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About This Content

In this simulation, Just Flight has captured the Spitfire as it was in perhaps the most important phase of its development - the early years of WWII. We begin with the Prototype as it was rolled out of the factory and first flown at Eastleigh in 1936, and end with the Mk1A 'standard' production Spitfire which fought alongside that other venerable fighter, the Hawker Hurricane, in the Battle of Britain.

The supplied paint schemes include a number of aircraft flown by the 'aces' of the Battles of France and Britain and the flight dynamics of this simulation have been specially programmed to allow you to fly 'by the book', so go ahead and try your skill at 'matching the numbers' achieved by 'Mutt' Summers and Jeffrey Quill in the prototype, or test your nerve on an endurance run over the fields of France and back in your Mk1A!

Custom built with an incredibly detailed and ultra-high quality cockpit, exacting flight dynamics and realistic Merlin engine sounds, this is the ultimate Spitfire package for FSX Steam Edition!

Title: FSX: Steam Edition - Battle of Britain: Spitfire Add-On

Genre: Simulation

Developer:

Just Flight

Publisher:

Dovetail Games - Flight

Release Date: 19 May, 2015

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English







Hello this game is good but I cant get far because the game blacks out the screen goes black the character still moves you can mine but its just black.. It doesn't have uplay, and that's about everything good about the game.. This game generates its levels pretty much randomly,

So while you try to remember the level wich is no use, you would have no time to think about it since its not wise to stop moving good game!

<https://www.youtube.com/watch?v=HZZidqeRz9c>. ok, i find this one a little bit hard to recommend and most certainly wouldn't do so for its full price.

The game is not bad at all and has plenty of care to not be just any steam ****. The biggest pro for me were how short the game is. You quite have the time to try every weapon on the game and that's it, you finish it. I'm sure it would be really boring if not for that. But overall the game is good to give some hours of "some fun" and i suppose is worth its price with discount so i cannot negativate that =P. The only game I played not to improve on the sight of a blank screen.... What a great local co-op game. It is perfect to pick up and play with very simple rules and controls. Everything about it is flawless. Get it ASAP.. I enjoyed playing this for a bit, but as it turns out, it doesn't work properly with linux. Cut scenes are missing. Total bummer. I'm planning to install windows in the near future, hopefully it'll work then.. It's a really cute idea but the way they've done the randomization makes it so hard to have fun playing.

The puzzles are the biggest thing to the game, but they are completely randomized. The screenshots of the game are totally false, the puzzles they show you are not what the actual puzzles are. The puzzles they show are rare special rooms players can encounter; but the regular puzzles are nothing like those.

The regular puzzles are literally just an array of random objects and creatures, dumped into a cluttered room. The puzzle solving element is players loosely trying to figure out how to get one thing to another thing, or get through a cluster of things, or transport one thing to another thing. It is completely unstructured, there is no logic or thought to solving the problem it's just about figuring out the loose way to navigate through the problem by moving things around. It feels totally empty of satisfaction or even stimulation to play because the puzzles are just a jumbled mess of items which are solved by just moving them around until they align in your favour. There's no overarching solution or method, it's just the player moving randomly placed junk around until they force it into the solution they need to pass.

Beyond that there's lots of frustrating elements to the puzzles. Some enemies randomly teleport around the map and serve as blockages, they randomly block certain ways everytime you move; how do you get them to stop blocking you, you move around until they teleport to a place that isn't in your way. Pointless, arbitrary design. There's lot of enemies that are borderline impossible to avoid because they instantly hit you if you get remotely close, or they attack inconsistently so sometimes you can pass sometimes you can't. Some enemies blatantly game over you because they instantly teleport you out of the map if they hit you; yet the game can spawn them right ontop of the entrance or near a significant area you need to reach. It's possible for the player to get straight up trapped among objects they can't move, it's possible for objects to randomly not me moveable even though you need to move them to progress, it's possible for random objects to not trigger their primary function which you also need to progress. There are many ways that the game can straight up screw the player over, all because it's randomly generated in such an obnoxious and unstructured way.

Puzzles are about finding solutions, randomly generated puzzles like these completely defeat the purpose of this because the solution isn't logical or satisfying to achieve because it's just a loose brute force method found amongst the random.

The art and world design, everything thematic feels very nice. The game makes it seem like a side-feature is the ability to talk and bond with the characters around town with this whole; play as an anonymous stranger who is nice to everybody and friendship is spread all around kind of theme.

That's what it really seems like, which was sweet, until it suddenly shows that it isn't like that. Certain characters will actually judge and get upset with you if you befriend other characters. So you're running around being nice to every body, having a

lovely time then you get told "Oh, you like THAT person. They aren't one of us, and honestly, I like you less because you are nice to them. We can't be friends anymore.". And suddenly, you're hit with a dose of reality that some humans just suck; in a game that looked like it was about being nice to every body and having fun. So now you feel weird because you just literally were socially judged in a video game, and now you have one less of the few characters to talk to because that one sucks so why would you want to talk to them anymore. They don't want to be your friend anyways apparently. The game deceptively makes it look like it's supposed to be a pseudo-reality where every body is nice and it's all about friendship, then it suddenly brings in reality and ruins the precedent it set. While making it so you have less characters you can bond with now then before.

The game also acts like the anonymity of the protagonist is another key feature. Which it completely looks like it is. Then suddenly, you are given the option to remove your hood to show a character what you look like. If you choose to not do this, you cannot increase your relationship with them or any other character until you do. When you do, it destroys the anonymity of the protagonist and their entire atmosphere in the world; and you can't even put your hood back on. Perhaps this is meant to be the protagonist opening up to the townsfolk by showing who they are, but when you actually do it in practice it doesn't feel like that at all; it's just this sudden dialogue option which gates future dialogue options unless you ruin one of the most base themes of the game. So basically, the developers make you sacrifice one of the biggest thematic elements of the game, for a special moment which doesn't actually work in practice, just so you can talk more to the townsfolk.

And if you die without activating any of the revival lights beforehand, which the game does not explain, it will flat reset potentially a third or more of your progress towards beating the game. It's not that the game doesn't save unless you use the lights, it's literally just programmed to remove massive amounts of your progress as punishment for dying at all unless you activate that arbitrary and unexplained game mechanic.

It seemed like a really great time but once again developers choose contradicting game mechanics. Game includes friendly social interactions, game scorns player for being friendly; protagonist is mysterious and interesting, content is gated until you reveal their appearance; game is about puzzles, puzzles are random jibberish.

It only took around an hour to beat half the game roughly, before death reset almost all that progress. So, the unsatisfying and socially upsetting design of the game aside; it's really not even big enough to remotely justify its price.

My child loved this game. Math has always been an area he struggled in and doing homework is always a pain. This game made math fun. It includes practice with elementary level math such as multiplication, fractions, and number lines. Every problem has a little story behind it and is often introduced with a video. My child really liked the water challenges where he got to catch fish and direct his own boat. The Native American history lessons are also a plus. As a parent, would highly recommend.. The characters are cool, the artwork is fantastic, and the story's got me interested. Looking forward to all future chapters!. The pack could use a 600-800-piece range puzzle as well but what's already there is enough for a couple hours' play. Game will crash on you when you are very to close to the tedious archivement.

Then you will realise that this game doesn't use cloud service or auto save so all your progress is gone.

EDIT:

Game autosaves now got fixed by the dev.

Crash also got fixed.

Nice game to quickly hunt some achievements not everyone has.. One of the best visuel novels I've ever read/played. A unique choice system, a very interesting storyline, multiple endings. A must have if you love visual novels.

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