause problems for DirectX. If you do not have the latest drivers, the performance of this game may suffer and could make the game unplayable. Contact your local hardware dealer if you have any questions about your hardware, (brand, type, etc) as we can NOT supply you with this information. We can NOT be responsible for failures caused by invalid or out-of-date video drivers.

### 1.2 Installation

Please run "setup.exe" on the CD. Please follow the on-screen instructions.

## Chapter 2: Description of the game

Enjoy the thrill of open sea fishing and manage your own company.

Open Sea Fishing offers addictive gameplay for true fishing fans.

Using over 12 completely different settings all around the world and an unlimited number of tasks, you will not only get to see the nature of different landscapes and coasts, but can try to catch a large variety of marine creatures, including prawns, crabs and a large array of open sea and coastal fishes.

Your task is not only to keep the time schedule and catch the necessary creatures. You also have, of course, to manage your company. Buy larger and better ships to expand your company.

Many different fishing cutters and trawlers are at your disposal, if you have the money to rent or buy them.

Fish in different depths and use the fish sonar for navigation.

Enjoy the view of the detailed and living 3D landscapes with animated water, day and night cycles and different weather conditions.

Open Sea Fishing is always a good catch!

## Chapter 3: Menus and controls

### 3.1 The main menu

In the main menu you can choose the following selections:

#### *Start game & Play profiles*

This will lead you to the profile selection. Here you can store and manage your different player profiles. In a profile, all settings and achievements are stored.

Create a profile or select it from the list and start it.

### *Settings*

By clicking on Options, you may tweak the game to fit your system.

### *Controls*

Here you can redefine your keys and their functions.

### *Quit game*

Click here if you want to leave the game.

## **3.2 Company**

Here you will find all informations about your fishing company:

### 1. Account and statistics

Here you can find your current account status and statistics about your company.

### 2. Missions and mission types

Here you will find a list of available missions and fishing areas. Just select a mission from the list.

Make sure that you have the proper ship available and enough men in your crew.

If you don't succeed, don't worry. The mission stays in the list until you are able to finish it.

The following mission types are possible:

- Nets

Your fishing cutter is equipped with two fishing nets, mounted on booms at the left and right of your ship.

- Dragnet

Your trawler is equipped with a large dragnet mounted to the stern of your ship. To make a catch, slowly navigate your trawler through the fishing areas. The net slows down your trawler and more difficult to navigate. You shouldn't get too near to any coasts.

- Surface lines

Surface lines are small and fast and a good selection for rivers and narrow coastal areas.

- Ground lines

Ground lines can catch a large amount of fishes, but can only be used in open waters.

- Traps

Traps and Crustacean traps can be placed in coastal vicinity and have to be emptied from time to time.

### 3. Crawlers and Cutters

Here you can find a list of ships currently in your possession or that can be bought. You can also see the condition of your ships here. If you damage your ship or even sink it, you have to repair it, before it can be used again.

You can give your ships individual names. Just click on the button „Rename“ and then on the name of the ship.

Each cutter or crawler is suitable for a specific mission type and will be displayed in the mission list.

### 4. Crew

You are the captain of a cutter, but every captain needs a crew. Hire your own crew or fire the current one.

Hint: the more experience a crew member has, the more expensive he gets when you hire him again.

After you created a player profile you can also rename your captain, your ships etc.

### 5. Fish market

The fish market shows the current daily prices per kg (also the previous daily prices) and the tendency (red=decreasing, green=increasing). You should use these informations for selecting the missions with the most profitable catch.

## **3.3 The game and the controls**

When you start a mission type, you will get a detailed instruction in this specific mission type and its controls.

In the game, you can control the ship with the cursor keys and the camera with the mouse.

Of course you can play the game using different camera perspectives, including the captain's cockpit view!

The following HUD elements will be visible on screen:

#### *Sonar*

The sonar show the underwater area around your ship. Fishing grounds are displayed red, fishing schools yellow. Default activation is with the key M.

Fishing grounds are also displayed in the 3D world on screen. With the key H you can switch between fishing grounds/fishing grounds and fishing schools/all off.

#### *Map/Sonar map*

The map can be activated with the space key. Here you will see an overview map of the whole area, with all fishing grounds marked accordingly. If you activate the sonar as well, you will be shown the sonar map of the whole area.

#### *Main displays*

Bottom left: Speed, Damage and Daytime

Top left: Messages and warnings

#### *Equipment*

In the lower left corner, next to the main displays, you can see the status window for the current equipment used on the ship. Depending on the mission type and equipment, you will also get infos here about the filling level of the net or if a boom is lowered or not.

### **Chapter 4: Mission hints**

#### *Nets*

Your fishing cutter is equipped with two fishing nets, mounted on booms at the left and right of your ship.

To make a catch, you have to lower the nets into the water using the booms and slowly navigate through the fishing areas. You can activate the booms using the keys R (left side) and T (right side).

#### *Traps and Crustacean traps*

Your fishing cutter is equipped with two cranes, mounted on booms at the left and right of your ship. To recover a trap, hook in the hook into the trap by using the boom controls. Then recover the trap from the water and load it below deck. You can activate the booms using the keys R (left side) and T (right side).

Load the traps below deck by reel in the booms, open the stowage door and lower the traps into the hold.

#### *Dragnets, Hoop nets, Surface lines, Ground lines*

Your trawler is equipped with a large dragnet mounted to the stern of your ship. To make a catch, slowly navigate your trawler through the fishing areas. The net slows down your trawler and more difficult to navigate. You shouldn't get too near to any coasts. You can't navigate backwards with this equipment!

### **Chapter 5: Last words**

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Your "Open Sea Fishing - The Simulation" team

OPEN SEA FISHING – THE SIMULATION

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