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About This Content

The XPlane add-on Santiago International Airport stands out due to its extremely high density of objects. In addition to the accurate reproduction of the airport and all its surrounding buildings, including the fully animated O'Higgins amusement park, the realistic vegetation objects provide an authentic atmosphere.

In general, the add-on impress, beside the amusement park, with many new animations like ground services, walking people, jet ways, military helicopters and many more, which give the airport an extremely vivid touch. Especially at night you will find a very special atmosphere that changes the approach at Santiago International Airport to an unique experience.

FEATURES

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- Accurate airport layout
 - Accurate 3d objects for all major buildings
 - Custom ATC taxi routes and airport flows
 - Animated airport ground services
 - Walking people and animated 3d passengers
 - Animated Jetways and Marshalls
 - Animated airport vehicles and Military helicopter
 - X-Plane 10 HDR lighting and night texture
 - Full Customized textures runways
 - Customized textures for Taxilines, Borderlines, taxiways and apron
 - Customized forest and vegetation
 - Customized models for traffic vehicles to región
 - Static models of Chilean's police helicopter and military aircraft
 - Amusement park fully animated
 - Accurate O'Higgins park layout and surrounding buildings
 - 3D objects palms, trees and plants

Title: X-Plane 11 - Add-on: Aerosoft - Airport SCEL Santiago International 2.0

Genre: Simulation

Developer:

Virtualdesign3d.com

Publisher:

Aerosoft GmbH

Release Date: 3 Aug, 2017

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English

What do you need?

