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About This Content

A famous name from the 1940s comes to FSX: Steam Edition! The Hawker Hurricane lost out somewhat in the fame stakes to the much more renowned Spitfire, but the reality is that Hurricanes proved more effective than Spitfires in the Battle of Britain. It was a more robust aircraft, and its fabric-over-frame construction meant that it was cheaper and quicker to build and repair than the Spitfire with its monocoque all-metal construction. The prototype first flew on the 6th November, 1935, and the aircraft was steadily improved and altered to eventual production standard.

Developed by Just Flight, Battle of Britain Hurricane add-on for FSX: Steam Edition includes three versions of this remarkable aircraft, from the Prototype through the early Mk1 two-bladed Rotol propeller version to the Mk1's more refined three-bladed propeller type. With an incredibly detailed cockpit, several model variations, exacting flight dynamics, realistic engine sounds and top quality paint schemes, the Hurricane makes an ideal stablemate for its famous sister, the Supermarine Spitfire (also available in the FSX: Steam Edition store).

Features:

- Highly detailed exterior models
- High quality interactive 3D Virtual Cockpit

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- Realistic sounds
 - Canopy jettison feature
 - 11 authentic liveries
 - Animated pilot figure
 - Detailed Merlin engine visible
 - Numerous animations
 - High fidelity flight model
 - Detailed manual
 - Engine start and gun effects
 - Multiple viewpoints
 - Opening inspection hatches and a fully detailed exterior cockpit
 - Removable features include fuel tank cover, inspection panel on starboard side and gun hatches on wing

Includes Hawker Hurricane Mk1 'Battle of France' period model with wooden two-bladed propeller, ring-and-bead gun sight, fabric wings as well as Hawker Hurricane Mk1 'Battle of Britain' period model

Interior models recreating early Hurricane with ring-and-bead gun sight as well as Mk1 production cockpit with reflector gunsight

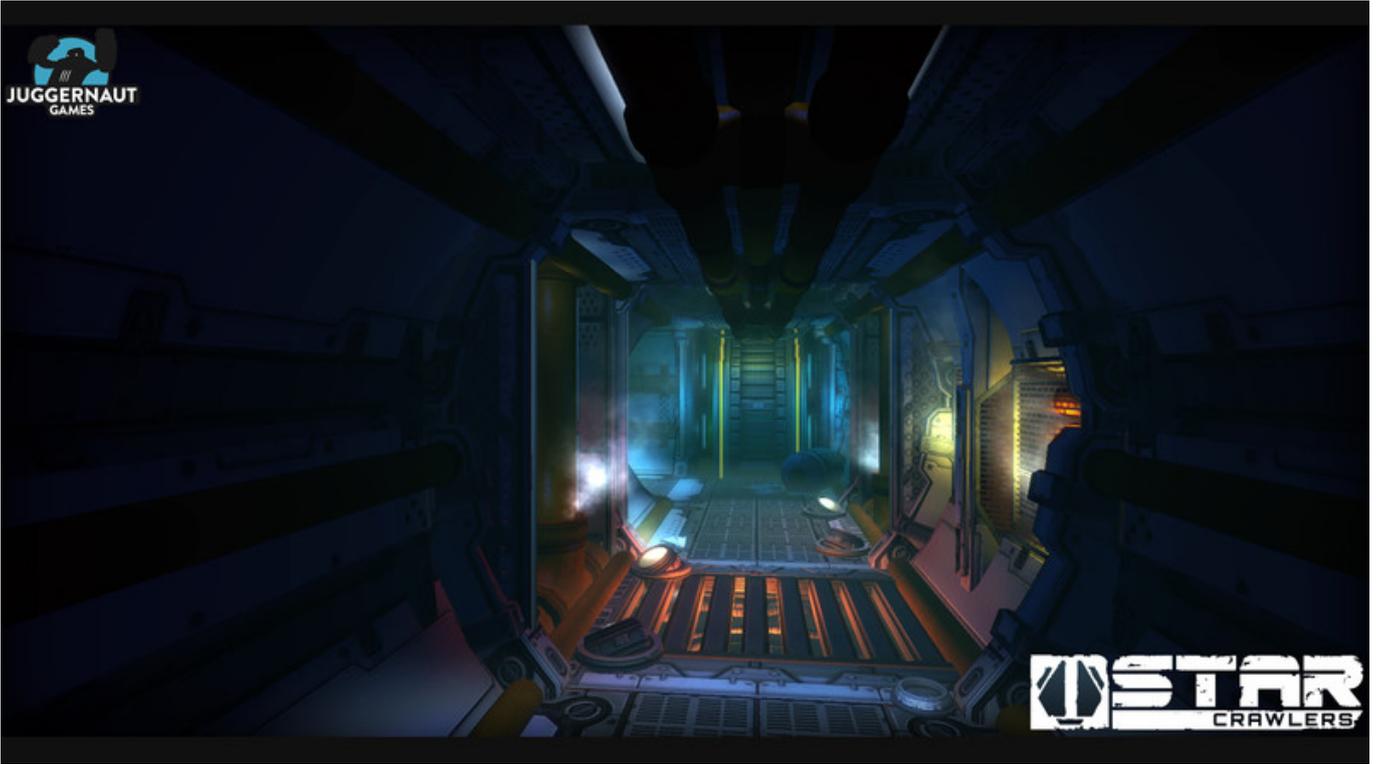
- Exterior models built following the most accurate plans available, to achieve highly accurate profiles and shapes
- Features modelled fabric over stringer rear fuselage
- Specular and bump mapped where appropriate
- Engine start battery trolley
- Virtual cockpits completely modelled to portray the real cockpit in full detail
- Every switch, knob and lever works, most with bespoke animation code
- Shadow textured where appropriate
- Animations include sliding canopy, animated pilot figure, canopy jettison feature, undercarriage, movable radiator flap, retracting foot step and hand grabs, flaps, rudder, elevators, ailerons and trim tabs
- Fuel tank cover can be removed to reveal tank, supply pipes and fittings
- Inspection panel on starboard side can be removed to reveal cockpit detail
- Gun hatches on wing can be removed to reveal Browning machine guns, ammunition feeders and fully modelled shells

