
Aerofly FS 2 - Orbx - Innsbruck Airport Free Offline



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About This Content

A destination that needs no introduction, Innsbruck is one of the iconic airports of the world, with a jaw-dropping backdrop, heart-stopping approaches and a location in the heart of Europe.

Orbx have created something truly unique with their first European destination for Aerofly. Within the scenery's extraordinary 2500km² coverage area, explore the peaks and glaciers of the Austrian Alps, the picturesque Inn, Wipp and Stubai Valleys, the historic Brenner Pass and even Germany's tallest mountain, Zugspitze.

Over a dozen towns and villages dot the Tyrolian landscape, and of course the city of Innsbruck has been created in immaculate detail.

LOWI Innsbruck truly is the home for all flyers. Far more than just an airport!

Title: Aerofly FS 2 - Orbx - Innsbruck Airport

Genre: Indie, Simulation

Developer:

Orbx

Publisher:

IPACS

Release Date: 16 Jun, 2017

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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: 2 GB available space

English, German, French



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POWERS

PROTECTION

Rank: Novice
 Power Points: 1
 Range: Smarts
 Duration: 5
Trappings: A mystical glow, hardened skin, ethereal armor, a mass of nanites.
 Protection creates a field of energy or armor around a character, giving him or +4 with a raise.
 Whether the protection is visible or not depends on the Trapping—this is the caster.
 Protection doesn't normally stack with other armor, but see the Toughness modifier.

MODIFIERS

Additional Recipients (+1): The power may affect additional targets at a cost of 1 Power Point each.
More Armor (+1): Success grants 4 points of Armor (+6 with a raise).
Toughness (-2): Protection provides Toughness instead of Armor and is not (magical or otherwise). This means it stacks with natural or worn armor.

Protection

PUPPET

Rank: Veteran
 Power Points: 3
 Range: Smarts
 Duration: 5
Trappings: Glowing eyes, trance-like state, a swinging pocket watch, voodoo.

Puppet is an opposed roll of the character's arcane skill versus the target's the victim automatically obeys commands that don't directly harm himself about.

Protection

Rank: Novice
 Power Points: 1
 Range: Smarts
 Duration: 5
Trappings: A mystical glow, hardened skin, ethereal armor, a mass of nanites.
 Protection creates a field of energy or armor around a character, giving him 2 points of Armor, or +4 with a raise.
 Whether the protection is visible or not depends on the Trapping—this is entirely up to the caster.
 Protection doesn't normally stack with other armor, but see the Toughness modifier.

Modifiers

Additional Recipients (+1)
 The power may affect additional targets at a cost of 1 Power Point each.
More Armor (+1)
 Success grants 4 points of Armor (+6 with a raise).
Toughness (-2)
 Protection provides Toughness instead of Armor and is not affected by AP (magical or otherwise). This means it stacks with natural or worn armor.

Effects

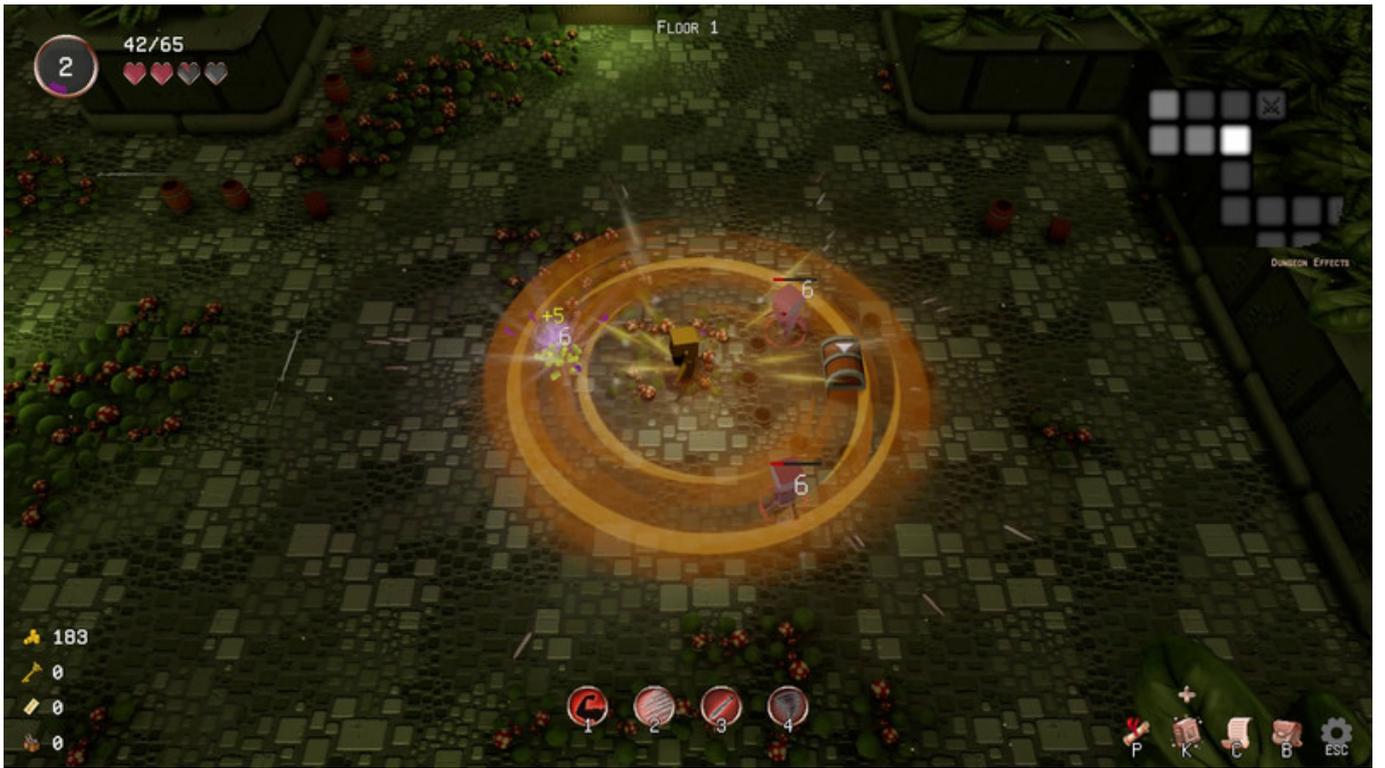
[Armor +2]	5 Turns
[Armor +4]	5 Turns
[Armor +6]	5 Turns
[Toughness +2]	5 Turns
[Toughness +4]	5 Turns
[Toughness +6]	5 Turns