PEOPLE

25 per \$50

HIRE

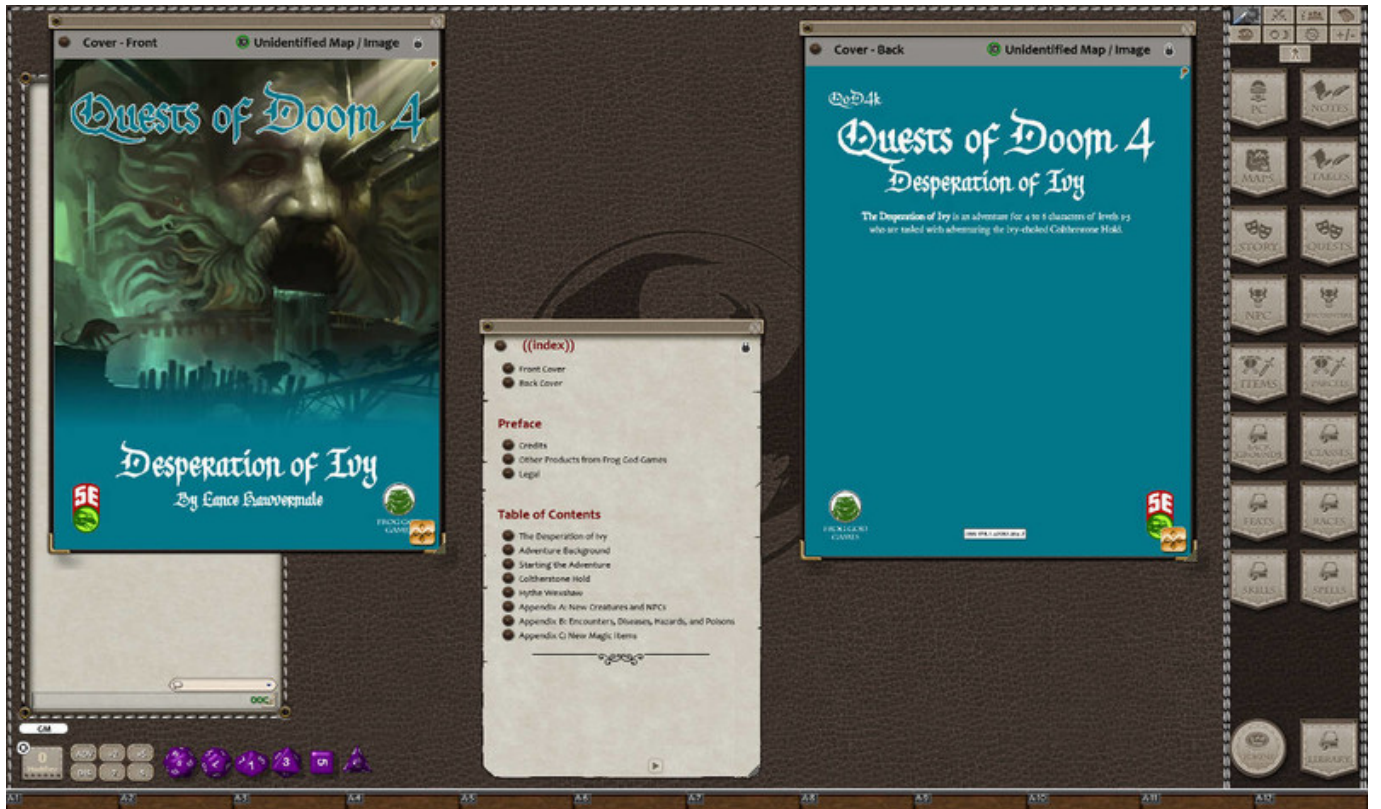
WEAPONRY

25 per \$25

BUY

Resistance Army money: \$100

BACK





That name used to mean something less than a year ago. It wasn't a game, back then. It was an ideal, a game that existed only because we wanted it to. The world would be better with it's presence, we thought. Gaming would never be the same if it appeared; like an atom bomb, it would change the way we looked at things forever.

It has now been over a year since that name was brought from shadow, to spotlight, and now discussion. What do we have now, six DLCs down the road and plenty of time to sink in hour upon hour?

PROSITIVES:

THE COLOR BLUE: While New Vegas might have been in a dusty desert, brown in excess is never a good thing. Fallout 4 finally gives us some richer colors to stare at. Metal foundries turned Raider Strongholds have fiery hues to inflame our anger towards injustice. The countryside has pleasantly clean skies and lush vegetation in the remains of old highways and parks. Rad storms and the poisoned Glowing Sea cast a harsh green glow onto the landscape, flashes of lightning jolting us from our idle stares into the maelstrom above.

ACTUAL SHOOTER COMBAT: At long last, 3D Fallout shoots like it should. We can sprint for the first time, quickly moving from cover to play that deadly game of bullet ping-pong. Recoil feels right, and moving guns with a controller isn't linear and stiff, but fluid and responsive, allowing for quick maneuvers of sight-hip-repeat. Grenades can be tossed with your rifle out, allowing you to coax opponents out of cover and into your waiting line-of-sight. These tenets of design may be standard on other shooters, but they were lacking in Fallout. And now, it's here and (almost) perfect.

A USE FOR EVERYTHING IN THE GAME: Cigarettes, electronics, and chemicals won't be the only things you pick up anymore. Bethesda has put purpose behind every coffee cup, every discarded glass, and more. To let your creative desires flow in your canvases of guns and housing, you'll need the right materials. Every peice of junk you come across has little salvagable components within themselves that you can then use to make useful things. Want to construct a wonderful bungalow for your character out of a gas station? You'll need steel and wood-and both of things exist in clipboards and tin cans. With the exception of folders, you'll find yourself reaching for whatever isn't welded to the floor.

AN ARSENAL AS CREATIVE AS YOU: Previously, every raider has the same rifle as a soldier. Fallout 4's crafting system allows for what New Vegas tried to do: mods that made your gun yours. Enemies can have weapons creatively-tuned or plain as paper; one raider's ramshackle rifle has a tuned receiver or a hair-trigger, while another's Pipe Pistol is just a tool for the job. But with the right perks and parts, you can make very special armor and weapons for yourself. Why have a Standard Laser Rifle when you can tweak it to scatter beams or incinerate to disintigrate? Why have just a Leather Chestpeice when you can shadow it to sneak and stab? Your character can be as unique as your tools.

BETHESDA'S BEST ARMOR SYSTEM YET: Fallout 3 and NV had only three slots: Face, Hat, and Body. Skyrim got closer, segmenting the body into Greaves, Boots, Torso, and with Necklaces and Rings to boot. Now we have something magical: from top to bottom, Hat, Eyes, Face, Left arm, Torso, Right arm, Left leg, and Right leg, and a new "underarmor" slot for close-skin clothing that can be worn underneath your armor. Mix and match for effectiveness or looks, but regardless, it's diverse.

