



Basic Info

[Steam Link](#)

Genre: Simulation

Developers: A Shell in the Pit Games, Creative Ink Games

Publisher: A Shell in the Pit Games

Game Engine: Unreal

Composers: Karavelo, Laryssa Okada, A Shell in the Pit

Release Platforms: PC initially, then ??? Dependent on success of early launch period. We'd love to be on everything!

Website: fish.game

Contact

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Twitter: @afishgame, @ashellintheipit

Instagram: @ashellintheipit

Tiktok: @ashellintheipit

Dates

October Next Fest, 2023: Demo was available to press September 28, 2023 and to the public October 9, 2023.

Initial Launch: We launched the game October 26, 2023. Instead of an early access window, we did a full launch and let players know that major updates would be coming over the course of the next year, which we have been delivering.

Main Development Complete: We're over 4 years into production and things are going great. We hope to be done with all major planned updates by Q1 or Q2 2025 year, but will continue working on and improving the game as long as we can afford to do so.

Overview

Fish Game was not meant to be as deep of a simulator as it is, but a fun game. However, it turned out that in order to really get the same feelings as real fishkeeping, we had to make the most comprehensive aquarium simulator ever.

Players easily build gorgeous tanks and populate them with living flora and fauna. It is a player-driven experience that respects serious enthusiasts without burying newcomers in unwieldy details. Players are drip-fed over 130 types of freshwater fish—unlocked via an XP system—from neon tetras to piranha, dozens of beautifully modeled hardscape to choose from, and plants that grow. Everything interacts with everything else: from chemistry to lighting, to species-specific and even individual fish behavior.

Features

- Maintain as many simultaneous aquariums as you can handle, or activate No Death Mode for unlimited experimentation without the management challenge.
- Learn about species compatibility on the fly—why can't betta fish thrive with tiger oscar? We'd rather you find out in our game than in real life!
- Initial launch had 130+ types of fish, 50+ plants, and 50+ different types of hardscape.

- Aquascape with incredible detail. Sculpt sand and gravel into hills embedded with volcanic stone. Watch carpeting mosses grow up driftwood trees and grasses fill your valleys. Or cheese things up with hot pink sand, a castle and a diving bell. We believe our game can be an invaluable tool for aquascaping enthusiasts and competitors.
- Trim plants, and even replant cuttings with some species.
- Keep substrate clean with a satisfying siphon, and glass clean with an algae sponge
- Feed fish! Different foods satisfy different species.
- Balance water chemistry by managing the number of fish you have in a tank, your fish, and by performing water changes.
- Watch the myriad behaviours (constantly improved upon and added to) of fish. Schooling, chasing, digging, fighting, even eating one another. Algae eating species will even lend a hand in keeping the glass clean!
- Watch your fish grow and the tank dynamics change
- Capture & share your creative ecosystems with our robust photo mode
- An economy-free shopping experience focused more on discovering rare treasures than making money--no grinding for currency!

Community Feedback

Currently sitting at 94% positive on Steam, reviews are good but we're always striving to make them better. We're extremely active on the game's Discord server, and regularly address and include player feedback and suggestions. We have several players with over 1000 hours.

Here are some reviews!

- "Amazing Aquarium Simulator" - YouTuber [Drae](#)
- "I've explored most other popularised aquarium simulators. . . none have quite satisfied my aquatic cravings like Fish Game." - [Pixel Nook](#)
- "I have been looking for a fish game that simulates exactly this since I was little! Fish tycoon games have been available for a very long time, but never have any of them touched the interactivity, customization, or in-depth experience that this game does. I am overjoyed with the attention to detail and dedication the developers have put into this, I can tell that there is love in every aspect. I'm super excited to see all of the updates to come and all of the new critters joining us soon, thank you for all of your hard work <3" - shleeps
- "ABSOLUTELY LOVE THIS GAME!!! The fish game of dreams! I can't wait to see how this game evolves. The Easter eggs in the game are very cute as well, very clever to

hide them. I love the variety of fish already, everyone has their favorites. 10/10 love my fishyfish fish! Even when I think I've discovered all the fish, new ones appear." - Sooni

- "It's easily the best science-based aquarium sim ever created." - Dan Dixon
- "It is THE and I mean THE best fish game ever, if you are into aquascaping but can't afford any of the equipment, buy this game." - Rogue5034
- "This is by far the best and only aquairum [sic] game that I have ever played that actually simulates everything in a way that makes me feel like I am keeping fish, taking care of everything and even balancing out the ecosystem." - Kosmo
- "I think I've been waiting my whole life for Fish Game, and it was worth it." - jakesnakey
- "my favorite fishkeeping sim of all time. i love the stylization, i love the devs' communication, i love the stress-free mechanics, and the fact that the fish love you back??? oh, yeah, this is a 10/10" - little meow meow
- "To put it simply, this game is a masterpiece in the making. My experience playing Fish Game has been top tier and it's only getting better. This is a game for everyone, not just people who are already deep into the fish hobby. There have been a fair amount of decent aquarium games over the years, but none come ANYWHERE close to the itch that Fish Game scratches. Individuality between fish, plant growth, and being as creative as you want with tanks makes for endless unique moments that truly immerse you (not to mention the game is also visually beautiful). It's hard not to get attached to these digital fish because they do feel alive." - Iciee
- "As an irl fish keeper, this is by far the best digital version of the experience I've played. Other versions tend to focus on aquariums rather than the fish themselves - in this game they actually feel like real animals with wants and needs. [. . .] This is made by a team who love keeping freshwater fish, and I strongly recommend to anyone with even a passing interest in fish keeping. This is all the best bits without the hundreds of pounds investment and the stress that comes with the real thing 🐟" - Alex Assassin 94