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- Special effects include engine start smoke effect and gun firing effects and sounds
 - Highly detailed texture mapping without compromising frame rates
 - Layered paint kit included to help create your own liveries (suitable additional paint program such as Photoshop required)

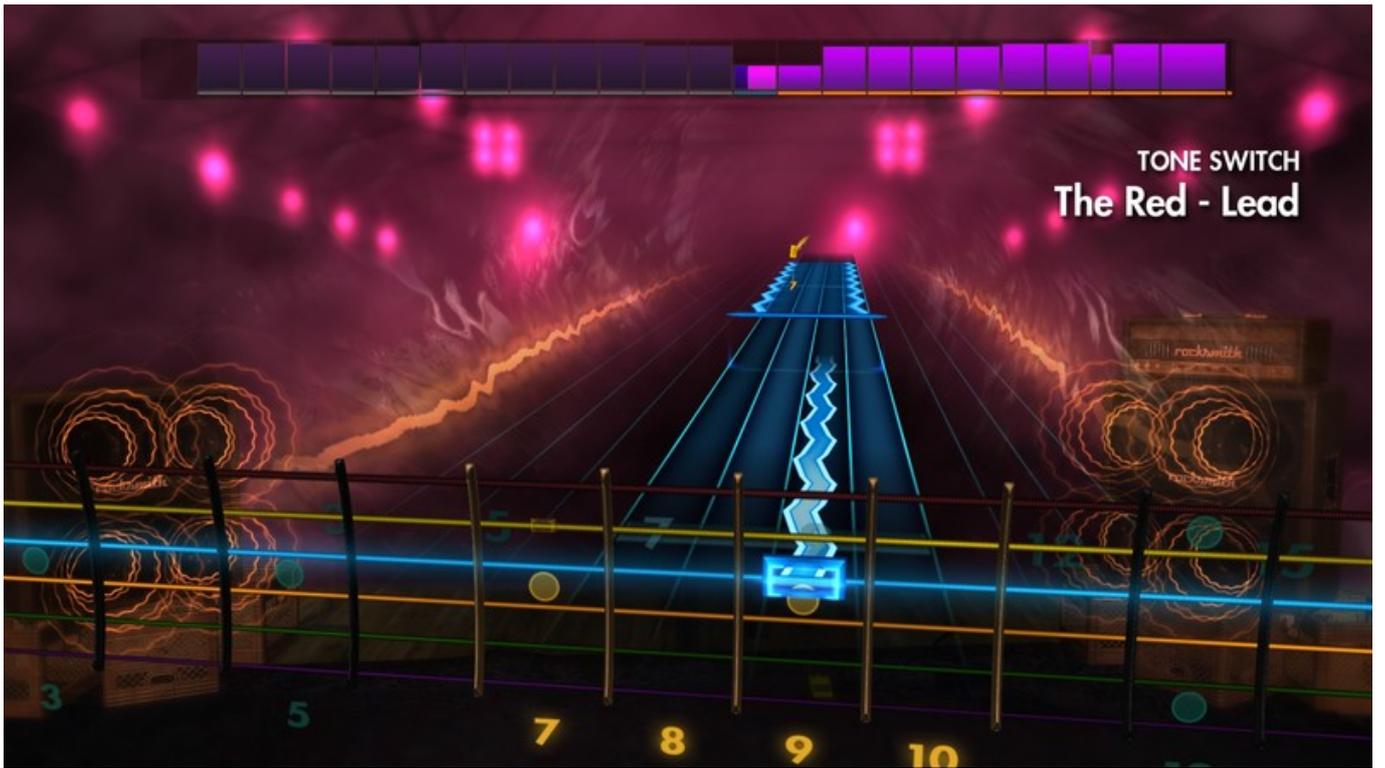
Title: FSX Steam Edition: Battle of Britain Hurricane Add-On
Genre: Simulation
Developer:
Just Flight
Publisher:
Dovetail Games - Flight
Release Date: 3 Feb, 2017

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English







i think its a pretty simple game with easy to understand controls although there are a couple of things that might be weird at first but that might be me. Its pretty challenging and involves a lot of focus on all the different things going on depending on the boss you're fighting. Perfect if you're looking for a game that is easy to learn but hard to master and the boss fights are epic. The art style is simple and minimalistic but still manages to add a lot of detail so i think that is great. I just think its pretty weird that sometimes it can take 10 minutes to find the boss and sometimes hes the first thing you fight. But all in all its a challenging but fun game definitely recommend. A fun platform game that shouldn't be taken too seriously.

