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## Terroir Download Complete Edition



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## About This Game

Terroir is a 3D tile-based tycoon game where you manage your very own vineyard. In Terroir, you grow a variety of different grape varieties, craft your wine, and expand and manage your Estate. You'll also have to deal with factors such as weather and random events, which can either make or break your business.

## Features

Some of the game's features and mechanics include:

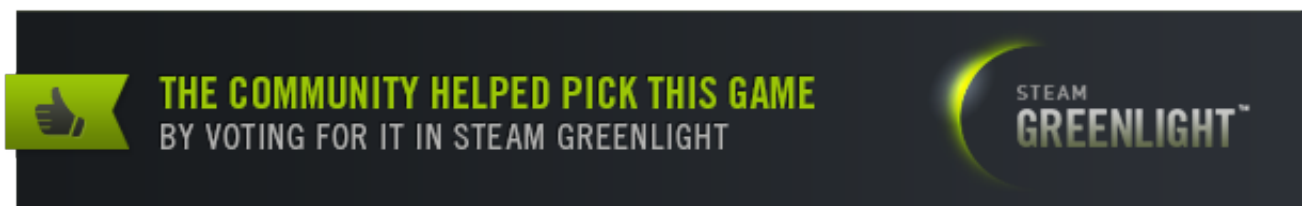
- Choose from a selection of different grape varieties, each with their own demands.
- Dynamic weather system reflecting the unpredictability of real world climate.
- Each complete playthrough lasts 60 in-game years, but Players can continue playing without contributing to their final score.
- Craft wine through the game's 4 winemaking processes: Crushing, Fermentation, Pressing and Ageing. Each type of grape needs to be crafted a certain way to achieve the best results, so you'll have to learn and master each one.
- Start out with a single planting tile, then expand your Estate to up to 33 tiles, using 6 different tile types. Some tiles

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affect the ones around it, so placement is key.

- Customize your estate with ambient items.
- **CHANCE & CIRCUMSTANCE:** Terroir's random event and mission system. Players can open the Mystery Box and choose between CHANCE (a random event that could either have a positive or undesirable outcome) or CIRCUMSTANCE (a mission that a Player completes for rewards, or gets penalized for failing).
- Join Wine Awards for a chance to earn bonuses to your wine's value and your Estate's renown.
- Clean, minimalist design and gorgeous low-poly 3D models.
- Original soundtrack composed and performed by Singapore's CLARQuinet ensemble.

Put on your field gloves, grab a pair of pruning shears and build your Chateau literally from the ground up. Good luck, and cheers!

