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About This Content

- Two new outfits (male and female) with four different skins each

- New hat with four skins

- New glasses: Eyepatch

- New earring: Pirate Earring

- New face paint (male): Pirate moustache

- New pet skin: Blue Macaw Parrot

- New backpack: Ship Anchor

- New building: Grog Distillery

- New farm decorations: Cannon, Message in a Bottle, Treasure Chest

- New fence: Pirate Pole

- New house: Pirate Hideout

- New house decorations: Ship Helm, Loot Boxes, Porthole, Wooden Grating Hatch, Ship Lanterns, Bunk Bed, Pirate Map and Crossed Sabres

- New house door

- Two new house wallpapers and a new house floor

Title: Farm Together - Sugarcane Pack
Genre: Casual, Indie, Simulation
Developer:
Milkstone Studios
Release Date: 25 Apr, 2019

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Minimum:

OS: Windows Vista or newer

Processor: Dual Core processor

Memory: 2 GB RAM

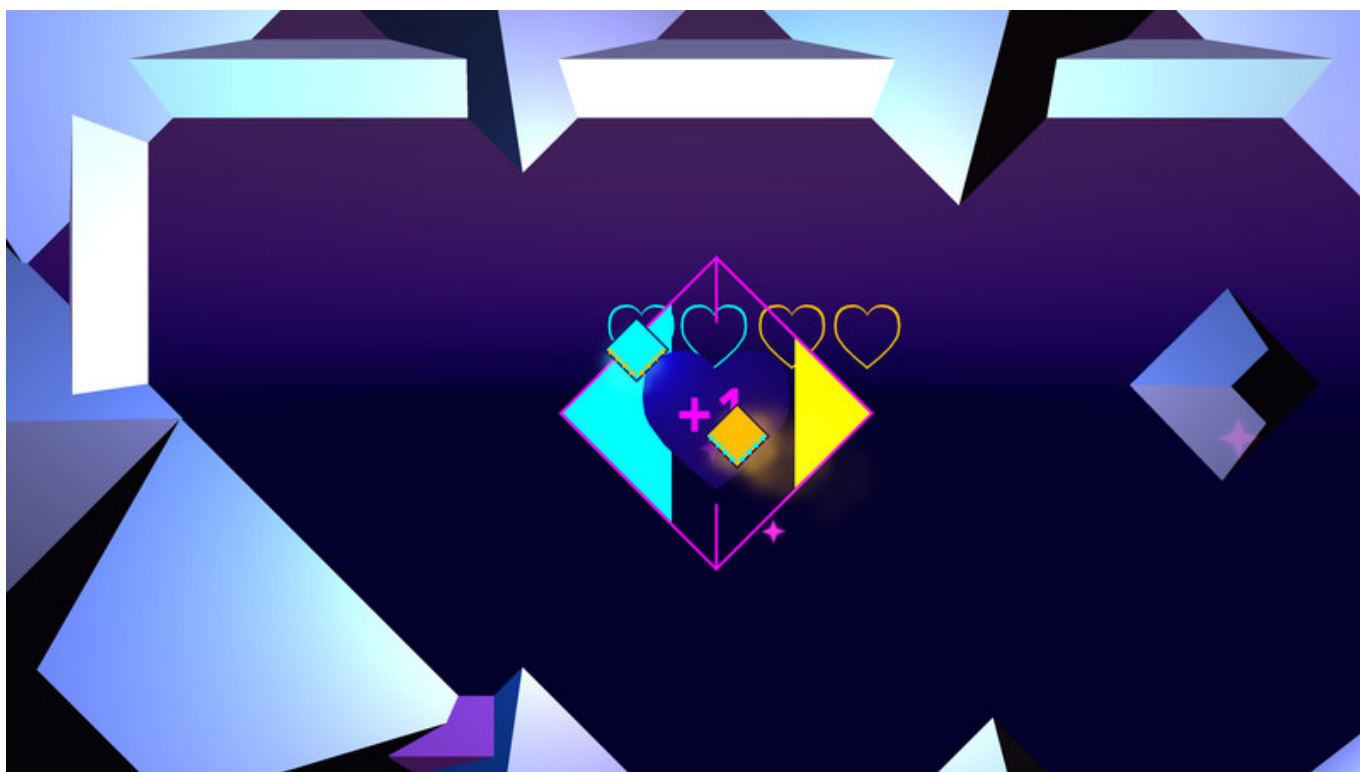**Graphics:** DirectX 10 capable hardware

DirectX: Version 11

Storage: 1 GB available space

English,Italian,Russian,Norwegian,Romanian,Swedish,German,French,Simplified
Chinese,Finnish,Dutch,Portuguese,Turkish,Hungarian,Japanese,Thai,Danish,Polish,Traditional Chinese,Czech,Korean

Bought it on the 3ds, buying it again for steam.

