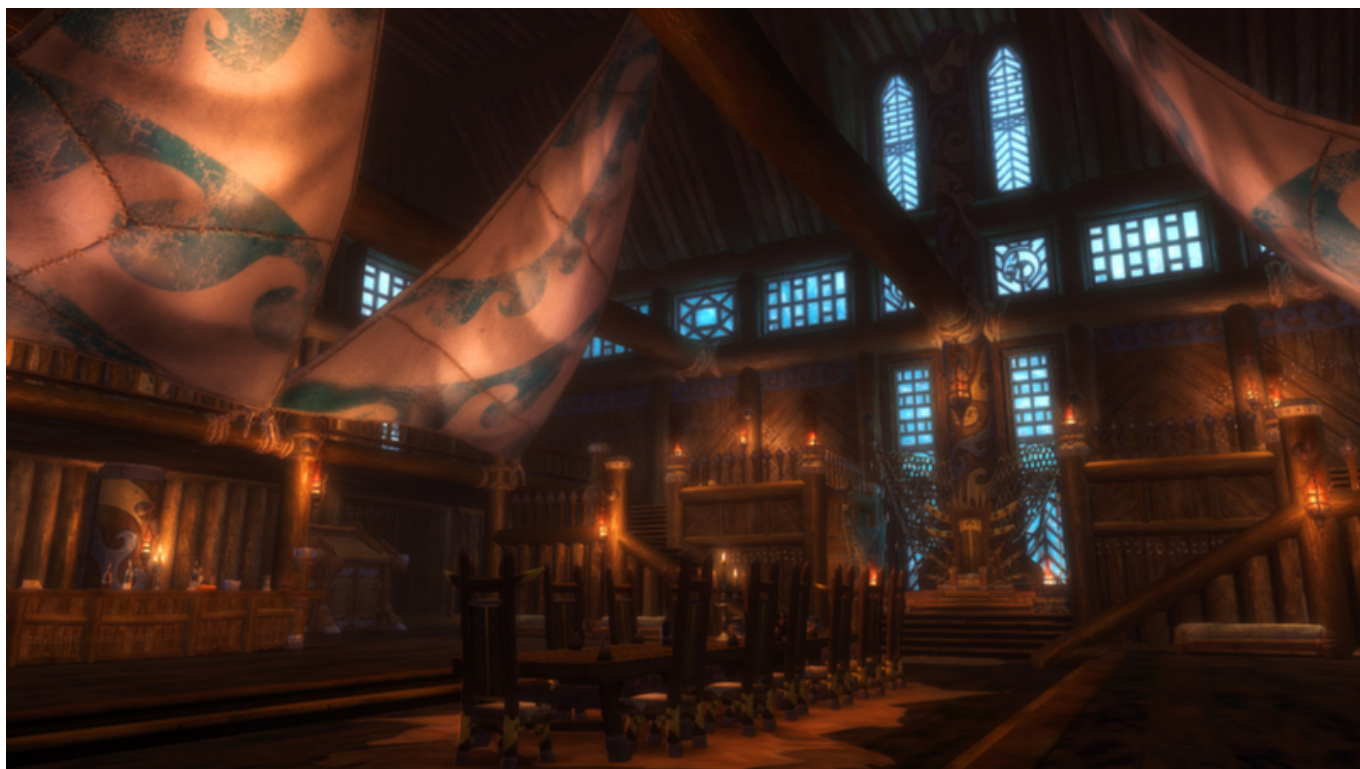

Farm Expert 2016 Cheat



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About This Game

Farm Expert 2016 takes the player to the countryside and gives hobby farmers full control in the comfort of their home. Farm management, cultivating fields, planting crops, animal ranching as well as buying and selling your own products and new equipment are just a few of the game elements this State-of-the-art farm simulator offers.

Unique Game Features

- Successfully manage your farm
- Harvest crops and fruit
- Take care of your cattle and other animals
- Tons of licensed machines to use
- Stunning, highly detailed graphics
- Realistic game physics for more authentic machine handling
- Multiplayer co-op mode

Title: Farm Expert 2016
Genre: Simulation
Developer:
Silden
Publisher:
Ravenscourt, PlayWay Inc
Release Date: 19 Jun, 2015

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Minimum:

OS: Windows 7, 8, 8.1 or better

Processor: Pentium Dual Core 2,2

Memory: 4 GB RAM

Graphics: DirectX11 compatible, 1GB VRAM video adapter (hardware shader model 5).