And some thoughts from our Discord community

- "I love this game because I don't have the space or financial resources to explore fishkeeping as a real life hobby . . . so playing Fish Game gives me that ability to explore it and learn more about what it's like."
- "Fish [G]ame is amazing to let you explore your creativity with the given resources. Even if you're not crazy about fish, the game allows you to freely decorate and explore a wild imagination to create and build with the added bonus of being able to cater to

amazing fish and plants. Each update allows you to get even more creative and further add depths to your tanks and even more fun to watch the stunning fish interact and use the tank you made”

- “I’ve fallen in absolute love with Fish Game. Entirely. Seeing this wonderful project grow in real time has been such a pleasure! And the community that’s sprung up around it has been so welcoming and relaxed. For me, this game is an outlet- as I’ve always been very interested in aquatic life, but my health hasn’t been in a good enough state to give me the opportunity to tend a real life tank. The work put in by everyone on the team has provided me with a game that really holds up to the real thing- even in its infancy like this!”
- “I love fish game mainly because of the art style, freedom, endless replayability, and the realism aspects. this game has obvious love and care behind it and the community has been awesome. It’s the closest I’ve got to real fish keeping for now and it’s an outstanding alternative!!!”

Cool Stuff We’ve Added Since Launch

- Female fish models for all species!
- 25 types of fully sculptable substrate, layerable and in a variety of colors.
- Comprehensive hunger and food systems, with 11 types of food for herbivores, omnivores and carnivores, whether they're grazers, opportunists or predators.
- Unlockable content and mechanics via fishkeeper XP. Upgrade Tanks from 7 to 3000 gallons, upgrade shops for rarer critters, and more.
- Additional fish and plant species and varieties, as well as more hardscape.

More Cool Stuff We Have Planned

- Advanced Water Chemistry & Equipment
- Advanced Plant Needs
- “Aquadex”
- Breeding, with genetics and mutations
- Constant improvements and minor content additions

Fishtory

A Shell in the Pit was founded by Gordon McGladdery in 2011 as a solo music act. Exploring every possible avenue to make a career out of music he connected with a tiny YouTuber named Destin Sandlin from Alabama on Reddit, who had borrowed a slow motion camera from work and wanted to make something. They collaborated on [this](#) video, laying groundwork for a now 15-year long friendship and the creation of the channel [Smarter Every Day](#).

In those 15 years [Smarter Every Day](#) has found its voice as an uplifting fountain of boundless curiosity with over 11 million subscribers. A Shell in the Pit has morphed from one musician in a bedroom to one of the largest game audio studios in North America. Gordon set out to be the best boss he'd never had in an industry infamous for instability. Focused on stability and staff happiness, A Shell in the Pit has won GamesIndustry.biz's Best Places To Work in Canada in both 2022 and 2023.

A Shell in the Pit wanted to prove games can be made without crunch & burnout. We've accomplished this as audio contractors on over 50 Games including *Pacific Drive*, *Little Kitty*, *Big City*; *Untitled Goose Game*, *Rogue Legacy 1 & 2*, *Five Nights at Freddy's: Security Breach* and *RUIN*, *Tchia*, *Night in the Woods*, *Cozy Grove*, *Wandersong*, *I Was A Teenage Exocolonist* and dozens of other beloved titles. Our new goal was to be an example that it could be accomplished not just with one part of the process, but the whole cannoli.

In 2019 Gordon offhandedly tweeted that there weren't any aquarium simulators that actually understood the hobby on the market, and that if someone wanted to make one, he'd like to help. **Creative Ink Games** (then **Ryan Davis Games**), from Indiana, comprised of Ryan & Erin Davis, saw and answered the call and were a perfect fit.

Gordon texted Destin something along the lines of "if I made a game, do you think you could like, tweet about it?" Destin was immediately interested in helping in a much bigger way and became an investment partner in development on one condition: that we keep the working title "*Fish Game*".

Rachel Sim, our incredible producer at A Shell in the Pit, also saw promise and joined as a producer and shareholder.

Credits

Gordon McGladdery - Creator, Designer,
Composer

Destin Sandlin - Development Partner

Rachel Sim - Producer, Development
Partner

Ryan Davis - Developer, Designer

Erin Davis - Producer, Developer

Josh Ruiz - 3D Modeler

Jon Berezan - 3D modeler

Em Halberstadt - Sound Designer

Mauricio Ruiz - Sound Designer

Michelle Del Mundo - Sound Designer

Murray Cameron Smith - Audio
Programmer

Nicholas Zhang - Audio Programmer

Skye Climenhaga - QA

Clint Jorgenson - UI/UX Designer

Gavin Yastremski - Environment Art

Max Cirka - Graphic Designer, 2D art

Justin Chan - Key Art Artist

Additional Assistance from **Brace Yourself
Games**

Ryan Clark - Dev Dad Wisdom

Alexa Schiess - QA

Agustín Delger - Optimization

Madeleine Grey - Marketing

Crystal Savin - Production