Absoluely loved it, while it is the closest game to good megaman gameplay you can find in this day and age, its also doing its own take on that genre and some older bullet hells.

confused? dont be, its decently classic megaman gameplay brought into the modern day along with power ups for destroying enemies and not taking hits: speed up, gliding, patterns to help get more enemies down in tougher spots, all the way to straight double, quadra, and even more power!!!

at first i hated the game, i really did jsut want megaman gameplay, i was hating it, but when i gave it a fair shot i started to not only get better but love the unique gameplay thats been put into this game. enemies are hard to deal with but easy once their patterns and behaviors are studied and thought out, and bosses are good test of your own dodging.

enemies arent a push over unlike in other megamanesc games and you cna only take so many hits but you will learn their patterns and with each boss ability unlocked, the abilites behavior will be perfect for countering the enemies, even the bosses (think about what ability's behavior, hit box, effect or more will counter the boss and you'll likely guess what their weakness it, giving you a massive advantage in both damage and making their best bullet patterns much easier to deal with).

each of the 12 stages, (YES BACK TO MEGAMAN 3 WITH THE ADDED ON LATER CONTENT :P) also has 2 syega crystals that midly reveal themselves, if you pay attention to that or their shine when you hit them you can collect them for further upgrades to your slot upgrades. collecting these will allow you to further push the limits of your characters powering up at your own choosing now unlike the first game, your special gauge to the side is used for any attacks but mostly boss abilites will drain it and is very easy to keep track of. not only that but with each character played the hidding spots are changed respectively per character, based on what they can do and jsut generally relocating the syega again makes the hunt more fun per playthrough, i cant even memeorise where they all are because this will stump you half the time when youre jsut checking from memeory. really enjoy the fresh feel you can get per cmapaign played.

i know ive only a few hours put into this pc version but ive 6 files of the varying difficulties, mixing between the characters and their unique playstyles, story and more, on my 3ds completed. normal, hard, insane and even more random difficulty modifiers you can get from the menu section once you beat the game. Inside System really know how to make the game last longer by it allowing itself to open up to you bit by bit offering more options and such to be played through giving you a different experience per playthrough.

i highly recommend this game on either version. though i will say a certain character youd wanna play from the first gmae if you beat it is playable only on the steam version.. I had my doubts but this is a really neat little plane, autopilot not needed. In march of 2018 I made a review saying how broken this game was, after **nine months the game has finally been fixed. Nine. Months. While this is a** *decent game for the its price, I wouldn't recommend; the developer\/s don't answer questions asked, don't respond to meesages and overall the game is very, very confusing. It has no story, and teaches you very little about how to play and to top that off the movement feels very broken, pressing shift sends you flying acroos the levels and walking makes you acclerate over jumps making the game very hard to play.*

 Overall don't get this game, save your money for a CS:GO skin or a better game. . Things have changed since i written this review so i will adapt my review to the changes:

- For the singleplayer-mode which is now available it seems like a really nice idea but things have to be edited client-wise. Talking about the camera and mini-map. I like how the graphics look and how the game is designed, but the minimap mechanics are not my style at all and its rather a bother to have it this way. I know that not every game has to be the same but honestly the minimap of games like AOE or such alike is just very good and should be made alike those.

((Besides that the game looks enjoyable but its not a game i would play with my mates on a LAN-Party at this state. I really would like to see more of this game because it really got potential and i hope its getting a "improved" WC3 or such, if thats fair to say :'D))

- For the multiplayer-mode you can choose either Humans or Orcs sofar, no matter which you choose you will get to a window where you then can choose either "Search lobby" to randomly connect to the people who search for a game, and you can create or join a lobby (the lobby name gotta have atleast 5 characters in the name).

