#### FSX: Steam Edition - Dangerous Approaches Add-On Download 12 Mb



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# **About This Content**

Developed by aviation guru and flight simulation enthusiast Jane Whittaker, Dangerous Approaches is a mission pack consisting of 20 of the most nail-biting approaches in modern aviation. Following routes flown by real-world pilots, accuracy in speed and direction is of the essence.

Each mission starts in a default FSX: Steam Edition aircraft picked specifically for each approach, although any aircraft may be used on any of the flights. The flight plans are pre-loaded into the GPS of the aircraft to give you the best chance of landing these approaches.

## Features

- 20 nail-biting missions ranging from 20 minutes 3 hours
- 30+ hours of flight time
- Pre-programmed weather settings varying from sunny skies to blizzards to thunderstorms.
- Successful landings are recorded in the FSX Logbook
- Featuring voiceovers by Angel Heaven Lee

Please note that the FSX mission compass has not been included. Most of the approaches included in this mission pack require a

very specific route to the airfield and cannot be executed by using a simple arrow point.

Title: FSX: Steam Edition - Dangerous Approaches Add-On Genre: Simulation Developer: Jane Rachel Whittaker Publisher: Dovetail Games - Flight Release Date: 11 Feb, 2015

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English







i cant play downloaded dlc games. the ui is not fun to use at all. There are a variety of weapons, mostly melee but with throwables and bows too. In addition, the weapons have special abilities such as sending a wave of fire or an exploding throwing knife. You can change the weapons quickly with the trackpad to change playstyle.. This game is good for its time it was made in so don't be like it has bad graphics because the graphics are good for 2004 so yes i would reccomend this game. It's a promising game, but right now, I do not recommend it. I am a big fan of bridge builders and designing games. This one even lets you actually drive your vehicle across it, but the resolution is awful. Even if you max it out, it looks like something out of windows 98. Keep an eye on it, but wait for it to progress. The controls are difficult as well but mostly because of the graphics.. Watch out if you've got an Oculus Rift - the game doesn't have VR support, but launches the Oculus software anyways and directs all sound to the headset (but not visuals). So you can play the game on your monitor with no sound. Not good.

I honestly love this game (AT ITS BASE LEVEL) more than Onward or Pavlov. Just has a sense of polish that the other ones don't have. That might change at any time, of course. The player base is not super active however. Your mileage may vary.. I really love the songs. They are amazing.

But somehow Google Play doesnt load the Album cover and doesnt show the title, artist and Album correctly :V. I want to love this game. I play blades in the dark table top and this game reminds me of it in all the right ways.

Unfortunately no clear goals or "here's how you could play this game" on what is I'm assumeing is the tutorial story mission killed it.

Trying to rescue my guy from being captured on my second try at the first mission ended with me clicking on the portraits on the left side trying to fight his captor and just calling someone else over to watch their friend go to jail.

Guards magically know you're in houses some how and where you've went. Other guards know what other guards know so there is no running past one before his friend tells him about you. The guards just roll around the houses making a new player put up with that with no clear idea on how to actually play the game, that isn't going to get me to play your game.

However, The art is fantastic, and I like the idea so much that while I am refunding this right now I'm going to keep it on my wishlist so I can watch to see if it gets some updates. But as of right now as other have pointed out the horrible controls alone make this unplayable, couple that with no clear idea on how to play it successfully explained to you in game makes this a big pass on my recommendation to you.

To the developmer, please address these issues I want to play this game.

Edit: after playing a bit more before the refund happened I was able to get past the first mission with out losing some ppl. This however only revealed more problems, even though I did start to feel as though I was getting over the control issues. The next few missions were I guess "assassination" missions. I use quotes because you're not given specific targets to kill you just need to kill x amount of guards and out of the 5 story missions I played 2 used this this as the win condition, and it's freaking weird. Why do I need to just kill random guards?

Another problem was that the story missions give you no idea if it's just going to be a "heist" where you go in and rob stuff, or if you're going to send your 3 or 4 (sometimes specific) thieves to stand on a mission for 3 days just to get a story box. There should be some kind of indicator what you should be ready for so you can coordinate more of your crew to be productive.

The music is horrible and at low levels all you hear is this obnoxious knocking noise to where you'd rather just turn it off.

I also wonder if you can sell enough stuff to maintain your guild very easy. The missions I went on I stole 8 items that all had a very low value but had already spent well over half my coin (at the easiest level I think 800gp out of 1,500gp) getting what little valueables I had amd they were maybe worth 75gp total MAYBE probably closer to 45gp.

I really fear that the 1 and a half hours I've seen of this game is most of what you'd be getting for the entire thing and there is just not enough there to even begin to over look the problems.. This game is quite entertaining, I bought it on impulse, not really thinking anything of it but I gave it a shot, It's great! I'm using an Xbox 360 controller to play the game and the controlls are a bit weird to get used to, but once you get it you're good to go! If you're thinking about getting it, just do it! It's only \$5!

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(Love it, the guns, the movement, the nades, the music, the aesthetic, its great. Few bugs here and there, not game breaking, and the AI is alright.). Brilliant! I highly recommend this game to anyone who appreciates retro-like games. In gameplay I would give it an 8/10. I rate this an 8/10 because the gameplay is great but nothing completely special. It is challenging though. On the graphics I give it a 10/10. This game obviously wasn't going for beautiful graphics but the game lives up to what it was aimed for. I would rate the complexity of the game 9/10. The game is very complex and I love how you have to stop and logically think things out. I do have to complain that the resources are easily manipulated. If you study what the sells are you can easily get unlimited credits. If that's how it ment to be then I will learn to adjust to the easyily-acquired credits. Overall rating is a whopping 9/10. Looking forward to playing more.. Weaboo Mega Man. Fantastic writing and a direction I wouldn't have expected a werewolf adventure to go. The percentage meter on skills and such are interesting but its hard to tell what threshholds are for conversations and even what options use what skills.. I was excited to try this game out, and I'm glad I did! It's a genuinely fun matching game with relaxing music.

### PROS:

- Easy to learn, hard to master type of game. There are 100 levels, and each level adds a certain twist that keeps things interesting.

- The gameplay is smooth, and there's a lot of nice graphics like the fireworks after every completed match.

- It's relaxing! I like listening to the music and getting as many combinations as I can.

### CONS:

- The game store is a little confusing to use. I don't know if I'll ever purchase the bonuses (or if I need to), but I will see once I get to the higher levels!

Overall, I'm glad I purchased this, and I'm happy that it runs well across all my devices! Well worth it!

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