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## Aerofly FS 2 - Switzerland Download Crack With Full Game



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### About This Content

This DLC for Aerofly FS 2 features over 30 of the best known and most beautiful airports of Switzerland, including Zürich, Grenchen, Samedan and Birrfeld. Furthermore this DLC features high resolution aerial images of Switzerland with a resolution of up to 1 meter.

As a special highlight, this DLC also includes the iconic airport Speck-Fehraltorf (ICAO-Code LSZK). This airport, in the Zürich Oberland, simply called 'Speck' by locals, is being operated by the Zürcher Oberland FGZO club/group. This airport, close to the Pfäffikersee, features a grass runway with Perfo plates and is very busy, especially in good weather during spring and summer time. We would like to thank the following people who helped us in getting this airport into the simulator: Fabi Riesen, Ines Widmer, Daniel Stäubli, Chirstoph Amman and Tino Seitz.

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Title: Aerofly FS 2 - Switzerland  
Genre: Indie, Simulation  
Developer:  
IPACS  
Release Date: 14 Jul, 2016

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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 Dual core CPU 2.4 GHz

**Graphics:** OpenGL 3.0 compatible 3D graphic card with at least 1 GB of RAM

**Storage:** 16 GB available space

English,German









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I was expecting a bit more plot, tbh. 30 minutes in and I still don't feel connected with the characters. All we know about the guy in this time is that he's part of a small gang and has a crush on a girl who's been kidnapped. I mean, it's admirable he's going after her, but other than that... really no interest in any of the other party members either. So alas I'm not going to continue on with it. Maybe it gets better as you progress, but then again, maybe not.

Pros, though - I do like the visible enemy encounters.. I thought the movies were great. I would have much preferred these over the originals.. This game is less than \$3 and works..It needs tweaking here and there but is a good game. Ai is all over the place but thats ok because you never know what reactions your gonna get. It at least runs well which is a plus considering alot of these zombie and horror games that seem to be coming out 5 to 10 games every week wind up being garbage. Its not perfect but it is enjoyable and kinda hard in places. I'd buy it again. I have more than 0.3 hours on it as I played it out of steam.. Nope. No. No thank you. It's not a game (you die within a few minutes) and the devs have been saying there will be an update soon. Goodbye a-holes.. Boring and tedious followed by more of the same.. Get this DLC if you want to get the most out of the Stella's Dungeon minigame, or if you despise grinding and the core game's Weaken Enemies and EXP Up don't do enough for you.

\* Super EXP Up multiplies your EXP by 6, and stacks with all other multipliers including the non-DLC EXP Up. Activating this plan before the endgame will probably ruin your fun even faster than using the Anime Gehaburn from the free DLC will, but if you're already at NG+ this will probably help you get to max level without having to abuse the Colosseum quite so hard.

\* Felis Insurance is a HUGE game changer for Stella's Dungeon - it prevents Stella from losing all her equipment when she dies, meaning you no longer have to grind the first 3-5 floors of a dungeon over and over until you have multiple copies of whatever armor drops there before even attempting to actually finish it. It apparently even lets you keep what she found before she died, so if she found something useful like a +7 armor/weapon before dying you'll still get to use it.

\* Felis Express halves the time it takes for Stella to travel through a dungeon. Since all the dungeons after the first one START at half an hour to complete and rapidly gain more floors and time per floor, with the endgame dungeons taking 9 hours or more to complete, this is extremely helpful.. Do you like roguelikes? And are you a fan of Lovecraft's work and the Cthulhu Mythos in general?

If the answer to any or both of the above is yes, you could do worse than spending a few quid on this.. The only problem Ive had so far is the uncensored patch but I finally figured it out. I am most definatly replay this game over and over and I only just finished Daltons arc! Please be a sequel!. This game has the potential to be really good, but as others have mentioned, the developers appear to have the work ethic of a narcoleptic sloth.

While the batting is, at times, quite good, the ball will frequently pass right through your bat, and the distance hit often bears no resemblance whatsoever to the force involved. At times, a defensive shot will race across the boundary, or balloon out for a six.

The leaderboard hasn't worked for months, and the developers are fully aware of this. Sadly they would rather sit back and trouser the money rather than make even the most minor changes to their game.

This is essentially a product abandoned at beta stage. It isn't super expensive, but buying this is essentially funding the sort of slacker developer who spends most of the day lying in bed getting high, while casually flipping an upraised middle finger at their mug customers, in favour of actually doing some legitimate work to fix their buggy product, and providing consumers with a reasonable level of quality.

I have mixed feelings over this game, as underneath the bugs and janky implementation, there is the basis of something good. It's just a shame that the devs can't be arsed to finish what they started. If there is any justice in the afterlife, these indolent wasters will be stripped naked, tied to an oversized wicket, and will face an eternity of neverending fast deliveries from Curtly Ambrose, pre "one bouncer per over" rules.

Not recommended.

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So far so good! This appears to have all of the softcore roguelike features ie; Permadeath, Upgradable Town (Improved weapons\armor, enhanced starting levels\gold for new toons, enhanced resource gain etc), and merchants to purchase new gear. Resources are gained each time a stage is cleared, allowing you to make upgrades to your town.

There are currently two classes. One a Dwarf warrior, and the second a tribal female Shamman. They play as you'd expect, standard melee and caster respectively. You gain levels quickly, with which you enhance Strength, Agility or Intelligence, and increase the power of inherent skills. The basic stats also have varying effects on the two different characters, alluding to lots of variation as new ones are released.

The combat controls are intuitive and familiar. The AI is predictable, melee attackers bum rush you, and casters and ranged hang back and fire away. You start with a good variety of skills, and the combat is fun from the start, and fast.

When you start, and after each stage is completed, you go to a World Map, where your next encounter will occur. You usually have a choice of varying encounters ie; standard battle, defense (which scales to your level) and\or a diplomacy option which is unique and offers rewards based upon your dialogue choices.

Obviously as this is the first day of early access, all these things will change and develop, but the first impression is a great one. I did just have my first crash, immediately prior to writing this. The screen locked up while fighting, and then crashed. But this is to be expected so early on, and I'll be heading back in shortly to level my next sacrificial lamb.

P.S. The crash merely reverted my save data to the previous town visit. So roughly 30 seconds of playtime was lost.. This sucks.. None of the keyboard controls worked, so I could not play this at all. Disappointed.. anyone who wants a very challenging and immersive puzzle game i reccomend this to, its quite complex so if you get frustrated easily i suggest against it :) get it now while its only \$2. Words cannot describe this game or control units apparently

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