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About This Game

Tractors And Farm Machines Get Your Farm Up And Running

The PC simulator "Professional Farmer 2014" 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 husbandry and buying and selling produce are just a few of the major game elements this simulator offers.

Starting out with a small estate, the player begins their career as an up-and-coming farmer and little by little acquires new fields, tractors, machines and animals, and can either specialize or make use of all options that farming has to offer. The key to success lies in good planning by season, expert knowledge that you acquire throughout the game, and skill and good old-fashioned hard work. As a farmer, the player learns to live with the forces of nature, accept the weather and respond so as to perfect the yield from fields, care for the animals and prepare the budget for new investments. Many tractors and farm machines (combine harvesters, field choppers, attaching parts and trailers, etc.) by renowned manufacturers are available to cultivate the farm and manage all the work. Only good planning and hard work will turn fallow earth into a flourishing and fertile soil. Of course, you can drive and control all machines yourself, be it hooking up the plough, re-filling the tractor or unloading the harvest.

"Professional Farmer 2014" has a broad variety of crops, depending on the environment and climate, with which the farmer can cultivate the fields diversely, effectively and with a high yield. Even crop rotation plays an important role in planning! The integrated seasons influence the game and provide the player with a constant stream of tasks and jobs.

The local farmers market is your first stepping-stone to success! After just a short time, you should take our home grown and harvested produce to the market and earn your first money by selling it. As you sell more, you will soon see more and larger

machines in your fleet and be able to grow larger quantities of produce. Gradually, you will even be able to construct new buildings and acquire new fields.

Features

- For the first time ever in a farming simulator: Different seasons and yearly planning
- Countless original tractors
- Campaign mode contains a plethora of missions for hours of engrossing fun. It has it all, from short tasks to extensive missions
- Sandbox mode lets the hobby farmer enjoy the game without restrictions - no time pressure or to-do lists

Title: Professional Farmer 2014
Genre: Simulation
Developer:
PlayWay S.A.
Publisher:
United Independent Entertainment GmbH
Release Date: 27 Nov, 2013

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Minimum:

OS: Windows XP / Vista / 7 / 8

Processor: Intel Core 2 Duo / AMD Athlon X2

Memory: 2 GB RAM

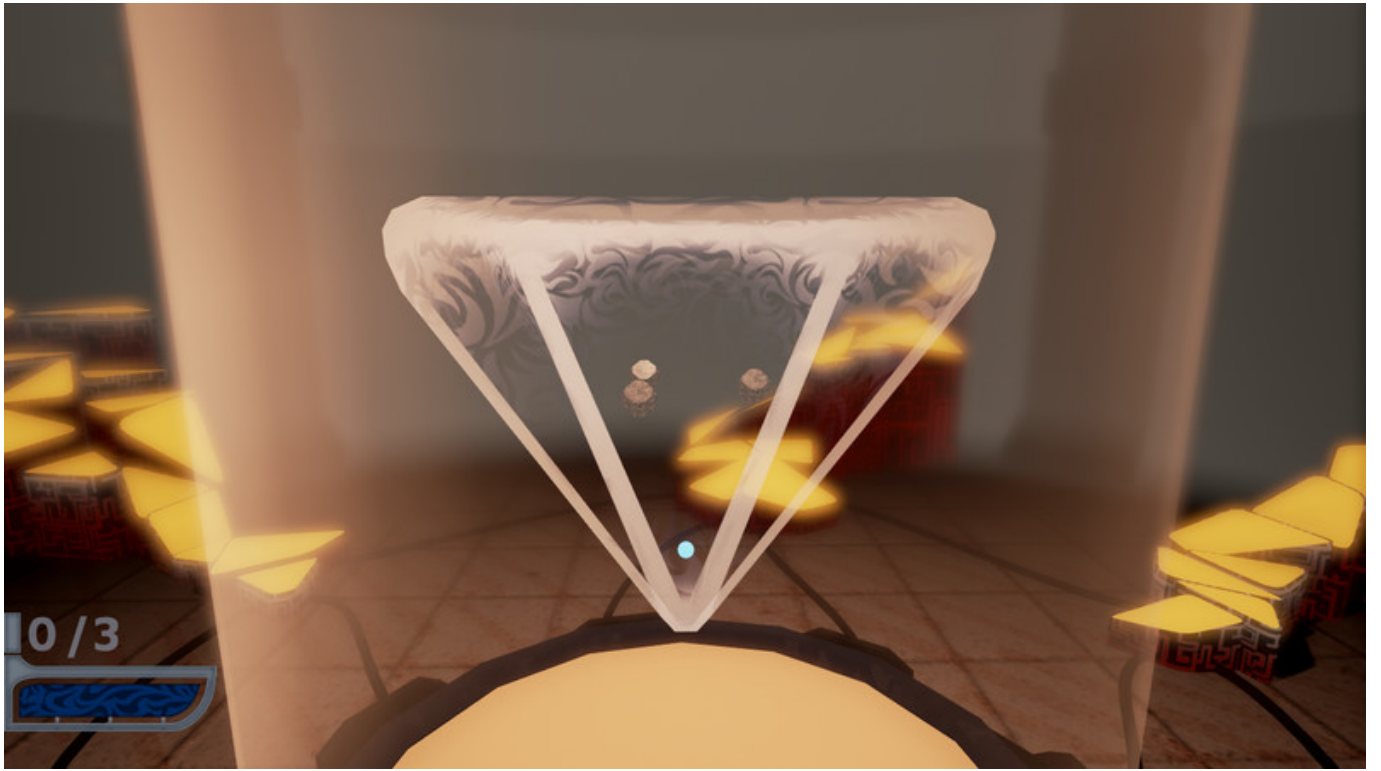
Graphics: Nvidia GeForce 6800GT / AMD Radeon HD 3650

DirectX: Version 9.0c

Storage: 4 GB available space

English, French, Italian, German, Polish, Russian, Dutch, Swedish, Norwegian







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If you already own Warbirds Dogfights and have used that games 30 days this game will not give you the free month. Warbirds means all the WB Titles i guess. Otherwise its a good flight sim with dated terrain graphics. Its biggest problem is the small number of players, Most of the time i played Dogfights there were less than 10 people in the main arena and 3 or less in the other arenas, This game needs more players badly.. Don't. Just.. don't.. I read all the materials available in the game and honestly, I couldn't give you a super-straightforward explanation of exactly why my character was there, at that time, running around dodging hellish monsters without completely breaking down. After playing through a bit of the game by myself I started playing in tandem with a friend and we both more stumbled our way through solutions to the crazy puzzles(?) and survived encounters more by accident than on purpose. The end encounter particularly was a bit silly as your survival really depends more on your means than your solution. The important question: "Was I scared?" Oh yes. Several, several times and the atmosphere was in places well done. The design overall was remarkably a bit too dark, possibly, but that, I imagine, is more a preference. Ultimately I bought this game well understanding it was early access and for the decent price and the updates to come if you understand the circumstances it's worth an experience - just make an educated purchase.. The game simulates you as a firefighter, it could have done a lot more better with the animation, especially the subs (substitute characters). The game engine needs abit more work and the UI needs more work.

It is a good game in all-round concept, but it has a few several game-flaws that sould really be attended to, especially in how the game is. the matter of driving to a fire doesn't bother me, but there are times when I've failed when I'm practically doing an act that a real-firefighter woukd perform.. A very good game. i think it was an dramatic game, but I was impressed when I discovered it was a horror game

10/10. Tryed to launch this game and it does not , so take a warning and do not buy this, but if you have a good pc then get it my graphic card is old so the better ones will run it but not for mine. This game reminds me of Spacechem, only it doesn't feel like homework.