((Now the problem is, when clicking on search lobby, it says lobby created and searching for players... But the match just never starts - i guess there are just no people searching for games sofar, so the game never starts))

-> I give this game a thumbs-up for the idea of it, <-
but at the same time a thumbs-down due to the very very early state it is in rightnow. this doesnt work i dont get it ,I cant see the cars and play in them.. this has got to be my favorite game when im bored, especially with the new update. Better and brighter than their first effort but still not much to go on here.... While couch co-op is fun it's not always available, really needs to also have a "host" option, direct connect via IP or connect through steam or something option. Still reccomend, the puns are fantastic, the funs are fun, and i love the references to Llamas with Hats and Contra.

My official review of thus therefore whereas before I had been abducted by kittens my great great great great great great great great great great great grand father who was involved in the creation of yes u know it, that's correct, yes the thing ur thinking of. Wellll anyways let me inform your friends of this pop tastic pop tart of a game we are discussing right now. I really think that yes it is a game where u press buttons so yes. Obviously. LATERrrrrrrrr. A much better improvement on the first book of the trilogy. You can save your game and come back to where you left off from. The story is fairly the same, explore, gather, do quests, rinse and repeat. Highly recommend this city builder. Two thumbs way up. Can't wait for book 3. 10\/10.. The first thing that grabbed my attention was the awful framerate. The devs also may want to consider adding video settings to this game in the future, just so it can be more accessible to those with worse PC specs.

Also, as I was playing the game, I noticed that there was a considerable lag when I tried using my mouse to move the camera like you do in every game that takes place in a first-person perspective. You may want to consider adding a setting for mouse sensitivity as well, at some point in the future.

Now let's talk about other gameplay elements. While I was moving, I felt like my character (whoever he or she is) was moving quite a bit too fast. This wouldn't have been so bad if the area my character was in was much wider, but since the area is so small I found myself constantly crashing into walls. The devs may also want to consider either tampering with the controls, or making an entire change to the level design. I'd, personally, recommend that you tamper with the controls, although you'd earn my respect if you decided to change the size of the whole level. I'd also like to talk about another issue. I feel like the regular jump height isn't very high. Only if I was using double jumps, parkour, or wall-jumps could I get anywhere. This is a platformer, after all.

Now, that I think I'm done complaining, let me talk about the pros.

I, for one, love the idea of sandbox-like first-person 3D platformer that a set goal that also takes place in a cobalt-black futuristic setting. I also love the fact that you can change up the way some gameplay elements. Makes me wonder where the devs are going to go with a such a concept. Also, as laggy, as this game is, it looks amazing. I don't know how many devs are creating this, but if only two devs are working on this like I think this might be the case, than both of them deserve a medal.

In the end, I think this has the potential to be a great game. However, we need to see more. We need to see where the devs are going to with SecondSpeed; what story this game is going to have; what features are going to be implemented. I truly want to see more, because I truly feel that this Early Access Game that costs one dollar and ninety-nine cents has has a great concept.. Well worth it, cool ships and alot of customs + standards. As basic as it gets and not exactly managing to charm me. Not at all bad, but lacking anything special about it. If you can: try a demo or otherwise only get it on discount and if you plan to play with friends.. **The Good**
The game is really easy to pick up.
It loaded my home city on start up so I could use that map.
The city you play in matters game play wise. A city like Boston that has sections cut off with one one route to the rest of the city does make it a little more of a challenge as opposed to a land locked city.
I found it nice to play one deployment if I had a 1\/2 hour to play while, lets say, dinner is cooking.
It may look like a casual game at first but there is some depth to it.

The Bad
The game is not very good without the DLC. It makes it mandatory.
The regular price of the game and the DLC is not worth it
There were a few, not bugs per se, but "ticks". Like sometimes when you used the filter, I had to scroll to get my units to appear again. Minor things barely worth mentioning but they are there and the game does run smooth.
After units finish a mission, they should return to their initial deployment point.
It can get repetitive. This is why it was not worth the full price for a game you ma play for a 15 hours and then stach away for a few months.

The Ugly (other thoughts)
I wish you could rename your units. Especially playing in your home town. A minor QOL improvement.
I got the game and DLC for $9 US. That made it a great value.
The graphics are...wel not there. But as games like FTL have shown, good game play comes first and you do not need great graphics to be a hit.

All in all it is a fun game just not worth full price. If you can get it around the $10 US Price, I say pick it up.

PS, pepperoni pizza orders are to be taken seriously. Learn from my mistake.. Very good design and ambiance. Lights feel pretty well managed (The lab renderer technology ?) and immersive.

Gameplay and design make it very attractive, can't wait for the final game.

Will buy it.. this game is pretty good and for the price what do u have to lose? the devs are awesome and help with any issues i had!