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About This Content

Welcome to south Florida and the Florida Keys! This DLC for Aerofly FS 2 features the southern part of Florida, including historic Key West. You will be mesmerized by the breathtaking views while you fly over major attractions like Fort Zachary Taylor, the Martello Museum, Duval Street, Key West cemetery, The Key West Southernmost Point, or fly out to the Dry Tortugas for a trip over some of the nicest scenery seen in Aerofly to date.

This South Florida DLC includes:

- A large coverage area with over 400 miles of shoreline to explore
- Up to 50cm per pixel aerial images at selected places
- Miami City and Miami Beach fully rendered in high definition

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- The most cultivation ever seen in a single scenery package, including accurate night lighting
 - 9 accurately modeled airports and 2 heliports; Key West International, NAS Key West, Marathon International, Tavernaero Air Park, Ocean Reef Club, Homestead ARB, Miami Executive, Miami International, Miami Opa Locka, Dry Tortugas National Park Helipad, and NAS Helipad.
 - Many custom objects to capture the feel of the Florida Keys

The system requirements for this DLC are slightly higher compared to the main program. For a smooth simulation we recommend to use a 3D graphic card with at least 2 GB of dedicated RAM and comparable in performance to a NVIDIA GeForce 760 GTX or newer.

If you want to experience this DLC in VR we highly recommend to use a NVIDIA GeForce 1060 or faster with 4 GB of dedicated RAM for smooth performance.

Title: Aerofly FS 2 - USA South Florida

Genre: Indie, Simulation

Developer:

IPACS

Publisher:

IPACS

Release Date: 25 Jul, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: 64bit Versions of Windows 7, Windows 8, Windows 10

Processor: Intel Quad core CPU 3.0 GHz

Memory: 8 GB RAM

Graphics: OpenGL 4.5 compatible 3D graphic card with at least 2 GB of RAM

Storage: 6 GB available space

English,German,French



The customer support lady has no chill.





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Quite a big step for instalment evolution but indicates some flaws.

I kinda appreciate the level selection method simply enough, but here's a few points to clarify.

I couldn't figure out or press a certain button that exits a level or the selection playfield giving me more time wasted to return to certain screens (i.e: Exiting and then re-running the game)...

The level editor was quite the confusion for first-time players despite the simple controls and the information on how to use the level editor felt like it swooces out of sight before I completely read it.

Overall, quick and simple yet the flaws in the game gives a A8 paper of flaws to learn what makes a polished game.. If you landed here on impulse; make the purchase.

I used to play GunZ: The Duel, and I felt instantly at home with this game.

Sure you're can't K style, but the feeling of dominating your opponent through real time calculated decisions, a parry, a grab, or the satisfying feeling of offing your foe with a gruesome ultimate finisher.

The community is small- but I haven't been able to not play if I wanted to due to lack there of.

Been looking for a pvp game to play without having to put too much effort into grinding\leveling and this is perfect.

You can customize your character and will recieve equipment after matches, weight\endurance mechanic with armor, etc.

Only complaint is WHERE DA SPEARS AT?! lmao.

. I don't really mind any issues, but this game was my favorite fighting game as a kid

to replay something that make me a better fighting gamer, I couldn't recommend it more. It's pretty meh. Hard as balls too.. This is a good, stripped down tactical combat based, classic-era style roguelike. What I mean by this is that it's a straight out dungeon crawl in the style of the original Rogue, but remarkably simple in design. The original Rogue was wonderful but owing to it's early origins on mainframe computers, suffered from over-complexity in it's UI.

This game is perhaps a touch over-simplified, in comparison. That being said, this was clearly a design choice, one clearly made to focus purely on tactical combat. In that aspect, the game seems pretty solid so far.

I've not been playing roguelike games for a long time, but in that period I've pumped hundreds and hundreds of hours into them, and played loads of different ones, and many different types to boot. I must admit I've not really touched on too many of the 7Day roguelike competition entries yet, and I suspect that there you might find many more examples of games of the type that Curse of Yendor is attempting to be. With that in mind, I thought it'd be good to try out this kind of short-play roguelike a little more.

When it comes to these "coffee-break" roguelikes, my benchmark is the superb Brogue by Brian Walker, which I consider to have one of the best thought out game designs ever: not just in roguelikes, but in video games in general. It's balance and replayability are pretty much unmatched in games of it's type. So far, I've not played Curse of Yendor a huge amount but I feel I've gotten my head around how it's likely to play now. It doesn't have the same depth as Brogue, owing to the design choices over the limited magical set: they are two very different games in style, but comparisons can be drawn in that I can clearly see

that each game chose it's design in order to create a certain type of experience, rather than play to the old school crowd. In this regard, I think CoY comes across very well.

It's not a very deep game, with regards to the variety of things you can do. However, the game's tactical play more than makes up for this, I feel. Having a limited set of commands really works to it's benefit: if you're going to go for minimalism, keep it really minimal! CoY is a success in minimal design.

My one request would be an ASCII mode. I know it's probably not so popular with the mainstream Steam audience, but I'm not so keen on tilesets as I find they distract me from the game mechanics. That being said, the graphics here are colourful and meaningful, and they're growing on me! The interface is quite clear and has a sort of late 80's Atari ST feel to them, which helps a lot considering I'm an old bugger who digs that kind of aesthetic!

This is worth the money, I feel, and I'm looking forwards to playing it through to see whether it gets any deeper :)

this game is a literal disgrace to this \u2665\u2665\u2665\u2665ing planet, the internet should have been kept for government use only. this is a \u2665\u2665\u2665\u2665\u2665 version of binding of isaac, even the original BOI is better than this garbage. i'm not even trying to be a\u2665\u2665\u2665\u2665\u2665this is just utter trash and the people who made this should feel bad and be arrested, if you liked binding of isaac so much you could've made mods instead of a ripoff that barely classifies as a game. this is bad to a point where it's not even funny, this is like something you'd make in gms within the span of 3 hours, this game should be removed from the store, it's criminal that this costs money. we need another video game crash.

(very exaggerated i apologize). The game is awesome. I recommend buying it on sale. I think its very deep and requires lots of trial an error. However, it relies on balancing between train lines and profit and if you work your way through it slowly its very rewarding!. pretty good music.. This game is definitely worth the price. You get a game with multiple endings. The story is well written, I actually cared about the characters, the combat is interesting, the music used in the game was well chosen. There's no proper controller support would be my only gripe, but you can use one, it's just the buttons are mapped wierd and may take some time to get used to. If your worried about getting just another crap RPG Maker game, this is not one of those. There's a prequel to this game as well that's free that is worth playing as well since it introduces a lot of lore.. The game is short, incomplete. About 2 hours. It was supposed to be part 1 of 3 but the studio supposedly shut down. Has potential.. Match-3 Game. Relaxing and fun.

Gameplay

WishMaster is a match 3 game where you need to clear all the board to get wishes for people.your moves is limited so take care on your moves.

Soundtrack

Soundtrack is good for a match-3 game.

Positive Points

- +Small
- +Much Levels and difficulty
- +Music
- + Achievements(Very nice ones)

Negative Points

Until now the game is okay enough for me,doesn't see any error or bug.

Overall

So if you want a simple match-3 game with some difficulty and different style of gameplay,here you go.

Rating is: 7/10

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