GM

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1 Action
 1 Initiative
 1 Stun
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GM Benefits



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\u043f\u0430\u0435\u0439\u0441\u0442\u0430\u0439\u0430\u0430\u0430\u0430\u0430\u0430. If there was a neutral review option, I would have selected that.
It's hard to strongly recommend the game as many times the selection of puzzle pieces was very frustrating. It sometimes seems like the game is determined to give you every piece near the mouse pointer EXCEPT the one you are trying to click on. You would think that the top piece under the tip of the mouse pointer would be selected, but this isn't the case. Often a piece under the piece you are targeting will be selected, other times, a piece adjacent to the piece you are targeting gets selected. Very frustrating.

I like the concept of fighting off a zombie attack while putting together a puzzle and it was fun for the first few puzzles. After the trouble selecting pieces started, I abandoned the zombie defense and switched to plain puzzle assembly to get through to the end.

TL,DR; Wait for a sale then pick it up cheap. It has some fun to it, but the frustrating piece selection detracts from your enjoyment.. Darkness Assault... Well, they got the second part right, at least. I bought the Gold edition with a couple of the DLC on sale awhile back. Just recently, I had a chance to play it on SquirrelPlay Live.

I soon wished I had not.

If I was feeling incredibly charitable, I'd call this a hot mess.

I'm not.

Unfortunately, the words I want to use here wouldn't even be appropriate on Death Row.

Yes, folks, it IS that bad. Between the obtuse control scheme that wants to be a Biohazard game, Unity, muddy textures, really bright lighting, a fair lack of useful options , one might be inclined to think the game was merely bad.

Not true. The game, low-poly models and all, gave my poor potato heat cancer of the video card. Even with several large fans pointed at it in such a way as even kept DOOM (2016) running smoothly, I barely got 25 frames per second with the card running flat out... Which I managed to duplicate without XSplit running.

So, atop everything else, it's also incredibly poorly optimized.

On to the story: There isn't one. You get a tired, Mario-thin premise to set the stage, and then get thrown to the proverbial wolves. You've been dropped into a cell that nobody bothered to lock, nearly immediately find both a flashlight you don't need and a nepping **gun**, and then get to explore the cell bay just long enough to realize the controls are hot tapioca before the first monster hits you like a starship doing Warp 50.

I barely had time to register it's presence before expiring messily the first time, and even knowing where it was the next attempt only bought me enough time to figure out that I can't shoot on the run. One simply *must* give the enemies a sporting chance, and

target them first... Should you fail to predict their location with pixel-perfect accuracy, you're going to miss.

So I died. Immediately after that, so did the game.

It wants to be hard, and is simply frustrating and destructive. Unless you're a connoisseur of carp, avoid at all costs.. best uninstaller ever. Drop Hunt is a simple puzzle game with a few downsides, but it shouldn't put you off if you are in it for puzzles. Puzzles are actually not bad.

Pros:

Main puzzle mechanics is not bad \u2013 you move several objects (viri) at once, trying to navigate them into correspondent target areas (petri dishes) in a minimum number of moves. Several extra elements (traps, barriers, transporters, teleports, etc) introduced through the levels to build up on that idea.

Puzzles are not fiendishly difficult, but every now and then you DO have to scratch your head for a while trying to get the solution with a target number of moves.

Cons:

Gameplay feels a bit raw. For example, only all perfect solutions would unlock the next world (which I was totally fine with, but it seemed a bit too strict for a cutesy casual game it pretends to be). On top of that, sometimes your solution doesn't register, so you need to exit-enter, and then do it again. Really?

Plot is super-cringy. Father is trying to create an elixir for his seriously ill daughter. No, that can't be right. Why is he doing this, is he a doctor? What kind of a disease does she have, and how come she can be healed with something growing in petri dishes? So, let's say the father will succeed, what exactly is he going to do? I-V her some stuff he just scraped off a pizza?

Any other plot would be better, really. Cute puppies have to be reunited with their favorite chewing toys. Some dude had to drink too much last night, and now he is making a perfect hangover-alleviating cocktail. Alien took over the Earth and now have to navigate humans into proper slaughterhouses. See? Any plot would be better than the one Drop Hunt has chosen to go with.

But again, it is not the plot one is after, while choosing the puzzle game. It's puzzles. And puzzles were actually fine. So, if you like casual puzzle games, go for it. Especially if it is on 80% sale.. I bought the digital upgrade for ultra and it does not have omega mode why not. To everyone else don't buy this game.. Seems to be a really good 16 bit zelda style game. It is a little less rpg-ish than zelda and more action based. It also has a darker theme and atmosphere than 16 bit snes zelda. The characters have fun aoe attacks/abilities. The game runs well on my windows 10 cheap tablet from walmart. Keybinds are customizable. Its a lot like a 16 bit diablo where you move with WASD instead of click to move.. *ZZZZZZZZZZ*

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