

## Press release

### Fishing: North Atlantic

## Ocean simulation “Volumetric Water” to make some waves in the newest part of the Fishing simulation brand

**Moenchengladbach/Germany, August 30, 2019** – The success story continues: With **Fishing: North Atlantic**, astragon Entertainment and developer Misc Games will release a successor to the simulation hit **Fishing: Barents Sea** in 2020. Lots of new features, fish species, fishing methods and, of course, ships are set to delight fishery fans around the globe. As the game’s title already suggests, players will also be able to discover a brand-new setting: The Canadian province of Nova Scotia and the North Atlantic Ocean will be offering an exciting backdrop for even more extensive fishing expeditions. Another interesting news for players is the cooperation of Misc Games with the UK software studio Simul Software. Misc Games will use the already well-known weather renderer trueSKY from Simul for **Fishing: North Atlantic**, but also their realistic ocean renderer Volumetric Water, which is currently still in development.

Watch the teaser trailer of **Fishing: North Atlantic** [here!](#)

While the open source ocean simulation OceanProject used in **Fishing: Barents Sea** reproduced the waves of the Barents Sea only as adjustable sine curves, Volumetric Water will be able to calculate the waves by taking the in-game wind direction and intensity into account, which will result in a more realistic water behaviour including wave breaking. Moreover, the new water shader provides natural transparency and light reflections on the water surface.

Additionally, Misc Games plans to develop a completely new buoyancy algorithm for **Fishing: North Atlantic** to ensure realistic buoyancy for every ship in the game. Fans can also look forward to seeing and steering lots of new ships and boats which will come in a varied mix of different sizes, shapes and functions.

Detailed particle effects will display water displacement, water turbulences as well as wake and therefore ensure that **Fishing: North Atlantic** will provide an immersive fishing simulation experience.

**Fishing: North Atlantic** will be released 2020. More information about platforms, features and more to follow soon.

**Visit Fishing: North Atlantic at:**

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### **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 world-wide on many different platforms such as consoles, smartphones, tablets and PC. Please visit us for more information at <http://www.astragon.de/en/>.

### **About Misc Games**

Misc Games (founded in 2013) is a game developer based in Stavanger/Norway. With a strong passion for video games, our aim is to develop high-quality technical simulation games such as our current project Fishing: Barents Sea. For more information about Misc Games please visit us at: <https://miscgames.no>