

= Ridiculous Fishing =

Ridiculous Fishing : A Tale of Redemption is a mobile fishing video game where players use motion and touch controls to catch fish and subsequently shoot them out of the sky for cash . The game is known for its developers ' battle against a cloned version of their game released by another company . The game was developed and published by Vlambeer ? Rami Ismail and Jan Willem Nijman ? and released for iOS on March 13 , 2013 , and later that year for Android .

Players cast a fishing line into the ocean and use motion controls to avoid fish as the hook sinks and to catch as many fish as possible as the reel retracts . Players then touch the screen to shoot fish out of the sky for money that can be spent on upgrades . Nijman developed the idea during a television show about tuna fishermen . The game was first released as Flash game Radical Fishing with the same basic mechanics . A year after Vlambeer began their iOS development , Gamenauts released Ninja Fishing , a clone of the game that hurt Vlambeer morale . The team worked on other games and spoke publicly about the situation to a standing ovation at the 2012 Game Developers Conference before resolving to scrap the majority of their work and finish the game . Artist Greg Wohlwend moved in with iOS developer Zach Gage to work 14 @-@ hour days on the game .

Ridiculous Fishing received " near @-@ universal perfect scores " at launch ? what review score aggregator Metacritic describes as " universal acclaim " . It won an Apple 's 2013 Design Award and was their iPhone game of the year . Reviewers noted Vlambeer 's struggle against the copy of their game and praised the game 's balance and both visual and game design .

= = Gameplay = =

The player fishes in pursuit of fame as a fisherman named Billy . The game mechanics are " three tightly @-@ woven minigames in one " : casting the fishing line , catching fish , and shooting the fish in the air . The player casts the line and tilts the device to avoid the fish as the hook sinks . Upon hooking a fish , the hook ascends and the player tilts the device to catch as many fish as possible en route to the surface . Above water , the fish are launched into the air , and the player taps the screen to shoot the fish out of the sky to earn money before they fall into the water . The fish differ in characteristics including swim pattern and the number of shots required to cash in . The jellyfish shot detract from the total income . There are four stages , each with its own visual and audio theme and rare fish , and an endless mode where players can work towards the highest score . Earnings can be spent in a store towards persistent upgrades such as longer fishing line length , invulnerable drills , frivolous hats , bigger guns , chainsaw lures , a hair dryer and toaster (to zap inadvertent catches) , fuel for the chainsaw , and a necktie for greater income . There is also a Fish @-@ o @-@ pedia in Billy 's smartphone that gives gameplay hints and tracks stats such as fish caught , which is the progress for unlocking new levels . There are no in @-@ app purchases .

= = Development = =

Vlambeer developed Radical Fishing , an Adobe Flash @-@ based game where a fisherman sits in a boat and casts his line into the water , pulls up fish into the air , and shoots them with a gun . It was built to take " everything good " from habit @-@ forming browser games without artificially extending its length just to hook players . The game was designed with a feedback loop , where performance in one minigame led to a more rewarding experience in the next minigame . Vlambeer designer Jan Willem (" JW ") Nijman developed the idea based on a television show about tuna fishermen that led him to consider an intersection between catching big fish , slow @-@ motion photography , and Duck Hunt 's game mechanics . Nijman immediately drafted the design , which never changed . The company sold the Flash game to a browser games website in 2010 but kept the rights to produce an iOS version , which they would call Ridiculous Fishing . They began production on the iOS version on December 7 , 2010 , with the intention of a " 2012 / 2013 equivalent " of the original .

About a year later , Gamenauts released Ninja Fishing , a game with similar game mechanics but

different art that became known as a clone of Radical Fishing . Polygon reports that the game " became an overnight sensation " . Since game mechanics were not eligible for copyright protection , Vlambeer did not pursue legal action . Vlambeer 's primary project had been Serious Sam : The Random Encounter , which was sidelined to handle the new clone situation . At one point , Vlambeer revealed its multiple in @-@ game fishing locations and Ninja Fishing added a similar feature with a " coming soon " sign .

Vlambeer was " completely demotivated " and stopped Ridiculous Fishing development for several weeks , but later resolved to continue . Another concurrent project at the company , Super Crate Box , released in 2012 to industry praise . Super Crate Box was nominated for an Independent Games Festival award at the 2011 Game Developers Conference (GDC) , where the team was largely unknown and the game did not win the award . By the next year , Ridiculous Fishing was nominated for the 2012 Independent Games Festival " Best Mobile Game " award at GDC , and Vlambeer had become known within the game development community for their two titles and struggle against Gamenauts 's Ninja Fishing . Their 2012 GDC talk on game clones received standing ovations . Polygon referred to the speech as " a shot heard around the game industry " . Ridiculous Fishing was shown at the 2012 Independent Games Festival GDC booth . The team also released a concurrent side project , Yeti Hunter , live from the GDC show floor . Nijman began development for Luftrausers on the plane home from the conference .