- + This is a unique game you will not find anywhere. A lot of creativity has been put into this.
- + More than 100 levels (i'm not spoiling anything, this is something you will know at the beginning of the game)
- + One unique music track per level. Can you believe this ?
- A little bit too repetitive
- There is a little too much of randomness involved in some levels. Fortunately, the game is very forgiving.
- Not keyboard/mouse friendly. I recommend playing this on gamepad. A patch will maybe fix this.

I wish there were more game like that on Steam.. A.R.E.S. is what Mighty No. 9 should have been. While the story is paper thin the game offers a second playable character, a skill-up system that gives you something to work towards and upgrades strategically hidden so you have a reason to come back and replay old levels in order to obtain them. The graphics, sound and control I felt were all great for what A.R.E.S. is meant to be, and by the time I finished the game with both characters I felt overall like I really enjoyed myself and also had fun going through and getting all of the upgrade chips. If you are looking for a platformer that is very close to the Mega Man games I would definitely recommend A.R.E.S. as it comes far closer to the mark than Mighty No. 9 did even at its best.. Woeful. Not worth your time, not quite sure how I managed to finish the boring campaign. Complete with bad acting and an equally uninteresting storyline. The guns don't feel right and the gameplay is generally lacking, and to boot, no one plays the multiplayer (which is supposed to be the game's strength.). Amazing! when i first got it i thought of it as one of all the other rpg's out there. And i was wrong -. i regret thinking this was just " one of those game"

. New type of game, Christmas sale when buying, time and price normal. Tasty Planet Forever is a really fun casual game, that's all about eating anything that's smaller than yourself (if you ignore a few annoying levels...)

I've played and completed "Tasty Planet", and i like that in this game "Tasty Planet Forever" that there is much more levels, and that there are a few more challenging ones.

One thing i miss from "Tasty Planet" is to get the amount of x- thing you ate, other than that amazing game, Recommended 10/10. A bad clone of Age of Empires set in Arthurian times.. Should you buy this DLC?

-Yes, from a sale if possible, as the price is a bit high for what you get. (Compared to the other DLC's)

Is it because of the new faction?

-Only if you like a challenge, as the forgotten requires a lot of skill and luck to effectively pull off. Science techs must be bought or stolen, which both require a large investment of resources.

Is it because you can pillage enemy map improvements?

- It's a worthy addition, helps against players with strong economies.

Is it because of the new spying system, and the ability to create a multitude of shenanigans for your enemies and allies alike? Is it to sow discontent among others? To play cat and mouse with your heroes? Or to make sure that the enemy capitol never reaches a population above 8? Is it to feel like being The Biggest Ever, and get away with it unnoticed?

- Yes

All in all, it's worth a purchase, though i would recommend that you play with someone who has the DLC, to get a feel of it first.

When I first started up this game, it felt surprisingly old. Well, that's probably because it's from 2009, not 2014 as the steam page incorrectly says. But okay, it's not like hidden object games have made a lot of progress recently.

So with that out of the way... I still wouldn't have liked this game 5 years ago. It seems to be aimed at girls age 5-7 or something like that. Most of the puzzles are overly simple, and some are even more illogical than you'd expect from this type of game, like "let's make a potion to cure this room!". Erm, no thanks. Also, I completed it in less than 2 hours despite getting stuck for a good while because I missed a room and couldn't figure out how to move on as only rooms you've been in are marked on the map.

The one good thing this game does is marking a room as clear once you've found everything in it. Unless you enjoy searching for pixels everywhere when you get stuck, I suppose.

But yeah, there's so many better hidden object games for a similar price. I see no reason to get this one.. story:8/10

character:8.5/10

CG:8.5/10

system:8/10

bgm and music:8.5/10

at all:8/10. Do you like horrible things happening to cute girls? Including suicide, executions, being a parasite's host, and implied thorny tentacle sex?

Of course you do.. Not a good game in its current state, but updates come out regularly, sometimes a couple a day, albeit small ones. I just see a lot of potential in this game and I at least recommend following it.

Edit: It has been over a year since my review....not much progress... definitely not worth the purchase.. Heckabomb fast game with modern day graphics with easy controls that moves from location A to B to C and so on.

good game.

Personal Suggested Purchase Price: \$0.49 Or Less During Sale

. Interesting and silly so far, a nice goofy twist on Otome games character-wise. Play style it reminds me of Dandelion slightly because you can stat your character up in different ways and reduce stress, though with Cliche I'm not sure what the stats do yet as I'm only 20 out of 100 Days in. Not too much has happened yet but I'm entertained.

So far I'd give it a 7/10 for creativity.

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