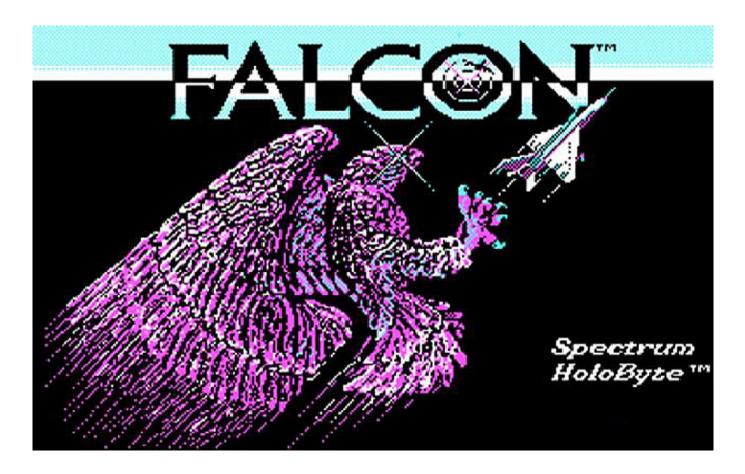
DCS: L-39 Albatros Download For Pc [addons]



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About This Content

The L-39 Albatros is a low-wing, high-performance jet aircraft that doubles as a trainer and light attack aircraft. The Albatros was developed in Czechoslovakia in the 1960s to replace older L-29 jet trainers. Powered by an Ivchenko AI-25TL turbofan engine, the L-39 has a top speed of Mach 0.80, a service ceiling of 11,000 m (36,100 feet), and can pull up to 8 G. Although primarily used as a trainer and light attack aircraft, the L-39 has also become popular with several aerial acrobatics demonstration teams.

Being a trainer aircraft, the L-39C has a tandem cockpit with the student in front and the instructor in the back. The instructor has several controls to mimic system failures to test the student. The L-39C also has two underwing pylons for bombs, rockets and close range air-to-air missiles. For decades, the L-39 was used by nations around the world to train pilots that later went on to fly aircraft like the MiG-29 and Su-27.

A later evolution of the L-39 was the L-39ZA light attack aircraft. The ZA adds two additional weapon pylons and a center pylon to mount a gun pod. The ZA has proved a popular choice for low-intensity conflicts. The L-39ZA will be available later during the Open Beta.

Key features of the DCS: L-39 Albatros:

• Professional Flight Model that accurately mimics the performance and flight characteristics of this legendary trainer

- Highly detailed, six-degrees-of-freedom (6 DOF) cockpit
- Interact with cockpit controls with your mouse
- Fully modelled weapon systems
- Accurate L-39C and L-39ZA models with correct country markings
- Detailed modelling of the L-39 instruments, weapons, engine, radios, fuel, electrical and hydraulic systems
- Fly from either the front seat or back seat
- Cooperative multiplayer in the same aircraft

Title: DCS: L-39 Albatros Genre: Simulation Developer: Eagle Dynamics SA Publisher: The Fighter Collection Release Date: 16 Oct, 2015

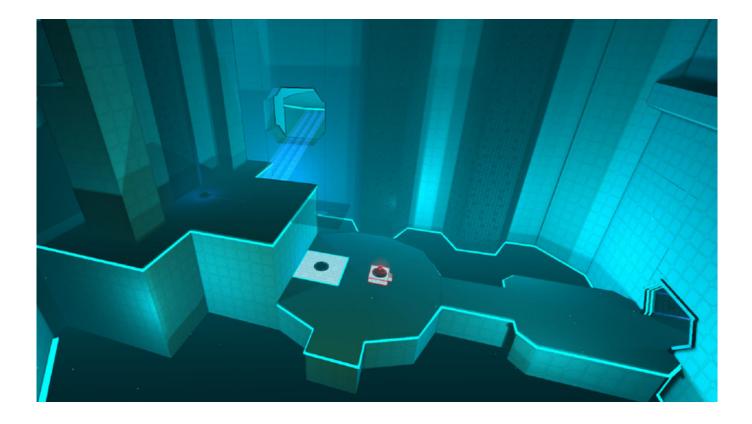
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Minimum system requirements:

OS 64-bit Windows 7/8/10; DirectX11; CPU: Core i3 at 2.8GHz; RAM: 8 GB; Free hard disk space: 60 GB; Video: NVIDIA GeForce GTX 770 / ATI R9 280X DirectX11); requires internet activation.

English, German, Russian, Czech, French, Italian, Simplified Chinese







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Silly zombie killing game, LOL. Fun art stlyle, Good clean comedy. Good metal music. Cars drive very well . If you are looking for something serious look elsewhere but if you want something that is over the top goophy and fun to play it's well worth buying. The briefing the General is involved in is typical consperacy coverup stuff.. Super fun game guys, awesome puzzles.. EUCLIDEAN

Game Difficulty: 2/10 Story Completion: 1 hour Story Rating: 4/10 Gameplay Rating: 2/10 Soundtrack: 3/10 Achievement Difficulty: 4/10 (Need to complete game without dying) Estimated 100% Time: 2-5 hours Reccomended Play Experience: Play through once (Probably in VR) Overall Rating: 4/10 Overall Impression: As far as falling simulators go, this one is better than some. It's also worse than some. It's about as fun to play as coming back down from rockclimbing or walking down stairs. An interesting game world stuck in a game that's just not fun to play.