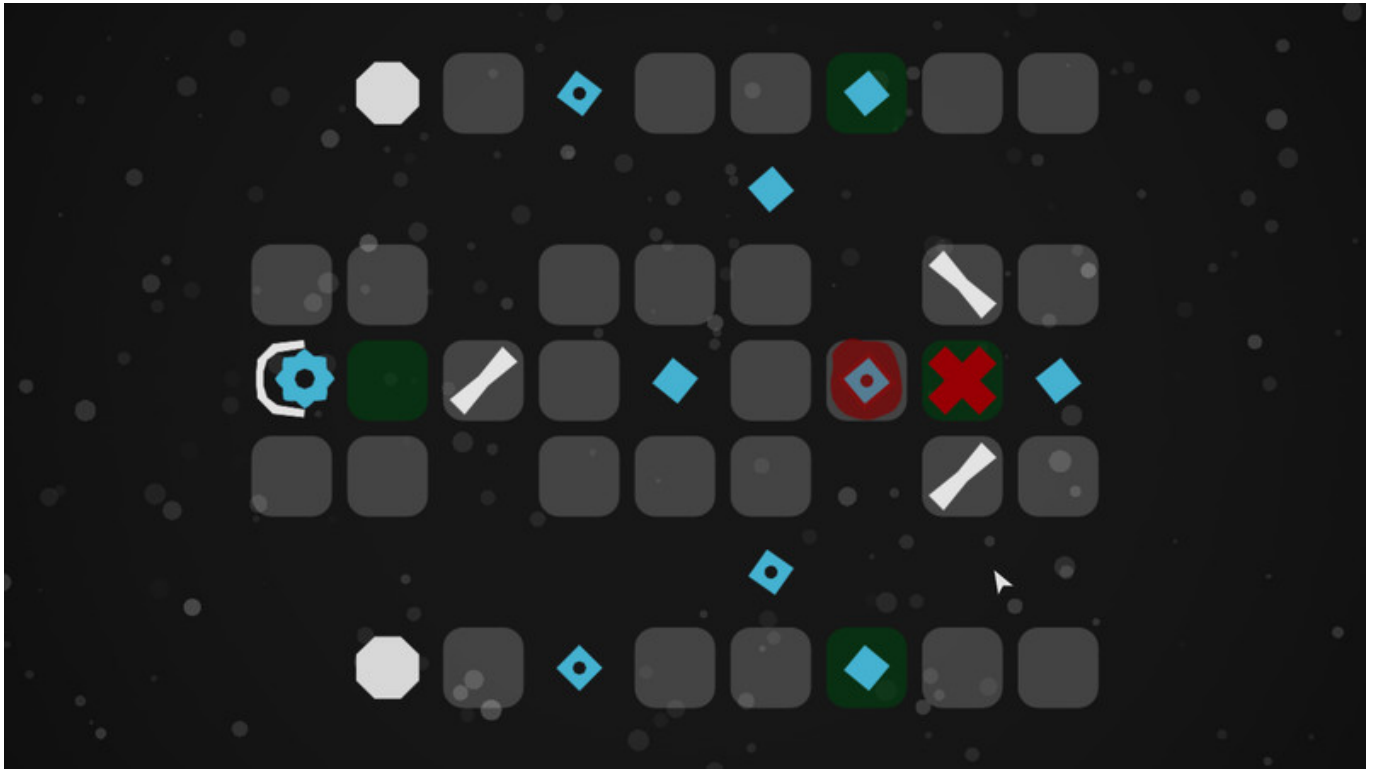
DirectX: Version 11

Storage: 10 GB available space

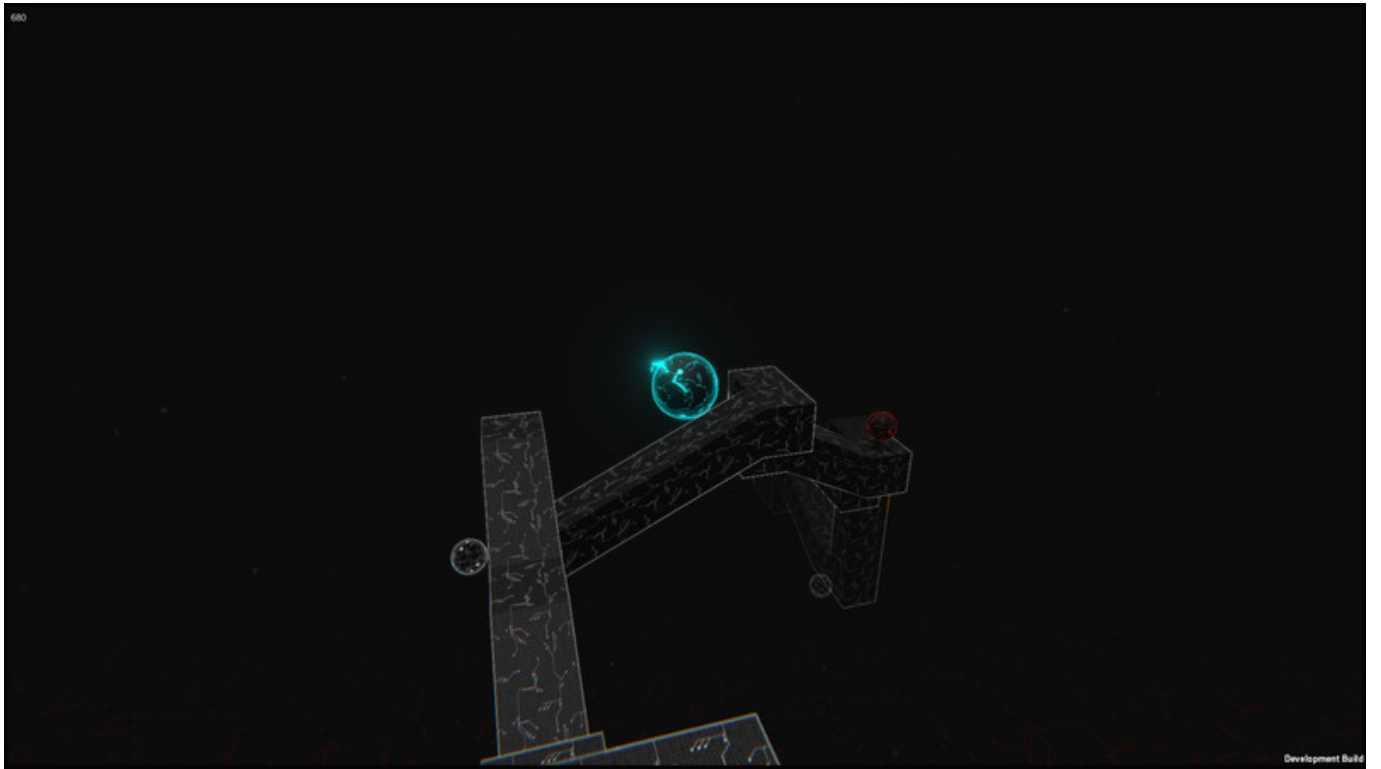
Sound Card: DirectX compatble

Additional Notes: Laptop versions of graphics cards may work but are NOT officially supported.

English,French,Italian,German,Czech,Hungarian,Turkish







I enjoyed it enough at first but there is too much repetition and it's a touch unrealistic for my tastes (though I have no problem with super-natural elements). It was a good idea with great atmosphere but the game portion needs some improvement. I was going to give the game a positive review because it is free (and that counts for something, even though I have played similar free apocalyptic virtual novels that I enjoyed more) but I am now running into a lot of bugs and my crowbar has been removed as an option.

Speaking of crowbars... I don't get what the big deal was. I wouldn't call them a "specialty" tool: we always had one growing up and at the current moment I have two or three different types. But the game treated owning one as a huge deal... But it's just like owning a hammer - at least, where I live in the USA, it is.. Have been playing all night now and I think it is time to give a well deserved thumbs up.

Here is why:

I really felt the AI changed in battle and on the map.

Some examples: I was stealing pearls within the borders of the AI and they really don't like that. First they complain, later they close borders to protect their pearls. It's really cool.

While I was fighting an enemy army consisting of melee and ranged units, they placed the ranged units behind a choke point on a hill. The melee unit was in front and kinda tried to keep us away. It was a bit too far from the choke point but that tactic has potential to make Archers/AI/Battles great again ;)

The new content feels really refreshing. It gives the game a nice boost and winter actually serves a purpose now. It really hurts now to be slow and not able to gather pearls as fast as others. It can be quite the advantage to have many pearls. But it doesn't feel unbalanced it is just another way of playing. But what it does to the player is: you have to get out, scout, send fast troops (hello all of a sudden useful winter cavalry unit) to get pearls and ruins and evade marauding troops. There is stuff to do now and it is actually really fun to race for the pearls.

