
Aerofly FS 2 - Switzerland Cheat Code For Xbox 360



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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.

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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FULL OF BUGS STILL AFTER 1 MONTH. A couple new decks to keep the game fresh.. the music's nice and the gameplay is okay

i like it. its not even funny why the \u2665\u2665\u2665\u2665 did i buy this. Game has potential, but an\u2665\u2665\u2665\u2665\u2665load of glitches make it impossible to play... wasted money...

. Love this game. The puzzle of figuring out teh right supply routs to maximize profits = Win!. I like the game so far! Just wish there were trading cards and badge achievements -is this possible?

Talvez uma das melhores DLC's de Mafia II, adiciona história ao game.

Compre na promoção pra valer ainda mais a pena.. It's cheap and honestly, adding more dungeons and supporting more releases like this is nothing but good in my eyes. I happen to really like the new Youkai cards, the card for clearing the dungeon isn't so hot, but the experience and gold for clearing it is really good, plus the cards given just for getting it are quite great too. I enjoy the whole game overall, so this was an easy investment and hope to see more like this. I understand a lot of people don't like the whole paying content thing, but honestly I rather pay 2-3 dollars for content like this than F2P and then getting nickled and dimmed to death. The producers have to make a profit somehow, and this is way better than micro-transactions. Getting a whole new dungeons and access to neat cards for a one time payment is optimal to me. If the staff ever happen to see this, if you keep to this kind of model, I at least would be keeping up with expansions like this.. Midway owns a special area in gaming, putting you in the Pacific theatre of WW2 and offering you the sea and air machines involved on both sides. It does this with more scope than Battlefield 1942, and is more arcade balanced than a serious simulator. That's not to say it's devoid of tactics or strategy, and a need for accuracy and reaction timing.

It's a game far from perfect in its execution, having only a limited amount of freedom by sticking to set campaign missions and a few challenges. It lacks singleplayer skirmishes, which multiplayer makes up for as being the most engaging multiplayer experience I've had in a game(if you can find anyone online).

Overall it's a game simple in design and full of charm. I come back to it for that feeling of being in a torpedo bomber alongside my AI wingmen, getting as close as I can to the battleship that's about to ruin my mission, knowing I can't afford to miss, but might get shot down if I get too close. The entire battle hangs on those few seconds of judgement.

I just wish they would remove that AI character that rams planes head-on which will cause your mission to fail when he dies, but at the end of the mission he dies anyway...

★★★★☆. Really good experience.. There is no point in buying CS:GO is this game does it better for much cheaper, the graphics are great, the gameplay is better 10/10 will play non-stop. Decent art but the puzzles are too obscure. It is essentially a hidden object game with you being tasked to find multiple copies of the same object but the objects are not hidden in any sensible place.. This game is simply brilliant!

I'd say it's a HOG but there's no real object seeking mini-game in it, but it's still like that. I wouldn't call it an adventure game, since this one is no match for The Dig or any other point & click adventure game, but still ... it became one of my favorite casual game (along with the *Drawn* series). I don't like wall of texts, so here is why - in nutshell:

Pros:

- gorgeous graphics (both the hand-drawn and the 3D graph are superb, I haven't seen anything like that in games like this)
- animations are 10000 times better than in other HOG games
- the story is awesome and it's really funny
- most of the mini-games are unique and there are plenty of them

Cons:

- blocker bugs (you don't necessary found them, but if you found one, you suck - read below)
- no real achievements (but there are in-game [story] achievements)
- it's a bit short (it's not really shorter than other HOG game, but still I could have played more for hours)

If you like HOG games and you're not fond of object seeking than this game will blow your mind. It's really a hidden treasure.

I encountered a bug in the bonus chapter and I'd need to restart my game after 2 hours of gameplay. It's really annoying and could have killed my positive feedback, but I wrote to Shaman Games Studio and I hope they will kill that bug soon. I'll keep this review updated!

UPDATE: I've played with other games by Shaman Games and it seems mini-games are far from unique, it's almost the same in every game of the studio.

UPDATE2: Shaman Games Studio hasn't replied and I believe they won't do it ever. Advice: don't rely on their support, 'cause they don't have any.. Terrible translation with grammatical mistakes everywhere. There's a story and even voice acting, but I didn't care enough to read what was going on.

- Non-stop chaotic, intense bullet patterns, not fun to play. The only saving grace is that you have a shield, so you don't die in one hit.

- Bland uninspired levels. Actually, I think it even reused the same level template multiple times.

- Bland uninspired bosses + enemies. Same enemies, same boss (but slightly different looking) every single time.

+ There seems to be a lot to unlock, at least.

I got this for 50 cents and I still feel cheated. Get something else instead unless you're starved for a SHMUP.

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