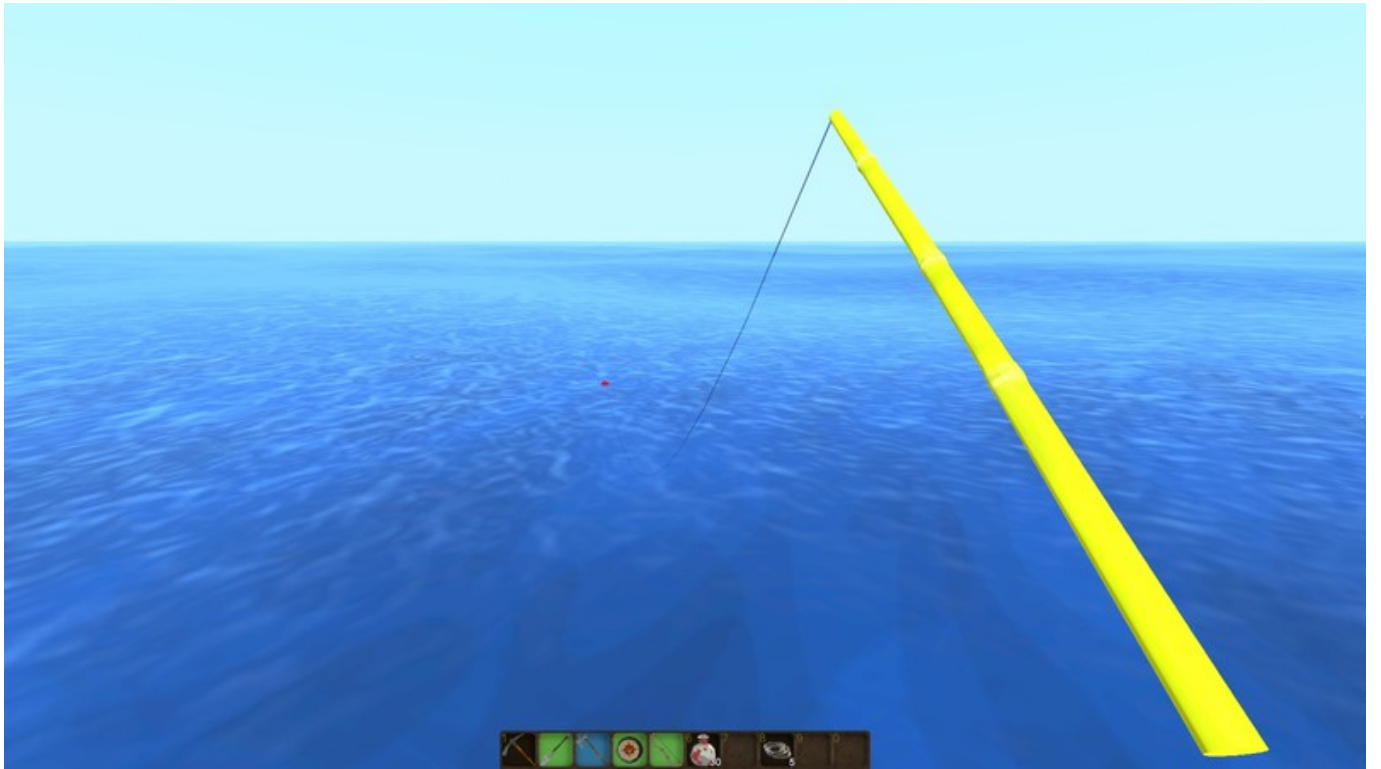


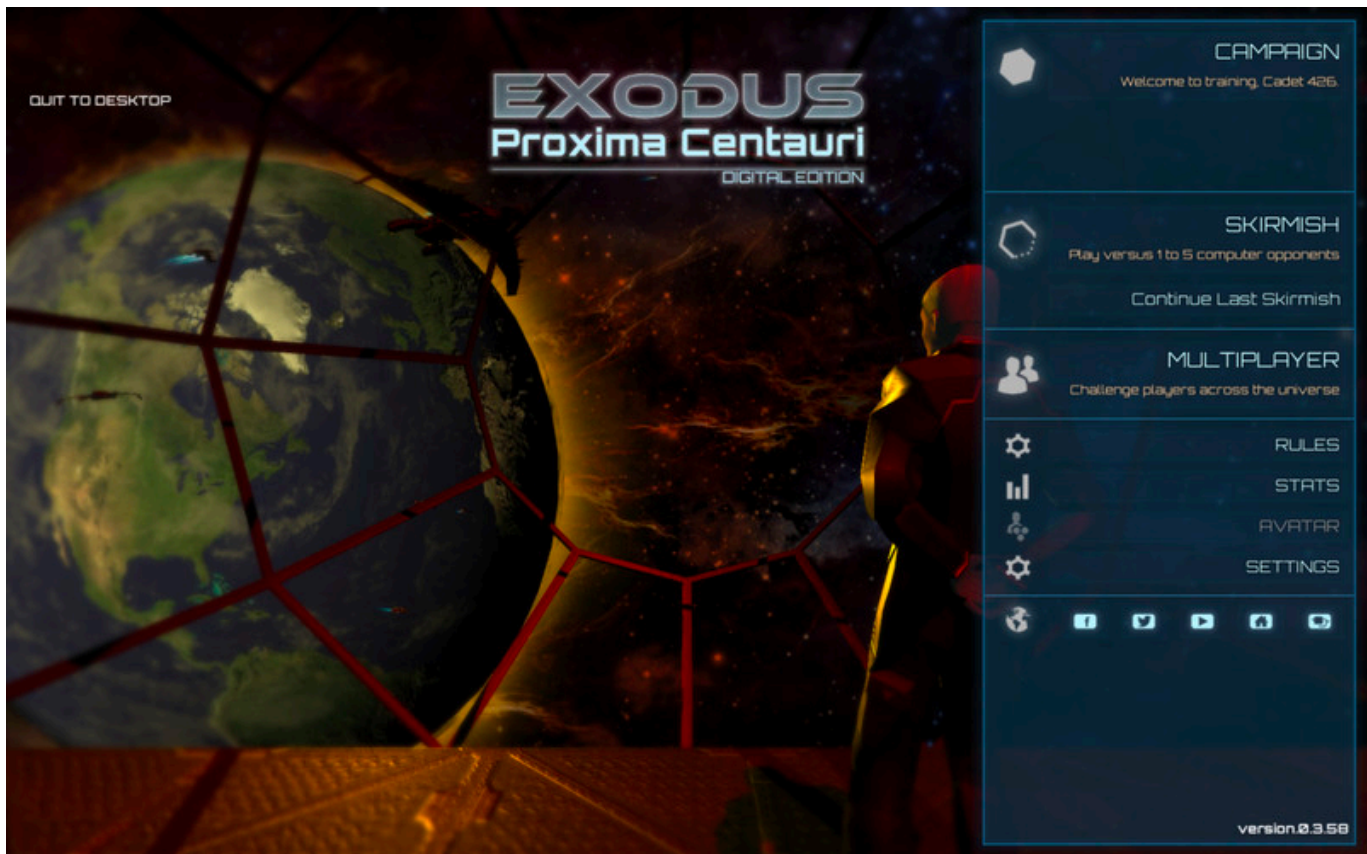
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Title: Terroir  
Genre: Indie, Simulation, Strategy  
Developer:  
General Interactive Co.  
Publisher:  
General Interactive Co.  
Release Date: 20 Sep, 2017

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English,Simplified Chinese,German





Tribute 2 days > 20

40

**ACTIONS**

**TRAINING**



**Valur**  
The Good Boy

12%

Feed the dog

1	6-10
1	8
1	2-4

Choose the dog's action	Energy cost	Outcome
Get it!	34-66	1  Random special item
Attack!	30-60	Battle Dog 1 (3d)
Guard!	26-52	Guard Dog 1 (3d)
Come!	22-44	Kari's Doggie 1 (3d)
Play with me	18-36	8-12  9 to 5
Lick the wounds	15-30	6-10  7 to 4
Hunt!	12-23	1-4  1  0  5
Find!	8-16	1-4  11  3  10
Fetch!	4-8	0-3  6
Rest!		11-16

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This game has absolutely no value. The resolution messes up incredibly easily and can't be fixed, the game has no bot support, and there are NO REBINDABLE KEYS. Do NOT buy this game.. Beautiful and brilliant. One of the best puzzle games I've played. Further proof that a well designed game does not need tutorials.. This is my first experince with roge-like and this seems like a good introduction. It's not hard to learn at all. The interface makes a lot of sense, with a friendly and approachable style. I think the dialoge is clever, and the glitch effects make it super easy to know when you are low on health.

The quick levels really help with the pacing and keeps the game interesting. Also being turn based, it means I can take my time to make smart decisions. All in all I'm having fun!. Its an ok game but not good if you got no patience.

I havent played this game much but already see how it is overall

-Pros

Its worth the money and is not like 9.99 for this game.

-cons

Most of the levels ive seen so far is you must complete this without any fails you cant get stuck in a litle gap makes the wheels on the bike not able to move and more. I think it needs more fail acceptance then just everything must be done perfect to get to next level.

