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Pure Farming 2018 - Lindner Geotrac 134ep Activation.rar



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### **About This Content**

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Title: Pure Farming 2018 - Lindner Geotrac 134ep  
Genre: Simulation  
Developer:  
Ice Flames  
Publisher:  
Techland Publishing  
Release Date: 13 Mar, 2018

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 10,8,7 (64 bit)

**Processor:** Intel Core I5 2,3 GHZ or better

**Memory:** 4 GB RAM

**Graphics:** Geforce 560 GTX 2 GB or better

**DirectX:** Version 10

**Storage:** 12 GB available space

English,French,Italian,German,Polish,Russian







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A fantastic RPG experience through and through. Forget the mods. Play it, experience it, soak yourself in it, as it's meant to be. Before you notice, you'll love every single flaw this masterpiece has to offer (which is plenty!). I don't know how I feel about this game.

The tutorials weren't that great, and the items that you have access to are inconsistent.

The game was really hard for me to get into. I find this really disappointing because I love puzzle games, I love building physics games, I love challenging games, I also really love the space theme. But this game just does something wrong with these great concept and they all fall flat creating a confusing, hard to play game.

Doesn't quite feel user friendly. And hiding extra finer controls for certain blocks and never showing where they are also makes it hard for me to give this game a thumbs up.

Good try better luck next time.. Great price, fun multiplayer, terrific presentation. A++ would accidentally learn morse code while laughing again.. Music so amazing you will find yourself listening to it even when you are not playing the game.. With a lot of work, this could be a very enjoyable game. In its current state (official 1.0 release), it's tedious and had a lot of unfun mechanics. It sounds like a lot of reviews were from early access and a lot of the mechanics have changed around quite a bit since then.

One thing other reviews haven't really mentioned is just how cramped and awkward the combat feels. You basically have two choices: either you're tough enough to survive standing next to a bunch of mobs and kill them before you, or you stand at a distance and range (read: cheese) them to death. I haven't really felt the in between state.

The dungeon grind felt very awkward to me. The dungeon you go in looks like an ants nest from the side, however the passages are either barely large enough for you to fit through, or not large enough. You have a movement skill to get around this, but it's on a cooldown (10 seconds to start). You end up waiting for this cooldown a lot of the time. Oh, and the dungeon is in complete darkness, so you need to place a torch every 10 feet if you want to see AT ALL. Supposedly there is a ring that lights up the space around you. At level 32, I haven't found anything like this so far.

Low on health? Either drink a potion or teleport home and heal at +5 hp/second. You can increase this slightly by regen items if you're lucky enough to find them. However, the "armor check" others mentioned will quickly mean you need to change your armor. Oh and that really cool gem you found? It doesn't fit in your new armor. So yeah, choose between a cool gem with abysmal AR or a good AR rating with a crappy gem. Of course you can grind to find new items.

Ring crafting: To craft rings, which provide minor buffs, require runes. Runes are so rare that I unlocked my second ring slot at level 25 before I had enough runes to craft even a single ring. You can't craft the lowest level runes, but you can combine runes to create higher level ones. This creates an awkward system where you have all the level 2 runes you need, but you have none of the level 1 ones. The only way to get level 1 runes is to crawl through the lower levels of the dungeon.

Invasions are an unfun mechanic. Your base gets overrun with monsters which you have to kill in order to access your shopkeeper and other NPCs again. If you die, and you're next to your homestone, you will most likely die again immediately after resurrecting and drop even more items. And then die again. At that stage, you have no items and no way of getting them back. Only solution is to start a new character.

Hitting "m" brings up the map as an overlay across your screen. The problem is that it's at 100% opacity, so you can't see anything. To close the map, you need to hit "m" THREE MORE TIMES to cycle through the various map states and close it. It's like the developer didn't know which map mode looked best, so he threw them all in there. The end result is a four-cycle map mode instead of just a toggle.. I want my 6 minutes back. Nope nope nope. Srsly.

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Epic Store sell outs.. Super Buggy on Oculus Rift. This is essentially an interstellar truck-stop simulator. I would describe it as X-Com lite. It has similiar mechanics from Gnomoria, The Sims, and Diner Dash style gameplay.

**Pros:**

- +Fun little builder that could potentially be a huge time-sink
- +UI is pretty well done
- +Fair level of complexity (i.e. from tourist mood-state to leveling up to battle-equipping soldiers)

**Meh:**

- =Music is decent
- =Artwork is ok (for some reason it makes me think of a phone game, but thats ok)

**Cons:**

- Fighting reminds me of a seriously dumbed down X-Com game - there is little strategy and it all amounts to a series of clicks (go here, click here, now go here)
- I personally hate that all the planets are completely flat - once again gives me ideas of a phone game

Overall, I think this is worth it if you can get past some of the shortcomings. Lets get one thing straight though - this is certainly a casual game. Nothing seems that difficult.. Do all of your friends hate pixel games? Do you hate playing online with strangers? Then this game is not for you. The game has a lot going for it in terms of content, but playing alone is just you mashing buttons in a maze. There's not some kind of great storyline to pull you in and neither is there a huge amount of customization you can do to the world like in their other games.. This game by far surpasses any game in terms of visual beauty and haunting realism, the immersion is just amazing. This detective/thriller game is so beautiful you forget that someone/something is going around making people murder others and trying to murder a child, you walk from fresh to corpse to fresh corpse simply indulging yourself in the games amazing use of photo-to-texture conversion, truly an immersive experience. Would piece together crimescenes again 10/10. Pretty good escape room game. 8/10 . Looks good, not too buggy. Good Job. So. I can't find the Dagger at all or the other items you need to open the first door. So I'll give a review of my first impressions of the Early Access version of the game.

It took me a while before I figured out how to make the video actually work for me. At first it was going at 25fps but now I've got it going at a solid 60fps, most of the time. Whenever I walk into a building it seems like the game has to load the new rooms, because it freezes for a second and then lets me move again, it's only a minor annoyance but it happens at each new building. And the framerate drops significantly in tight areas, not to mention the game gave me hell (no pun intended) just to get the video to run so I wouldn't have flashing lights on the borders.

But this still doesn't matter when everybody else seems to be playing a different game. They start out in some sort of building when I start out in the town, I don't know if this is a glitch in the game but it's something you should really fix as soon as possible because it makes looking up a walkthrough or experiencing the game to it's fullest much harder to do.

So right now I will not be recommending this game. Once they've fixed it, or finished it I'd suggest it, but not now.. Arkanoid meets "Bill and Ted" in this fun spin on the bat and ball genre.

That's not to say that there is not a couple of problems with the game. First of all, the colission detection is horrendous in places. When enemies zap at you with lightning, you can see the distance it has missed you by as the game pauses for a second to tell you that you have died.

Also, when you are watching for the ball to come back to you, plus there are coins dropping, power ups to be collected and bad guys to avoid, it gets a little difficult to actually tell what you should be trying to collect and what you should avoid.

But if you can get past the annoyances, this will keep you occupied for an hour or so.

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