

Press release

Fishing: Barents Sea

All aboard with eight new language versions

Moenchengladbach/Germany, March 14, 2018 – Since February fearless sea-dogs have been able to go on lucrative fishing expeditions off the rough North Norwegian coast with astragon's new fishing and ship simulation game **Fishing: Barents Sea** for PC. Today they can add eight additional language versions of the game to their virtual catch.

In addition to the previously present languages such as German, English, French, Spanish, Czech, and Polish, crew members on board the Børge or Vibeke Cathrin will now be able to play the game in Italian, Danish, Finnish, Swedish, Chinese (traditional and simplified), Brazilian Portuguese and Turkish.

Fishing: Barents Sea is a simulation game by the Norwegian developer team Misc Games using Unreal® Engine 4. It invites players to explore the impressive Barents Sea and its abundance of maritime life on board of six authentic ships. Players have the chance to move around freely on their fishing boats across a huge open world map, which has been modelled after real areas in Northern Norway, and go in search of the best fishing zones for cod, mackerel, redfish and more. Their quest is supported by the electronic catch control systems of license partner Scanmar AS, which helps them track down the continuously moving schools of fish.

Be it on board of the little Børge or the gigantic, state-of-the-art fishing trawler by fishing enterprise and license partner Hermes, in **Fishing: Barents Sea** players get the chance to experience not only dynamic day, night and moon cycles, but also changing seasons, weather and sea conditions – all based on real data of the region from the last 20 years. This includes of course the stunning Northern Lights that are sure to give every player a little taste of what it means to be a real Norwegian fisherman braving the rough seas.

Technophiles welcome the official cooperation of **Fishing: Barents Sea** with its two license partners, Scanmar AS and Hermes AS, as one of the game's absolute highlights. Scanmar AS, one of the pioneers in the field of electronic catch control systems for the professional use in the fishing industry, provides the virtual vessels' equipment, while the Norwegian fishing company Hermes AS offers them the realistic model of its impressive deep-sea trawler.

Fishing: Barents Sea for PC is available in retail and as digital download for 19.99 Euro/19.99 USD/16.99 GBP (RRP).

More information on **Fishing: Barents Sea**:

www.fbsgame.net

www.facebook.com/FishingBarents

http://store.steampowered.com/app/501080/Fishing_Barents_Sea/

All titles, content, publisher names, trademarks, artwork, and associated imagery are trademarks and/or copyright material of their respective owners. All rights reserved.

Unreal, Unreal Engine, the circle-U logo and the Powered by Unreal Engine logo are trademarks or registered trademarks of Epic Games, Inc. in the United States and elsewhere.

Press contact:

Daniella Wallau

Head of Public Relations

Phone: +49 (0) 21 66 - 6 18 66 - 59

Email: d.wallau@astragon.de

About astragon Entertainment GmbH

astragon Entertainment (founded in 2000) ranks among the leading independent games publishers in Germany. Our versatile product portfolio focuses on high-quality technical simulation games such as Construction Simulator, Farming Simulator or Bus Simulator, but also covers complex economic simulations and strategy games. The distribution of the Big Fish franchise (Mystery Case Files, Dark Parables, Grim Tales) completes our exciting product range. Games by astragon are available worldwide on many different platforms such as consoles, smartphones, tablets and PC. Please visit us for more information at <http://www.astragon.de/en/>