(Im bad at pros and cons :P). Very impressed! While some may feel (correctly), that this is not a game, these VR "experiences" still provide much opportunity to entertain as the developer VROOM has crammed in many little details that elevate this to near simulation status, while also providing the user with many items to interact with.

Pro's: SCALE!! From the very start, you can appreciate the incredible sense of scale this experience provides. You start off in the middle of a Galleon, with the first thing that catches your eyes are the high mast, then the size of the ship, the cannon's, etc. Not that I've ever been on one but..., it just feels right and the 3D conveyed here once again shows why VR is a winner to anyone who tries it!

Graphics: Everything is rendered well, with above average texture work. The water though helps elevate the experience to another level as it's quite beautiful and flat out hypnotising. I caught myself staring a few times, just looking out into the distance.

Interaction: There are many items (the description lists 74). I won't list them here (the entire point of VR experiences is to... experience these for yourselves) but there's a sufficient amount that it should lead me to keep searching to find them all. I will say some of the secrets show a decent amount of imagination! LOL Word of warning... stay off the sauce; if not, you'll regret it.. especially in VR!! :)

Issues: The only glitch I've seen on the current version is once I was in the water, depending on where I gaze, there seemed to be glitches on the edge of my peripheral vision. Nothing horribly bad nor that distracting but should be mentioned just the same.

Recommendation: For me, absolutely a worthwhile experience, however, there is always room for improvement. Same as others, I would love to be able to sail and/or attack other ships but understand the engine doesn't currently allow this level of

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interaction while keeping this required frame rate. Fair enough, but maybe more could be added via:

- something to keep track of the interactive objects you've discovered (ie; achievements). This would greatly expand on the user's need to keep exploring (we love to catch 'em all!)
- more items to interact with, I guess we can never have enough ;)
- Adjusting the canon's so that we can turn them into a target mini-game (or sinking ships in the distance along the lines of classic arcade games of old... including keeping track of high-scores)

Recap and rating: although not a game per say, this experience still hits home and is a success. There's lots to do, the quality is evident and although there is room for improvement, IMHO from a POV of experience, it's a worthwhile investment. I rate this experience a 4 out of 5 stars.

looking forward to seeing what's next from VRoom!

. wow such worms very pinball wow. Sounds like the name of a porno that has a girl losing her virginity.

Pretty good game to be honest, worth trying if you have the time, didn't expect it to be a zombie game but it's pretty cool... And it's free can't go wrong with that unless your name is Boot.



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A game which observes the player assume control of a valiant (and rather strong-legged) knight on his journey to attain a legendary babe, *Jump King* (full title *Tactical Leaping Adventure - Jump King: There Is a Smoking Hot Babe at the Top!*) is high-risk platforming at its best\u2014simple, satisfying mechanics; crisp, intuitive controls; and gorgeous artwork and world design. The title's gameplay is primarily characterized by the countless precise jumps and unfortunate falls which the player executes and is subjected to, respectively, throughout their upright odyssey. As regards my personal experience with the game, each fall which served as a retrogression of progress during my initial playthrough felt\u2014somewhat unexpectedly and with respect to point of landing\u2014intentional and devised as opposed to cheap or forced. Save for the game's final act (whose difficulty is justifiably great, as most players will have become reasonably comfortable with *Jump King*'s controls by the point in the game at which said act is reached), the player is rarely subjected to a plunge through more than a few screens at a time after any one fall; rather, they are given the opportunity to either regain the progress which they have lost or, as the result of an additional display of substandard locomotion, plummet farther, the latter of which 1) could easily have been predetermined to occur regardless of descent trajectory for the sake of artificially incrementing the game's difficulty (in lieu of its polish, naturally) and 2) often requires the retention of one's nerves and extensive practice in order to be avoided. The linearity of the game's controls\u2014the absence of input abstractions such as smoothed motion which apply to them\u2014lend extensively to their undeniable tightness and consistency. *Jump King*'s visuals and accompanying soundscapes are lovely and complement each other wonderfully, keeping the player invested and determined to reach subsequent stages out of interest in what awaits their character immediately above his position at any distinct point in time. The game's wholly vertical setting and the delineation of its lore via both environmental storytelling and the monologues (in some cases implied to be dialogues) of the various characters strewn about it only further add to its charm. I am very excited to see what Nexile next release.

