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About This Content

This free extension of Farming Simulator 2013 offers a selection of authentic vehicles and equipment letting you to reconnect with the early years of modern agriculture!
You will be pleased to find classic vehicles such as Deutz D80, Güldner G40, Hatz H340, Hürlimann D110, Lindner BF 450 A, Schlüter Super 1500 TVL Special and many more!

Title: Farming Simulator 2013 - Classics

Genre: Casual, Simulation

Developer:

Giants Software

Publisher:

Giants Software

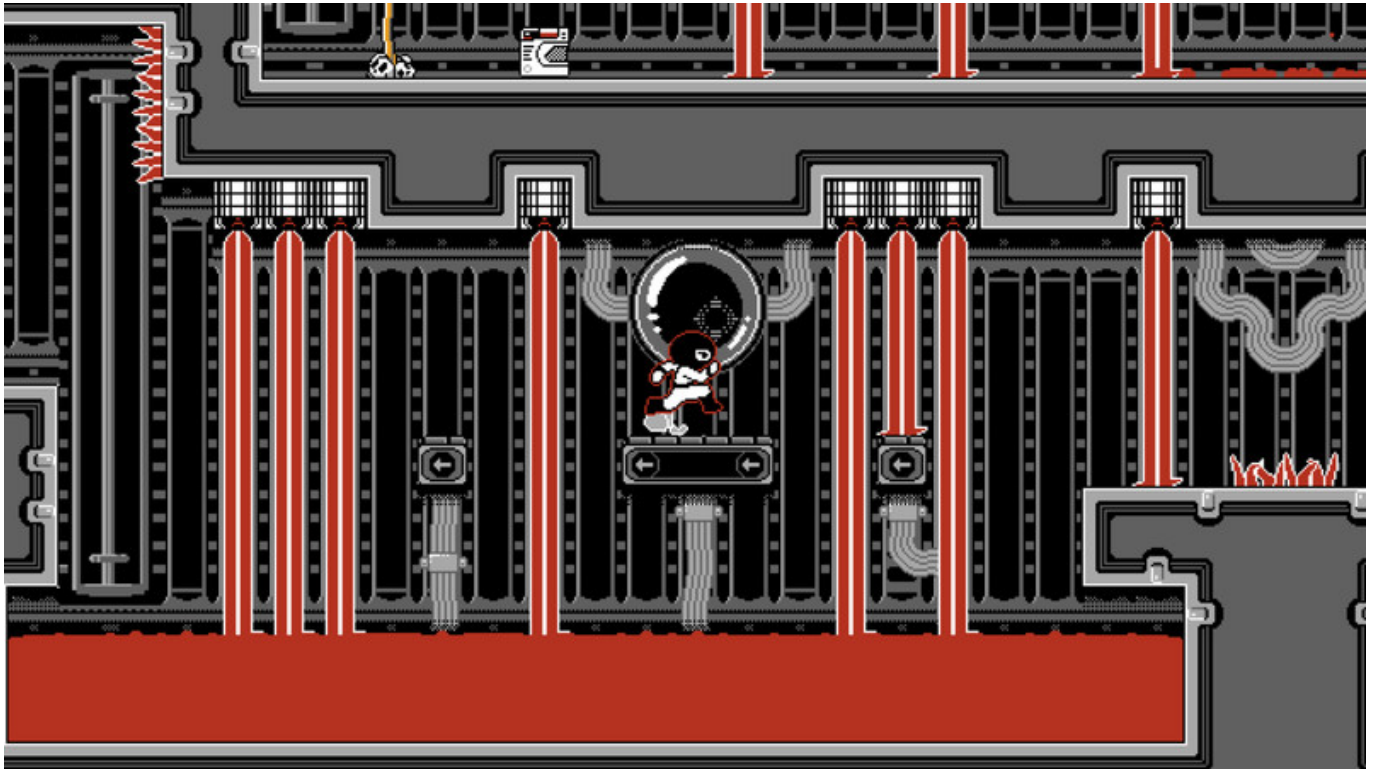
Franchise:

Farming Simulator

Release Date: 9 Oct, 2013

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English,German,French,Polish







Most Viwe games works fine with Oculus rift, but not this one.

The controllers are non intuitive.

Zoom\scaling\rotate controlling, kinda works but is really struggling.

The placement of towers do really suck! 80% of the shoots miss because of that really frustrating crossbow\shooting interface.

I hope this is fixed since the game overall looks promising.

