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## About This Game

**Create your farm from top to bottom !** Build, grow, manage and become a virtual competent and reknown farmer.

**Explore** wild territories, create and develop a fantastic agricultural land. Each new game comes with its own unique features (landscaping, vegetation, rivers, and soil composition); you develop it according to your wants, needs and strategic goals. You choose where to place your buildings, build roads, locate your plots, and so on...

**Raise** one or several animal species (several breeds per type) :

- Cow
- Pig
- Goat
- Sheep
- Poultry

Your job is to feed/water the animals, add litter, remove the manure, all for their happiness and well-being. And also to avoid

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disease, or worse, deaths. In return, they will give you milk, eggs, as well as meat when you're selling them to the slaughterhouse. Thanks to genetics and reproduction, you can expand your herds and improve animal's genes and quality.

**Create your plots**, grow and harvest them to feed your animals. No animals? Not a problem, sell your production directly to the cooperative, or to another player (multiplayer mode). How about storing it and selling it later when the market prices are higher? A good harvest means planting with the right season, and using adequate farm equipments to work your land. You'll also have to deal with weather conditions (sunshine, rainfall, various temperatures...), and to be reactive if your crops become diseased.

Your success will depend on you're making the right decisions at the right time.

**Access a selection of more than 30 different types of equipment**, with more than a 100 accurate 3D models, which you can customise (colours, accessories) to your preference. You choose the equipment according to your needs; if the investment is too heavy, you can always buy second-hand or buy with other players (using farm grouping). With this equipment, you'll be able to work effectively on your plots of land, and grow your livestock. Select one, choose an action, and intuitively manage all your work in your virtual farm!

### **Game mode :**

#### Single player :

You play on your own, the world is not perpetual (time stops whenever you save and quit the game). You can fast forward time.

### **In short :**

- The combination of realistic environmental simulations and in-depth management of farming strategies.
- Life-like animations for various animals, farming equipment and the environment.
- The ability to develop a unique farm every time you play, choose to settle in many different regions in more than 5 countries.
- A personal playing space of more than 600 hectares to construct buildings, develop cultures, care for animals, and use farming equipment.
- Nearly 100 life-like 3D models of agricultural equipment.
- 5 animal species (cattle, pigs, goats, sheep, poultry) to produce eggs, milk and meat.
- 15 different cultures to place on your customizable plots.
- A novel genetic system, each animal has its own characteristics (Health, Reproduction, Age, and Weight).

### **Work in progress (not available in Early Access version):**

The final version of the game gives access to extra options with **english version of the game**, as well as **Multiplayers** mode.

In the Multiplayers mode, you have access to :

- Play in a perpetual world (e.g., the world keeps existing, whether all players are connected or not). In that game mode, 1 day is 6 hours – real time (time runs 4 times faster). In that way, a month in the game is 28 virtual days (7 days – real

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time): it starts on Monday (at 0:00 am) to end on Sunday (at midnight).

- Buying/selling farm equipment, livestock, goods among players (vs. computer)
- Buying farm equipment with others players (group purchasing)
- Challenge other players in genetic competitions with your top animals
- Exchange with other players through the mailbox

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Title: Pro Farm Manager  
Genre: Simulation, Strategy, Early Access  
Developer:  
Aslak Studio  
Publisher:  
Expone  
Release Date: 20 Nov, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7/8/10

**Processor:** 2.0 GHz Intel or equivalent AMD dual-core

**Memory:** 2 GB RAM

**Graphics:** Nvidia Geforce GTS 450/AMD Radeon HD 6770 or more

**DirectX:** Version 11

**Network:** Broadband Internet connection

**Storage:** 5 GB available space

English,French

Points Available: 5508

#### Descent Stage Main Engine

	Current	Cost	Next	
Maximum Thrust:	5000 N	2000	6250 N	<a href="#">Upgrade</a>
Vacuum ISP:	280 s	1600	297 s	<a href="#">Upgrade</a>
Atmosphere ISP:	260 s	1800	283 s	<a href="#">Upgrade</a>
Minimum Throttle:	25%	1300	23%	<a href="#">Upgrade</a>

#### Ascent Stage Main Engine

	Current	Cost	Next	
Maximum Thrust:	3500 N	1700	4025 N	<a href="#">Upgrade</a>
Vacuum ISP:	380 s	2300	437 s	<a href="#">Upgrade</a>
Atmosphere ISP:	280 s	1900	294 s	<a href="#">Upgrade</a>
Minimum Throttle:	25%	1200	20%	<a href="#">Upgrade</a>

