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About This Game

Orange Season is a farm-life RPG focused on exploration and different gameplay mechanics. It's a game you can play for hundreds of hours and you'll always have something new to discover.

Game Features:

- High focus on exploration, with many hand crafted areas (mountains, forests, caves, deserts, lakes and much more).
- Town festivals.
- Raise animals and plant crops on your farm.
- Tame wild animals and bring them to your farm.
- Increase your friendship with the town's villagers by interacting to them and completing quests.
- Farm customization
- Open Code: The whole game code is available with the game, so modders can change anything they want.
- Mod System: Every single detail of the game can be modified by installing mods on them.

• Companion System: You can ask a villager to hang out with you. They will follow you and participate in the things you do.

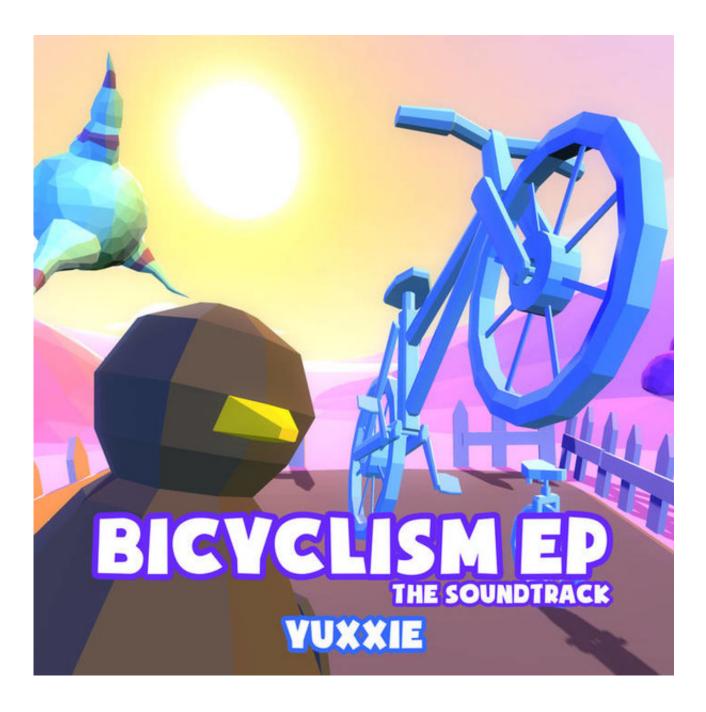
Upcoming Features:

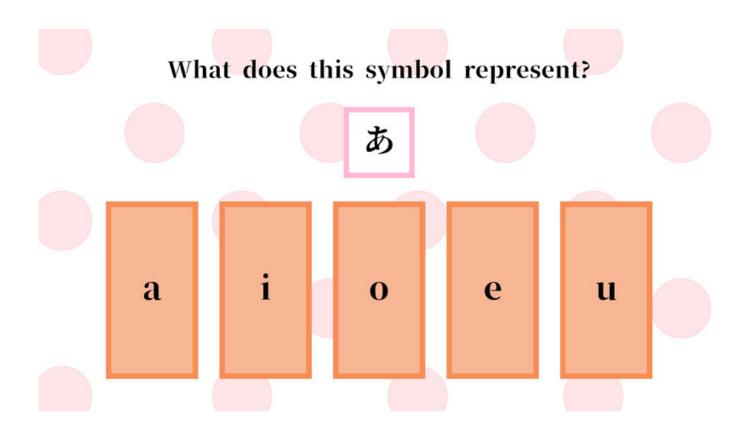
- Several festivals inspired by real life festivities from around the world.
- More than 30 different types of animals.
- Marriage system with dozens of potential spouses (regardless of gender).
- Rival Marriage system, where you can influence who ends up with who.
- Several minigames.

Title: Fantasy Farming: Orange Season Genre: Casual, Indie, RPG, Simulation, Early Access Developer: Hudell Tales Publisher: Hudell Tales Release Date: 21 Apr, 2017

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English







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So. Many. Cut. Scenes. If you are looking for a "movie" which you play a small part in between cut scenes this is the game for you. Also - be prepared to 'advance' or hold a position which is purely based on time not body count. In just about every other FPS, you enter a room\\area, there are 10 baddies, kill them, job done. In COD WW2, be prepared, if you are an accurate shot, to slaughter hundreds of enemies at a time before the game says "Ok, that is enough, we can advance to the next over dramatic war movie cliche cut scene" Graphically the game is stunning but not enough to hold your interest for more than 30 minutes at a time.. Arguably the worst of the Black Mirror trilogy. The ending feels extremely rushed and forced.