BEYOND THE BIG FINALE: The game will go as long as you let it. No DLCs required to expand the level cap-it's already cranked up to infinity. Build the most impossibly powerful individual for as long as you keep playing. And when the ending hits, your survivor keeps walking to mop up leftover quest and locked perks.

FROM COMPANIONS TO SOULMATES: Past games had their share of good pals to support the sadness of the wastes, and this game keeps that bar high. Each companion has their own stories, likes, dislikes, dreams and hopes. They routinely make subtle movements and little dialogue quirks that bring real people out of virtual constructs. And with their perks being unlocks rather than presence-based, you're welcome to try them all.

A FLAVORED CAST OF VOICE ACTORS: Bethesda's past ventures often had small crews of common voices, but they've done something with this one that prevents dialogue from going stale audio-wise. I can't quite put my finger on it...bigger cast? Similar voices? Regardless, it's better here.

PLASTIC SURGERY REFINED: The character creator in this game's absolutely phenomenal. Dials and numbers become a stretch-and-pull plethora of wonderful options of any face and body shape you can think of. Channing Tatum or horrible scar-rack? Your choice.

CONNATIVES

THE STORY: Truth be told, it's not that bad. It has about one good twist, but that's it. Granted, the main story wasn't the spotlight in these games.

PRESTON AND HIS MERRY MEN: Alright, the Minutemen are a great way of discovering workshops and places to build settlements. This is ruined by the fact you have to babysit your territory while the okay-companion Preston is forced to become a pez-dispenser of "do this" quest. Trimming down the quest he gives or the amount of workshops you can have and use would easily make this better to bear, but presently it's a pain that hinders your desire to build in different places.

POWER ARMOR: In addition to canonicly making no sense at all, the Power Armor system, while cool and interesting, isn't extremely needed or even utilized. You can mix and match peices onto a frame, and there's an alright system in place for making your own extreme exosuit, but your parts can take damage and break off of you, requiring more scrap to fix. You're also slower in it and using it will require Fusion Cores, a costly fuel source that makes constant use an impossibility. By the time you have plenty of gas, your player will often be stronger apart than with Power Armor.

OLD PROBLEMS THAT LINGER: New songs sit in the radio-about two of them. The rest are re-used from older games, leading to a quickly-annoying earworm generator that's even more grating than the previous titles. AI still gets stuck in places and onto things, animations are still not flawless (but better.) This is the only Fallout game I had where I actually completed every quest in one run, leaving nothing to do. The Armor system doesn't allow you to wear EVERYTHING (would it kill to make all common clothes underarmor?) And of course, bugs on bugs.

THE DIALOGUE WHEEL: In an attempt to trim dialogue, Bethesda made every encounter have four dialogue options. This wouldn't be as bad as it is if every option you choose is described in two words or less, so you'll never know exactly what you'll say. The biggest gripe is the "sarcastic" option. It's never described as "yes" or "no", just "sarcastic." It's ridiculous.

THE VERDICT

APPROVED-Worth a buy.

A year later, this game is still giving. Still, I find new things to do, new contraptions to build, and new adventures even after plenty of hours more than my friends. Though all in all, I have to say this is a weaker RPG for Bethesda. It's a greater shooter, no doubt, but it's no RPG, and for some people, that's all Fallout was. I understand that frustration.

But in all of the bad, remember this: this game almost went the route of No Man's Sky. Hype infatuated so high, hopes set to an unreachable bar, that when the product finally dropped, the flaws that were there clashed so intensely with our impossible ideal. Now, UNLIKE No Man's Sky, this game actually did meet many of it's promises, thankfully. But make no mistake, this is not the game you see in the Announcement Trailer.

At least, not without Far Harbor.. It wasn't too bad. nothing special. flight felt good but this isn't ready for full price.. Not a bad game.

The story has a lot of meat to it. It's not for everyone; the management elements block access to a lot of the good story bits and cause you to die a lot, but for someone like me that just makes finding the right training sequence to unlock a new path all the more interesting. Get ready to save scum and take advantage of the skip conversation feature!