#### Fuel Cells

	Current	Cost	Next	
Ascent Stage Fuel:	150 kg	800	192 kg	<a href="#">Upgrade</a>
Descent Stage Fuel:	100 kg	700	133 kg	<a href="#">Upgrade</a>
				<a href="#">Upgrade</a>
				<a href="#">Upgrade</a>

#### RCS Thrusters

	Current	Cost	Next	
Maximum Thrust:	100 N	400	165 N	<a href="#">Upgrade</a>
Vacuum ISP:	250 s	600	283 s	<a href="#">Upgrade</a>
Atmosphere ISP:	200 s	500	220 s	<a href="#">Upgrade</a>
Minimum Throttle:	25%	750	20%	<a href="#">Upgrade</a>

Done





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Extremely disappointed, I swear I finished this game in 10-15 minutes or so. I feel there was so much more to the story, but it seems there wasn't, it kind of just skipped to the credits.

Graphics were oddly power hungry for not a lot of details, as well as many visual elements flicking or see-through hair.

Overall, disappointed, thought it would be good, but it wasn't.. Bought this on the recommendation of a friend. It is a very polished game for early access. The concept of playing with gravity is perfect for VR and the feeling of shifting planes of playing fields is really fun. I have only played through the first level so far but it was really fun. The level design and puzzles were interesting and challenging enough to be fun but not frustrating. The weapon design ease of picking up and dropping weapons, and close combat felt great. At no time did I try to do something logical and found that I couldn't. I hope the developers continue to build upon this game. I highly recommend it and hope more people discover and support it!! Really easy game to get into. Mechanics are simple. Game modes are pretty fun. All in all a great game for the money. Now if only more people still played it!! girls punching girls with hats its p good

buy if you like girls with hats punching

help zun and tasofro have a beer. Once I saw first trailer & screens, I thought that game should be good, but:

1. Same characters, courts
2. Huge amount of bug's in online mode
3. Boring Career mode
4. Graphic isn't so good, but it's not a minus for me.
5. In the end game crushed & I my progress from the last match wasn't saved.

It's no so bad, but it shouldn't cost so much, at least for that version.

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After plenty of hours spent in this game I decided to change my mind due to:

1. There's an internal content creator which allows you both to create & download players, courts, logos, etc. So you can get all missed official players & play as you wish
2. Game isn't so bad from a graphic point, it's not perfect, but good enough
3. Gameplay isn't so bad too, thats for sure after all those hours I spent with this game.

However there're several issues still be solved:

1. Career & online modes are main modes for me in any sport simulator, regarding online, it's not so terrible as it was in the begining, but regarding career, it's still too boring. Hope game designers & the rest of the creator team will change that in future.
2. Thanks to internal "Academy" - content creator, game has plenty of players & courts, but speaking about all the rest, it's all the same all time. I won a simple challenge & cup after that and all I had were same emotions, same cutscenes, etc. Hope guys'll spend some time in order to improve that too.

In the end, I'd say it's a best tennis simulator we currently could have on PC, but there's still a lot to improve & I hope that what they'll do.

If you're serching for tennis simulator, better to take this one than Tennis World Tour (that was a total piece of♥♥♥♥♥♥♥♥. Great game. Checks a lot of boxes for me. I've played so many of David's games over the years. This will be another I spend



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hundreds of hours playing.

Check out the discord and watch the twitch streams for more inside information to the development process.

Joined Early Access and couldn't be happier helping to make the game better. So much potential for this game that I love seeing the new features and content.

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no option to set the resolution, could not play on new hardware.. OK this game looks like fun but it has 0 customization of the key and I don't think these kinda games are suitable to play in the keyboard ! I hate actually playing it on keyboard !. The game has nice graphics, but it's simply not fun.

It's extremely repetitive, even for a bullet hell type of game, and controller support is mediocre. The menus use a virtual cursor mouse which is big red flag, and in game it simply doesn't feel right. You also need a mouse for the installation process.

Not recommended.. Cute casual platformer. I really enjoyed it on Easy to avoid some annoying timing elements, and leave it to basic platforming. Each level is quite short, so it is easy to play just a few levels, and if you die, you don't get set back too far. I found it quite easy on easy, and a bit frustrating on normal. I made it until the final 5 levels when the level was a bit longer and at too much risk of being shot. I'd play more games like this. My only complaint is the framerate is quite low, and hurt my eyes a little at first, but was fine. It played & ran fine on my Win10 Alienware GTX 1080 played with an Xbox360 gamepad on a TV.. unplayable.....for now. Like this girl

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