TL;DR *Jump King* is a remarkable title and, at that, an impressive debut for Nexile. Purchase it if you enjoy greatly challenging games; those which are capable of eliciting from players a wide spectrum of emotions ranging from inevitable dejection to the gratifying euphoria which is associated with surmounting the aforementioned.. Original Journey is *Shoot-em-Up*, Adventure game that features light RPG and Roguelite elements.

You can find a bit over 30 minutes of gameplay with commentary here:

<https://www.youtube.com/watch?v=RxGMYqW2NhM>

[You play as a Rookie Ato, a small plant clone that uses armor to move around. Your homeworlds core is failing and you have come as a grunt to the planet Shadow, to retrieve the Origin Stone that has the ability to save your homeworld.](#)

[The games RPG elements include a leveling system based on experience gained from killing monsters. Each time you kill a monster it will provide you with experience, drop a number of crystals \(that are the games currency and also regenerate life when collected\) and there is the chance that it will also drop an item. These items range from various materials needed to craft the games weapons and armor, ammo for your guns, to upgrade chips that provide your armor with a minor benefit. On leveling you will improve the games 3 stats - health, weapon damage and luck \(to improve item drops\).](#)

[The Roguelike part is the stages. Each stage is a self contained island, with obstacles that either are static and you take damage from touching them, ones that you can destroy, rocks and the like that block shots but are destructible, and floating clouds that are platforms. A range of enemies will spawn and the goal is to kill them, with each island getting progressively harder. The player needs to choose between increasingly better loot or returning to base and starting over. If you die on a run, all loot gained will be dropped at that level. You get one chance to fight your way back to the dropped loot - but if you die again or abandon your run, then those items are lost.](#)

[Weapons are purchased via items collected in your runs. You can carry 2 at a time, but can only fire them separately. Each gun has their own ammo amount, which can be randomly replenished from enemy drops or by returning to base. The weapons are broken up into 3 tiers - with tier 1 consisting of a grenade launcher, mini gun, shotgun \(your starting choices\), sniper rifle and sword. Weapon damage is linked to your level, so weapons scale with the character.](#)

[Finally there are the armor suits. The look of the armor is mostly cosmetic, but different armor types provide a bonus to the 3 player stats. Armor is also broken up into 3 tiers like weapons, and in a tier the only difference between armor \(apart from cosmetic\) is how it allocates its stats bonus. Tier 1 armor gives 4 bonus points which just vary their allocation based on the armor chosen. Armor also has a chip slot - these are collected from enemy drops. Chips provide small bonuses like extra health, extra ammo capacity for a certain weapon or a minor regen.](#)

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The art style is very nice, with hand drawn elements. The animations are smooth and the muted colour scheme suits the game well. The music and sound effects are also good - but the game does not seem to have an option to mute music or audio which I feel is lacking.

The game recommends playing with an Xbox controller, and other controller support will be coming apparently.

I have found it to be an enjoyable game which can get very challenging. After 3 hours I am about 25% through (according to the game percentage). I am still in the first zone but believe I am close to getting to the next - so hopefully I will get 12 out of the game, which I feel is fair for the price. Your playtime may vary depending on skill.

Overall I am happy to recommend this game.. It is easy to be a bad guy, it need cautious to be a good person.. Weird, spooky fun. Not my cup of tea, but it's good value for the money. It has some interesting spooky characters. The controls are goofy, perhaps intentionally so to confuse you. It would be nice if there's some sort of loading screen, and a way to speed-past some of the death animations.. Great game I loved the story the plot was very well done. How to ruin a perfectly good game ?