PROS:

- Unique visual design that remained interesting throughout the game
- A cool world setting and a sinister voice that I never got tired of listening too

CONS:

- A severly wasted opportunity for something great
- Some levels are far too dark
- You can't speed your characters descent making the longer levels angering if you have to replay them
- 0 replayability
- Not stellar sound design

Euclidean is an underwater falling simulator. Confused? You shouldn't be because i've quite literally just summed it up.

You play as some kind of human/spirit (in first person view) who seems to be trying to fall to the deepest depths of the ocean. Maybe it's less falling and more floating downwards very slowly. Anyway there are about 7 levels where the goal is the same: fall to the bottom and land on a shiny object.

There is very minimal movement in the game. You can look around with your mouse and use WASD to move in a certain direction albeit VERY slowly. As you fall there are obstacles you need to avoid and giant creatures that wish to eat you that you should also probably avoid. All the while this is happening, a deep and omnipresent voice will talk to you throughout the levels questioning why you're falling and what you hope to accomplish. The voice is actually great and really interesting to listen to as you aren't really doing much else except falling.

I thought the artstyle was superb. The creatures are all scary and as you get to the later levels and fall deeper the world becomes more abstract and visually interesting. There are ancient relics strewn about everywhere and I really wanted to get to the bottom.

Upon finishing the game I realised I wasted my time because the experience was awful and the gameplay was way too boring to warrant such an interesting world. It's honestly such a shame because a fully fledged game set in this world with that voice and those creatures really would be amazing but instead you're simply restricted moving in small directions the entire game.

The biggest gripe I have with the game is the fact you can't make yourself fall any faster. Each level can take from 5-10 minutes

and if you die you start the level over. There's 2 levels that are actually kinda difficult to navigate and at times some of the levels are super dark and you can't see obstacles until they're right in front of your face. Simply being able to fall faster and having more control of your character would go along way to making the game more enjoyable.

Sound design wise it's about as expected. Lots of your typical underwater sounds with eerie background music. Apart from the voice that speaks to you there was nothing that stood out.

Achievement wise they aren't too difficult. You will have to complete the game without dying (and because you can't speed up levels this might take a while) as well as be killed by every creature, some which only appear in one part of one level. It's more waiting until you get to the right point thats the problem.

Honestly if you have a VR setup and you can get this game on discount I think thats the right way to go because the game is visually interesting. Apart from that I don't think it's worth buying as it's short, boring and tedious to play.. Risky Rescue is a game that needs keyboard skills and high concentration. Campaign is quite simple but endless mode is very challenging. Reaching lvl 200+ is not so easy and needs a lot of patience and a bit of luck ;). The game is currently filled with tons BUGs

Devs prefer more DLCs rather than fixing BUGs

Do not buy till the game gets stable. Fantastic little game that i played with my 7 years old dauther. My wife join us even if she's not a gamer. I hope devs will add a online single player mode.. So Cool Omg I Wish To be Like Them :D. A Small Robot Story is a great retro-styled platformer, and if you're a fan of Mega Man or Mario, you should definitely give it a shot.. Oldschool bullet hell.

6.5/10

I can not recommend game do to Multi-player, map edit, and top player is not working. Please fix and i will update.. A comfy, but shallow city builder game. Pleasing to look at and very atmospheric. The interface is not the best but certainly serviceable. The warehouse mechanics allows for a more organic growth of your cities. The game features a military and barbarian aspect which adds some variety. Not very heavy on the micro side but good for those seeking a relaxing city builder experience.. this software is very easy to use and only minor issues have been seen, those of witch were not the softwares fault.

-the good

*allows for direct recording to MPEG *can record sound as a seporate factor *runs quietly in the background - apparently about 5fps drop

-the bad

*video files can easily be currupted, they do not save if the game freezes
*no identifycation of recording begining when the record key is pushed
~ so could go a while being unaware of recording status, not even a unique sound for begining

overall this software is great, however at £36, it is steap, id place it at £30 MAXIMUM, unless of course you really want recording sofftware

~any questions feel free to ask :). Interesting little casual game.. PROS: Great art style Simple gameplay but still very fun Actual people who interact with eachother Factions Personality

CONS: Kinda unfinished Overflow of bugs (see in comments how many bugs) People cannot interact with relics

SUGGESTIONS:

Add a map, with different islands. Make people fight for the islands. Also add a "peacefull" gamemode with no other vikings. Make people interact with relics, like climbing the relics. See people actually coming by boat to the island. Please dont make the suggestions a DLC.

I would love the devs to reply, thanks.

Overall rating: 7/10

EDIT: if these bugs will be fixed i will give it 8/10.. Escape like a mosquito: free. Couldn't even get into the multi-player don't get it, stay away.. It feels like a new Sega Genesis game. That's good.

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