By now the team had four members : designer Jan Willem Nijman , marketer Rami Ismail , iOS developer Zach Gage , and artist Greg Wohlwend . The team continued work separately and sporadically , making meager headway and disheartened by the project 's obstacles . Upon return to the Netherlands from GDC , Nijman and Ismail , the co @-@ founders of Vlambeer , began to plan a " really large game " , but ultimately decided that the idea was a diversion from the realities of finishing Ridiculous Fishing . In August 2012 , after a road trip home across the United States from Penny Arcade Expo in Seattle to New York , the team set a deadline to finish the game . The game was in a " disjointed " state , with good fishing mechanics , but poor shooting and menu navigation . They scrapped the store , interface , and endgame along with " 90 percent " of their work , which revealed a specific direction for the rest of the game 's development . Wohlwend , the artist , moved in with Gage , the developer , in New York City , working 14 @-@ hour days during the final weeks . The music was composed by Eirik Suhrke . The last parts of the game assembled smoothly , and Ismail submitted the game to the iOS App Store for approval from New York .

Ridiculous Fishing was scheduled to release the same day as a new , unrelated game by Gamenauts , Castle Champions . Vlambeer feared that Gamenauts 's prior success with Ninja Fishing would advantage Castle Champions for the coveted " featured " marketing position in the iOS App Store , and consequently embarrass the company . Vlambeer asked Gamenauts to reschedule Castle Champions 's launch , but the company declined . The team 's emotional tensions eased upon learning that Noodlecake Studios 's Super Stickman Golf 2 would also release on the same day , as they felt this took Gamenauts out of consideration . Vlambeer prepared several trailers for the launch , including a seven @-@ second Vine video and a 90 @-@ second trailer . The game was released March 13 , 2013 . The company live @-@ streamed Ridiculous Fishing 's launch from their Utrecht office . A July 2013 patch added custom soundtracks , new fish , and an item for exiting the game early . Vlambeer released an Android version with the November 19 , 2013 Humble Bundle .

= = Reception = =

The game was well received at launch with " near @-@ universal perfect scores " . Review score aggregator Metacritic describes its reception as " universal acclaim " . As of April 2013 , the game was the highest @-@ rated for iOS in 2013 . It won the " featured " position in the App Store , and , later , an Apple Design Award at the 2013 Apple Worldwide Developers Conference and Apple 's iPhone game of the year . Pocket Gamer awarded it their gold award . In August 2013 , Vlambeer announced that the game was nearing one million dollars in sales .

Edge noted that Ridiculous Fishing did not carry the emotional baggage behind the company 's

tumultuous development . Oli Welsh of Eurogamer called the balance beautiful and clever , an elaboration on their previous version 's " idiot @-@ savant design " without going too far . TouchArcade 's Eli Hodapp commended the upgrade structure that combined obtainable incentives alongside gameplay as engaging as Doodle Jump 's . IGN 's Justin Davis praised the game 's unpredictable and " poignant " ending at the bottom of the Arctic Floes . He added that the game could have been " even more ridiculous " and its levels more differentiated in theme and art style , though he found the " almost cubist design ... absolutely gorgeous " . Welsh of Eurogamer agreed that Wohlwend 's art was " achingly cool " and reflected a " retro and minimalist " indie gaming trend without overpowering the gameplay . Welsh also praised the game 's character by way of its fake Twitter feed , and Pocket Gamer 's Rob Hearn compared its imaginative character to that of Wes Anderson 's The Life Aquatic .

TouchArcade 's Eli Hodapp called Ridiculous Fishing so well packaged as to make his recommendation " effortless " for both short few @-@ minute play sessions as well as longer ones . Rob Hearn of Pocket Gamer lauded its " blossoming " progression and became more interested as he unlocked upgrades . But when there was nothing left to upgrade , Hearn wrote that " it 's a shame that the innovation is confined to the first few hours " . While Ridiculous Fishing offered many hours of secrets and unlocks , IGN 's Davis noted that the game was at its core a " simple arcade experience ... ultimately a polished arcade time @-@ killer " .