Splice is a game made by the creators of Spacechem. It is an experimental puzzle game where you are given a limited number of "splices" to re-arrange the composition of a cell. You do this to try and match the predetermined shape given to you.

...Yeah, that sounds complicated as hell now that I think about it. But it is a complex game. Each level is a puzzle that needs to be solved. Its an interesting puzzle game, but the presentation is what I think makes the game. The music is great, creating a peaceful and calming atmosphere. The graphics, while simple, are very pretty, with cells moving in an organically smooth way when moved.

Its a small little puzzle game, but I found myself enjoying it much more than I thought I would. Give it a go.. BUGS:

* (Game breaking) It is impossible to resume a game.

* (Anoying) 2 times out of 3, has a Treasure Planet been totally empty, the only treasure island that worked was wood, so I suppose that the other 2 was stone.

* (Minor) Sometimes a few blue suares from the speed-up trails are not cleared.

My recomendation:

If the price is less than 1.5  = Buy!

If not, then wait untill the Game breaking (and maybe the anoying) bug are fixed, then it's might be ok to buy the game.. *Post Early Access Review* Well holy crap, the full game finally got released. You can see my earlier review below, but now that the game is out of EA I can change my recommendation to "Yes". The game is still a stand-your-ground wave shooter, which many people do not care for and are fatigued over, but it also isn't as expensive as most. For only \$10, it's a very polished shooter with

a very nice steampunk theme to it which I really like. One of the best parts of it is the local leaderboard that asks for the player's initials after every round, which makes this a great party game. My only suggestion (other than add some new weapons) would be to add in a Daily Local Leaderboard or something. Many of us will get all of the top 10 highest scores as we own this game and our VR stuff, but for the people that come over to parties and such, they are going to be new to VR and this game, so it's going to be very tough for them to even beat our lowest score on the leaderboard. Let us start with a clean slate so that friends and family have a chance.

Early Access Review The visuals and steampunk theme are great, the shooting feels fine, the audio is cool, the enemy types are interesting, but I still can't recommend this game as it seems that the devs have moved on. I made a post on the Steam discussions about this and they even responded talking about how they are still working on it, but that was months and months and months ago. Back when I first got this, standing, wave based shooters were par for the course in VR and this one was one of the more interesting ones, but now half way through 2017 that's just not the environment. We have shooters like Arizona Sunshine, Sairento, Serious Sam, Raw Data, Onward, Dead Effect 2, and much more.

Very funny game and 100+ levels for a little price.

Graphics are a bit outdated, Musics are very good, Game-Play is fine.

Good one!. Ruination the game came to me once when I had sleep paralysis. He sat down beside my bed and whispered softly in my ear "You can make as many jokes as you'd like but that won't change the fact that you have viewed the entirety of the 2016 film Suicidee Squad on three separate occasions". I tried to fight protest, "No it's not like that" I claimed, "I did it ironically, it doesn't count". But I knew deep down he was right, and since then I continue to slip deeper into black viscus ocean that is my own self-loathing, perhaps never to graced by the light of the sun again.

Overall I give this game an 11V10, really the Dark Souls of 2D platformers.. It is very poorly optimized. The textures keep flipering, wich makes the game visually unbearable. There are almost no graphics options and changing them don't help with the textures problem.. ridiculously hard.. An expansive hidden-object casual game, where you get to explore locations to find objects that you need to complete quests, use on monsters or assemble into collections. Graphics are nice-looking, music is just a few variations of the same melody that has an oriental underscore but otherwise it's just an average ambient. The main problem of the game, though, is its energy system – exploring locations consumes “energy” like a thirster, and replenishing it is agonizingly slow. But once you figure out the “yesterday’s date” trick (described in the discussion forum, and without it I wouldn’t have recommended this game) that effectively resolves the energy crisis, you get plenty of hours of fun with finding hidden objects (even if it gets somewhat repetitive after a while), completing quests and satisfying your collector’s mania.

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