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## Download Pro Farm Manager



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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 a 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

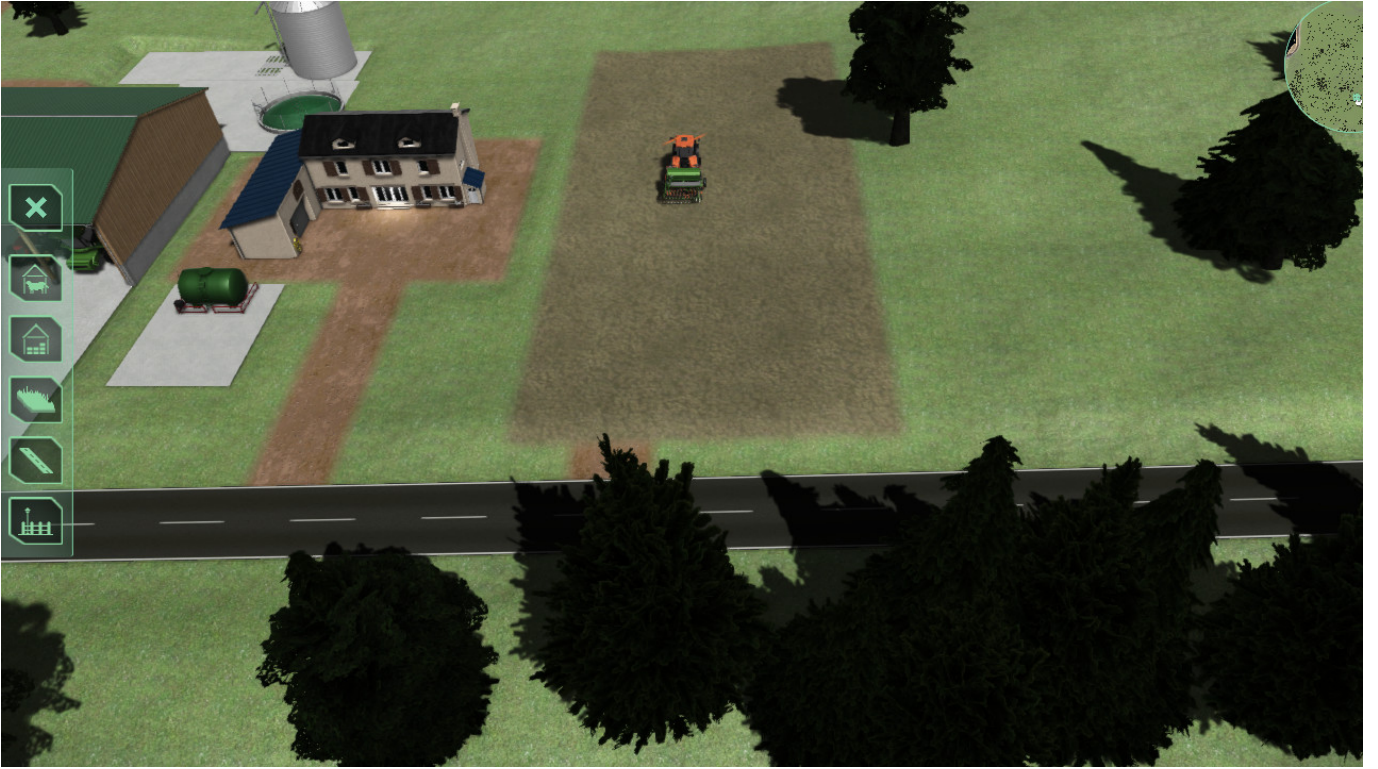
**Storage:** 5 GB available space

English,French









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First of all, look at the numbers of hours played by the negative reviewers. I do not believe, at this point, there is one that has played over an hour. It's hard for me to believe anyone can make an honest assesment about this game spending that little time with it. Why? First of all, it's been translated from the french version. The developers claim that the translation is 95 percent done...I don't think so. I probably spent an hour looking up words used in the game menus using Google translate to convert into English. I don't recognize farm machinery by look alone, so to figure out which machine was the seeder, I had to translate that to french to get "semoir" before I could figure out what machine it was.

Secondly, the manual has been translated to English and it's right here on the site. it's helpful for sure, but it doesn't cover near enough to let you really know how to go about things. For instance, the manual will tell you what machinery you need to feed your animals, but doesn't really tell you exactly how to go about using that machinery. Another example is that I spent a lot of time trying to figure out how to get manure out of animal pens. It was simply because I needed to use a Clous TL-4 telescopic front end loader instead of just a regular bucket on a tractor. It's things like that which really aggravated me at times. However, If you wanted to get an idea of what the game is about, I would suggest looking at the manual before buying. It will let you know what this game has to offer.

Lastly, this game is way deeper than other so called "farm sims". To me, the other "farm sims" seem geared toward a techno toddler that enjoys pushing his John Deere model tractor across the yard and filling it's trailer with rocks to haul around. It's fun I guess, if your easily amused. They always leave me wanting more though and I don't think they should be called farming simulators, more like pretty farm machinery simulators. Sure they have animal breeding, but the aspects of it are really shallow. I don't know of another "farm sim" out there that let's you decide which two individual animals you would like to breed. "What does it matter", you say. Good question, it wouldn't matter if you were playing other "farm sims", all the animals are paper cutouts of each other. This game, however, has animal genetics. There are multiple traits for each animal such as egg laying rate with chickens or a breeding success factor for cattle. So if you wanted to raise a bull that was very good at knocking up the cows, you can breed for that. If you wanted a goat that was a good milk producer, you can breed for that as well. They even have a demeanor factor. Apparently, if the animal has a bad demeanor, it's easier for it to get lost. I haven't got to the point of being able to do this yet, but at the beginning of each month, there are livestock competitions where you can enter your favorite, best bred animal into in hopes of winning a cash prize. I guess what i'm saying in the end is this game offers choices. Another example is you can put your fields where you want and make them as large as you want.

So the problem in the end, is that since this game is so deep, and French, you are going to have your work cut out for you figuring out how to play it. If more English speaking players could get on board make some better documentation to eliminate the headaches, it would do this game a lot of good.

Finally, this game does have bugs. You can play it, but it's kind of like a big tease. It leaves me sometimes thinking that if this game ran smoothly, I would probably have a severe gaming addiction. You know, "What might have been." I've had it crash on me whenever I've had a marathon gaming session, which leaves me pretty irritated. But I guess that's what comes with the territory of Early Access. Anyways, if you are looking for something a little more grown up and an actual "farming simulator", give this game a spin and support the devs. If they were able to finish this, I would gladly pay up to fifty bucks for it. The potential is great.

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