But until then, I'm gonna avoid this.. This Game is Crap. This game is so simple and yet so addicting! The light humour is great, the artwork and animation is beautiful and I really love the soundtrack. The controls are slick and the game allows for some tight and reflex-intensive matches and I love all of it! 5/5!!!. Whats there to say?... its by AGEOD

A great strategy game that lets you re-write history!. First of all, this is one of the better "Choose your own adventure" games and I had a lot of fun with it.

BUT it seems to be way too ambitious for its own good. So much gear, so many skills, so many npcs, so many possibilities, and the whole crafting aspect is HUGE but entirely useless. Either this game will have one big/2 smaller sequels or the entire premise will be totally wasted.. I am going to rate this up because I love the concept. Still buggy as hell and frustrating, but I like the direction it is going.

So here's the deal...

This would have been a great concept. I like the idea of looking up the answers to the puzzles. It was super cool and kind of a throwback to playing Carmen Sandiego on the Apple IIe. But this game messed up a lot of things. Half of the puzzles were either worded very poorly, or they were designed so that it would be impossible to solve by means other than looking up a walkthrough or by random guessing. One puzzle required to place things in chronological order. Not only is the layout of the actual puzzle different than the instructions for that puzzle, but they wanted it done in REVERSE chronological order, which was not stated in those instructions. Cool aesthetic, terrible design.. Game got great potential but it needs lots of update. Game mechanic is unbalanced. Code filled with anomaly that makes game unbalanced and hard to play.

Graphics, sound and music are great.. First and foremost, I didn't mind the movement. It's not traditional Serious Sam trackpad, but it's a style I've played before. It's similar to Ghost Town, Astral Domine, Quell, Protonwar....you press up to move, and you move where you point the controller. You have full 360 movement. Strafe, backwards ect...

The main issue with the movement is the fov restriction when you move. It projects a black circle around your vision every time you move. Conveniently they omitted this from the videos which I feel is grossly misleading.

I'm a sucker for stealth games and I enjoyed this one....unfortunately it's woefully short on content and appears to be dead on arrival. If it ever gets more content, or gets finished my review would be a thumbs up.. I love this game. It's a combo of Star Fox level selecting (minus the secret paths), Asteroids, and Roguelikes. My only complaint with the game is I cannot play it w/o a virtual machine (bc I have Windows 10 baby).

Edit: I ended up fixing the game by running it in Windows 7 compatibility mode.. I've played racing games for years and this is absolutely one of the best out there that's not got a car or motorcycle in it. It's well optimised which means I've never suffered any stutter or lag whatsoever. If you are a racing enthusiast like me and you don't have this game, you are really missing out.

The snowmobiles have excellent physics and feel, the controller set-up is easily customized to suit your style of controller and play. What you are getting here is pure racing, and nothing but. Graphics may not be absolutely cutting edge, but there is certainly not anything lacking visually either that will distract you. The actual game looks and feels much better than the trailer.

This is a classic arcade type of game, more than a simulation, and like in all enjoyable racing games there is a learning curve to pass in the beginning. Are you going to jump right into the most powerful snowmobile and dominate the competition? Yes! But only after you've fought your way through loads of challenges to unlock it, and then you'll still have to keep up with the best to win.

Do you have what it takes? Let's find out.. From the first minute of gameplay, this game sets itself up to be a game that will have the player questioning every decision they make. From simple decisions such as to fight or flee, to weaving the story via their choice of words, this game excels in attaching the player to the story and the character.

The combat in this game is quite tactical, and this is thanks to the stance system. Without going into too much detail, it's basically a system that allows a player to alter their attack, defence, and magic-orientated statistics, as to minimise damage taken, and maximise damage output. Another thing that defines this game is the way in which the game deals with the effects of battle; As you fight, you're weakened. This system, yet again, makes the player think, and this is what truly defines the combat in this game.

The story, for me, is the best part of this game. Don't get me wrong, the design and combat are great, but the story offers something truly magnificent; it offers ideas that question our own values and morality. It shows us what all heroes eventually become, and this adds a layer of realism to the game; it reminds us that 'not everyone is a hero, and those who are, will meet the same end as you and I'.

Overall, this game is a very deep, yet enjoyable experience which truly does test the emotions and psyche of the player. Would I recommend this to a friend? Most definitely, in fact this game is a game that should be played by everyone, due to the ability it possesses, in allowing people to measure their 'acceptance of mortality,' as well being an enjoyable (and in many ways relatable) game to play.

Lastly, the developer, Kyle Ballentine, should be held in high regard for creating this game, and developing the themes within it. Neon Skies Studio should also be held in high regard for their brilliant job on designing the original art for this game.

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