That being said, there are some twists that are pretty neat, and I haven't finished with it yet, but I'm looking forward to seeing what happens with the different nations in the game. Make sure you find the desert wisp, it makes the game much easier!. Real awesome game!! girls love it.. The in-game controls are rotated 90° towards the player's chin from the vive controllers. This bug makes the game unplayable. Seems really cool other than the fact I can't control the mech.. not much you can do on this game if it keeps crashing. Can't say how the game is due to this problem.. I think that Blade of Galadirel is fun but Desolation is

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I started, I got chopped up by an buzzsaw that blended into the ground, I respawned and repeated.

This game has infinitely generating levels, seriously, but it just for that.

You can also change the look of the game to your hearts content with unlockable texture packs.

Just buy this game, then just get through. Some wonderful classical experiences under water let you feel a fictional life, which we may choose if we loose...

Its the end of the 21st century. Our planet is devastated by nuclear holocaust without sense, executed by might obsessed political punks.

The civilisation has to move deep into the oceans, using endorphin as chemical happiness source. Light isnt reachable, darkness gets a friend, the silence is unbearable, but the war for resources takes it slightly away. And so any hope for any recolonisation of the upper surface!

Now, its 2661, and a even bigger war escalates in Aqua, the land under the tides of total waste. You are Emerald Flint, a lone wolf, who has to somehow end the war, by accident. He only was searching for his stolen Succubus, the good old reliable submarine-like warboat, with which he fights the Bionts, the biggest menace to Aqua. Or is there an even bigger threat?

Will you gain success by helping him rescuing the brave rest of humanity?

"Light to you!". i don't like this game more often

. High quality music is a cornerstone for the Heroine Anthem series, and Heroine Anthem Zero's soundtrack does not disappoint. Filled to the brim with beautiful tracks of various styles and lovely instrumentation, the OST brings the world of the game to life. Songs featuring vocals are especially notable for their superb performance and accompaniment. The Sarem Anthem has some very powerful and spirited male vocals, and Ms. Nami shines in The Lost Shepherd and both version of Blood Pupils in the Wind. Kudos to all the maestros involved in this project!

Update 2017-01-17: The OST has been updated with lossless tracks.. The game is to up to the usual standard as set by the other games in the series.

An interesting story about Jesse James, but I liked Hary Houdini's and Mark Twain's better.

Though it does feel the game is shorter in play and doesn't have the extra mini games like find the bones or shackles as in the perious games, it is still and interesting game say 4/5.. Insanely fun! This is a game with:

- Sharks with frickin' lazer beams
- Flying battle cruisers
- A C-movie sci-fi plot that takes itself seriously enough to be funny but not so seriously it inhibits your ability to command a squadron of seafood to blast your enemies to pieces with impunity!

The game starts out hilarious in its premise, then you quickly realize there's some actual depth to the gameplay. It's essentially a challenging sci-fi action arcade strategy flight sim where tactics are crazy important. You get to pick your starting seafood from a handful of options and you're dropped into the ocean. From there, your primary objective is to occupy the several dozen reefs scattered around the ocean while defeating other sea life and military hardware to gain access to its genetic information, which allows you to breed stronger allies for your squadron which helps you capture more reefs. Each reef increases your squadron's capacity.

You can have up to six members in your squadron, including the one you control, and you can level them up individually to beef up your attack power, HP, and abilities. Every type is unique/valuable in its own way and it's a lot of fun just trying all the different types of fish/subs/ships out. My favourites were sardines, tuna, sealions, giant squis, saury, and star destroyers. Keep in mind, however, that most entities are overly weak at EXP 0 so there's a little grinding involved. Thankfully, you can usually park yourself in a reef near an easy, beefy target to make quick work of leveling and you can also transfer resources directly into experience.

Overall, decent visuals and audio, decent controls, some clunkiness here and there with the UI and terrain collisions, but insanely fun and zany. Worth grabbing on sale!. Retro vintage throwback nostalgic classic.. The trashiest trash low effort unreal engine

garbage there ever was on steam. Its not even an asset flip cuz theres literally nothing in this game.
Only get it for the meme, prolly gonna get banned anyway.

VEdit: Now banned in Germany, told ya :^)

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