The AI seems however sometimes a bit suicidal :) Not sure why, but in my current game an equal looking army attacked mine, and failed miserably because my troops had basically really expensive weaponry and equipment and theirs obviously not. I did 3-5 times the dmg. Not sure why, but I guess they still can't handle upgrading troops properly. Or there is a little glitch in evaluating battle chances. However on other occasions I saw them stacking up troops like crazy to hunt down my pearl hunters :) The AI really seems to be bothered by them...it is rather merciless and tries to get you asap.

Also you can pray now for some stuff that affects winter. So basically you can spend pearls to effect how bad winter is gonna get or what negative/positive thing will happen. All AI/Players can and the more you pray the more likely it is you get what you prayed for. Cool idea, I think in MP this can be quite fun.

Apart from the gazillion bugfixes they also implemented with this release I have to say...big thumbs up. I can only recommend and it is introducing so many refreshing new things it does not feel like a "Rip Off money maker DLC" it is actually a real expansion. WELL DONE AMPLITUDE, WELL DONE!! I'm soooo happy to have this game. It's renders like Eve though not Multiplayer, but as solo, very relaxing and simple. I would encourage any Space Junkie to get this one.. Sucks.Bugged, don't buy. This is an interesting linear RTS. Every time you finish a stage, you earn money and unlock the potential to go onto the next one. You use the money to upgrade your units and your income, the cost of each upgrade the value of the previous two upgrades added together. Unfortunately this makes upgrades almost not worth it at all if you didn't need them to try and beat the game on extreme difficulty.

The music is kinda bland and the whole game just feels kinda soulless. There's little simplistic story text describing each stage to give it a little something.

Ultimately, I'm neutral towards this game. I could give or take it. However, I side on the not recommended due to the upgrading system.. Gives a really nice look to the gun.. First the bad: The graphics and audio are low quality. the locomotion has bugs. You can slide sideways or you take your thumb off the touchpad and keep moving. The volume can be too loud, especially in the

underground level and church. The gun's aiming was off. Finally, the game is too dark and you can see screen door effect.

Now the good. This was a great use of arm swing locomotion, though I'd enable it for both controllers instead of just the left, ie The Bellows. I know it was just a novelty game in time for Halloween, but I really enjoyed being able to move through the linear space naturally and I hope to see more game developers make use of this. Since this was a maze, I had to backtrack often. In games like this and Island 359, you have to develop a sense of VR direction to help you navigate or you can get lost really easily.

Some suggestions to the developer:

Please work on the collision detection. If I lean in to look at a witch's cauldron, I don't want to be artificially pushed back as that causes motion sickness, plus it breaks my immersion. The same thing happens on maze walls. We need the hitbox to be smaller or something. Also, maybe use some more lighting effects from objects. Just putting glowing objects in an environment with no light is unnatural,

. Well it's played by Ron Perlman, doesn't wear a suit, has a sick shotgun, boring perk deck, slow but cool-ish chain whip and a awesome rust mask, 6/10

I went in with an open mind. The opening sequence didn't explain anything and the words were pushed off the side of the screen so I only saw TH but I didn't mind that so much. I thought it was interesting and I liked that there were multiple light sources but they use up way too fast and barely light more than two inches in front of you. The thing that made me give this a thumbs down though were the scares. They are just flat pictures that float in the air and sometimes just stick there. Flat floating pictures of green faces aren't good.. What the Heck Dude, This game is terrible. Fighting and stuff looks cool in the video although it isn't like that ingame. Since this was so terrible I ended up refunding. Do not play this, it is misleading. 3/10.. broken and played the same earlier in rpg maker and it wasn't broken and it was free. Let's be honest. The only bad thing about this game is the poor optimization. It's more resource intensive than some AAA titles.

This said, this game so far is a masterpiece of atmosphere, storytelling and horror. The school is probably one of the creepiest places I've visited in a horror game, and slowly learning what happened there built such a climate of tension and dread, it's pretty amazing actually. I can't wait for chapter 2, this game is definitely worth every single penny.. Really great game with a great soundtrack, got stuck at 6-X for a bit but I managed.

Here's hoping I can complete the speed trials!

-CB. This game rocks literally, one of the best shooters I have played so far. the game is influenced by your own music tracks. The higher the tempo or intensity, the crazier the game gets. Non stop shoot 'em up action and as much intensity as you can handle with many different difficulty levels. You can also design your own ships for the community to try out and compete on. I bought this during the Steam Summer Sale so I got a great deal on it too.

Total Score 9/10.. A good old dungeon crawler.

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