Unfortunately you still play as Darren/Adrian who simply got nothing on good old beloved Samuel from the first Black Mirror. If you haven't played Black Mirror 2, you definitely shouldn't play this, because you're gonna have absolutely no idea what is going on.

I'll still give it a pass, because it's not really a bad game, but it was definitely my least favorite out of the series. Very good route. I've bought games that started out rough, and became gems through development. Gotta say I can't think of any other instances where a game has started out as a gem and became rougher.

Crazy to think that a game that I easily put 500+ hrs into only exists if you play any of the old versions.

Paradox's vision for what they wanted it to become has gradually eroded all the enjoyment out of the game. Very unique idea for a puzzle game. I can see why this game gets good reviews.. killed my flight simulator. :-(

Initial review which will be updated after more playtime (but in the meantime, this game needs to be seen by more people!):

This game is great. It's one of those puzzle games where you got to get your little guy to some end goal by building a track with various properties. What's great about this in VR is you can really get a feel for the 3D configuration that you're building and can watch from wherever you want.

I look forward to playing around with this one some more!. I'm half an hour in, and enjoying what I'm seeing so far. Crisp visuals, food voice acting, and a rich narrative that draws you in. I wasn't expecting the cast of characters, but with their relationships and hidden back stories, I can tell there's plenty to look forward to here. Thumbs: UP!. Look the game isn't great, but it sells for rather cheap and there is quite a bit of joy to be had, but as it stands i won't pay full price for this game it lacks just too much to warrant full price.

The developers could of added more content to the game, as it is it feels rather unfinished and quite empty, the idea behind the game is great and there is so much room and potential to make this game quite great, the execution just never happened the way it could of.

The game can be summed up in the following shorts points: a Badly damaged space ship that is in critical condition. The idea is to get the ship fixed, deal with the aliens, and get back home to earth.

This all sounds amazing, but in theory only as i mentioned the execution of this failed. First of, most of the game plays via conversations so you don't get to play or physically enjoy any of the game and this right here is the biggest downer for me.

Making matters even worse is the terrible boring method used for these conversation, it's like a bad visual novels you just want to skip and skip until it's over. The story is boring and uninteresting, the mechanics behind the game feels flawed and requires reworking.

Unfortunately there are more to mention but none of it is any good, if they only spent more time making this game better it could of been a littler gem and be sold at an even higher price which would of been worth it, but that's unlikely to ever happen now.

. A videogame very funny.. Best 3 euro I've ever spent! You can even play as a Snowowl! <3. good game but hard to control when fly if you use mouse but if you use joystick is easy and yes story is too short but in my opinion I like to fly. This game is funny. I think one of the things that it really has going for it is its sense of humor; be it the snarky wit of the main protagonist, the wacky array of supporting characters, or just the self-aware exposition, this is an objectively funny game. It's a tongue-in-cheek parody game filled with nerdy references, and the game rewards you for recognizing them. Not to mention, the story is quite absorbing -- after playing for awhile it became hard to stop -- despite the fact that the game certainly does not take itself too seriously, it's difficult not to get wrapped up in the world building and story arch.

That being said, this game is a whole lot of story, a whole lot of jokes, and a whole lot of amusing exposition. That is to say, it's really, really talky. This isn't inherently a bad thing -- but one of my main criticisms is with the way that the frankly epic amounts of written information was handled. It would have benefitted greatly from voice actors, and considering the 1st game was very nicely voice acted, I found the sudden change jarring (despite the fact that even that was a in-joke about sequels). Voicing the cast would have made me feel less like I was reading an interactive sci-fi\/fantasy picture book, and more like I was playing a video game. However, if it was impossible to have gotten voice actors for the sequel for whatever reason, then this game very much needed some other way of breaking up all the talking into easy-to-follow chunks. Just having the character's name there above the dialogue box wasn't enough for a smooth gaming experience. Something such as a logo for each character next to their name, a change in font color for each character, or a musical theme (when applicable) associated with each character to indicate when they are speaking would have been helpful.

All in all, this is a funny, absorbing game -- depite what seem like budgetary issues with the voice cast not returning, I would very much recommend this game to anyone who likes an engaging parody story.. A really great strategic card game with some fun puzzles mixed in. Get your ccg fix for a low cost.. Stand aside Tetris! Tidalis is an awesome puzzle game form the Indie Developers Arcen Games. It has plot, blocks, lovable characters and TREASURE! I have 100% achievements and 90+ hours, can't recommend this enough!. VOICE ACTING IS TERRIBLE. I SAT THROUGH 11 MINS OF GAMEPLAY WAITING FOR THE VOICE ACTORS BALLS TO DROP I MEAN COME ON!

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