At the core, you have a pretty decent drifting game, kind of similar to Absolute Drift (which I did recommend). The driving is rather good (though I think it was a bit better in Absolute Drift), you have plenty of different tracks (50 in normal mode, 50 more in hardcore though some are just reversed or with a slightly different layout) ranging from asphalt to ice, plenty of different cars, with different weights, speeds, accelerations and grips.

The goal is to score up tp 8 stars by track :

- 4 for time trials (beat the normal and expert times, for 1 lap and for the overall race)
- 3 for race against AI : finish 3rd or better, finish 1st, and 1st without any damage
- 1 for a race against the police (chasing you).

Getting stars unlock tracks, which are scattered on a world map, on which you drive to get from one track to the other.

Time trial is perfectly fine and can be enjoyed on its own (at least on normal mode, where stars are rather easy to get). Multiplayer is dead (I've seen at most 3 people online, and that's probably including me), so forget about the corresponding achievements. Race against AI is a mess, as well as police chases.

First, AI cheats rather obviously (outperforms you even with inferior cars among other things). Second, even the lightest touch on a AI car (whether it's your fault or theirs) will end up 99% of the time in your defavor, sending you anywhere but on the right track (and don't even think you can push them away). Third, when an AI rams you and you get damaged, you lose the opportunity to get the corresponding star, even though you did nothing wrong. As a result, races against AI are an exercise in frustration, ruining the fun of the game.

Police chases are not better, the advantage they have is so huge that winning these stars is just a matter of luck (most of the time, you'll get caught in the first 20 seconds).

The world map is not only totally useless, it's much too big, meaning you can't see all available races even when fully zoomed out. And driving on it takes too much time. Also, I found one track without a start line, making it utterly useless, and another where the police apparently forgot they had to chase you (they were nowhere to be seen, at least that was an easy star ...).

That's not all : on my first "playthrough" (something like the first dozen tracks), things (especially regarding AI races) were not so bad. But there was a message ingame saying a beta was ongoing with an upcoming update that would reset your progress. No more information than that in the forums. Then (end of november I think), the game was updated 3 times, without a single update\note on the product page or the forums about what was being updated. At the end of the third update, sure enough, I lost my progress. Problem is (apart from the lack of communication) : this was supposed to be a finished product, not a fricking early access.

But worse : with this update, the races against AI, already frustrating as described above, became even worse. And also, all cars became magically unlocked (so, forget about getting the corresponding achievements for unlocking them), and I think all tracks

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on normal mode too. And the game stopped remembering what camera you prefer (top down or 3rd person), making you switch it every time (minor, but annoying).

In the end, I got something like (out of 400 for each mode) 335 stars in normal mode, and 75 in hardcore where I'm stuck because not enough stars to unlock next tracks. And I'm uninstalling, because every possibility of having fun is gone (getting stars now is just a matter of playing the same tracks ad nauseam hoping the AI will mess up).

You can stil have fun with time trials on normal mode, that's roughly 1/3 of what the game is supposed to be, but the overall mess tells me I can't recommend this game. A shame, because it could have actually been great :( At first I was like: This feels like The Big Short.

Then I went: Ah, it's a lot like The Big Short. Probably based off the same event.

Then: HOLY CRAP WTF JUST HAPPENED???? WTF????

Suffice to say, it's a very satisfying conclusion. No complaints here.. This is an excellent game. I cannot stress that enough. It doesn't look like much, but the strategy really builds up with keeping your crew alive, while choosing the best grenade to use in any situation. You absolutely cannot go wrong with Pineapple Smash Crew. A+. The worst game ever played. The camera is so dumb, this game is just Car mechanic 2014 with trucks. Don't waste your money.. This scenery is not working at all. The DLC is in the DLC's folder with 5 airports like a bunch of other scenarios but FSX Steam is not loading them at all.

I would appreciate any help.

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