FSX Steam Edition: US Cities X: Las Vegas Add-On Download Gratis

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About This Content

Fly through the Grand Canyon and over the iconic Vegas strip in US Cities X: Las Vegas for FSX: Steam Edition. Located in the middle of the Nevada desert, Las Vegas is characterized by low buildings with a concentration of high-rise hotels and casinos along one central strip.

US Cities X: Las Vegas includes more than just the famous downtown area. Other fascinating areas around the city are included such as the majestic Grand Canyon and the mysterious Area 51 where rumours of flying saucers run wild. There is a whole lot to explore in this VFR scenery pack, with all major buildings and landmarks plus all airports and heliports within the scenery area. US Cities X: Las Vegas also includes a scenery density configuration tool accessible via the Steam Tools menu.

Features:

- More than 3,930 major buildings included

- Billboards and customized palm trees along "The Strip"

- Full night textures included

- Area 51 and Grand Canyon areas included

- High resolution mesh terrain

- Major airports in and around the city are covered with high res ground images with customized mesh terrain (no new building structures added) including McCarran Int'l, North Las Vegas, Henderson Executive, Yucca Airstrip, and more.

- Enhanced terrain of Yucca valley and all the surrounding salt lakes based on Landsat imagery

- Las Vegas Speedway Heliport

- Highway traffic sound effects

- Traffic on most major roads

- Scenery density configuration tool, accessible from the Tools menu in your Steam library.

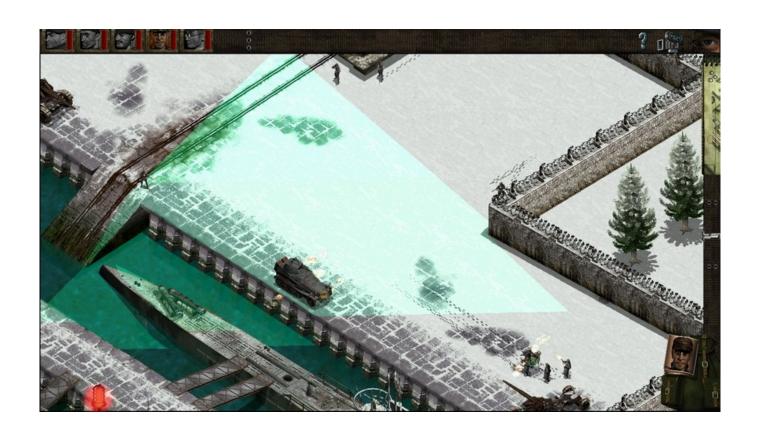Title: FSX Steam Edition: US Cities X: Las Vegas Add-On
Genre: Simulation
Developer:
Aerosoft GmbH
Publisher:
Dovetail Games - Flight
Release Date: 15 Dec, 2016

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English

YOUR LOOT!

Masteroid	Triple tripods	Clawlings portal	Doubloons	Piastres
+4	+2	+1	+44	+1

Close

you need more updates but i love the game
. Despite some minor issues with the platforming that the developer is working to fix, this game is a hidden gem, and really deserves more attention.

I really enjoyed the mix of the horror atmosphere with the cartoon style. Some of the enemies in the game were quite shocking, they managed to catch me off guard. I also appreciate the combination of the almost painted environments with the hand drawn style of the characters. It gives the game a wonderful, dream-like quality, almost like a twisted fairy tale. I wish there was more to the game, and I hadn't just finished it. I wanted to see more ghosts taken from different folklore.

Overall, it was a wonderful experience. The ending really surprised me, and was much more interesting than I was expecting when I started this game. It was a fantastic twist on what I thought was going on with the story, and made for a wonderful climax.
. This is a good puzzle game cross between connect four and tetris game but more complex.

It has a wide variation of game play and is relaxing and challenging at the same time.

It is the game to play when you don't want to play a game for a long time.

It is good value for the price. I think it is worth more than the asking price.. Is is worth the buy.

Buy it now!. The only difference between this and Hitman Blood Money is 10 years! But seriously grab this on discount if you like the early Hitman games.. Pretty short game, but does do the job.
It was fun to play, for doing some boss battles what will take time to finish, as there was 4 bosses to beat.
The Hardcore one is kinda challenging, when you can't die, then goes back to the start.

But it was fun, and cost for this is still fine, i liked it <3. This game gave me cancer.

Decent game,
But dead on arrival.. Beautiful visuals and music. Charming writing. Compelling zen gameplay. I felt relaxed but driven while trying to make constellations and certain star patterns. Anyone who likes sim games or visual novels should give this a try! You've gotta get this if you've ever wanted to feel like a court mage or an alchemist.. Most people who don't recommend this game are comparing it far too much to the "original" Cobalt.
As much as I enjoyed the original for it's timing and rolling, Cobalt WASD isn't a poor game and most negative reviews shouldn't be given attention if you're looking at this game alone.

There's still great movement, timing and skill that could go along with this game and it can be a fast paced shooter, but with the added mouse controls it'll limit some players and be better preferred for others, and may not provide the same feeling and playstyle one might get from the original.

This is still a fun game, even if the public servers are inactive (and so are the original Cobalt's servers, comparing the two isn't worth it) but you'll eventually run into some one or you can find friends to play this cheap, cartoon-y shooter and have fun with what could be compared to games like CS:GO.

Cobalt WASD can be modded by players and could be more expansive if players put in the time, but Cobalt WASD seems to only have one gamemode that could be easily compared to Bomb Defusal in CS:S and CS:GO. It can be enjoyable and has decent diverse weapons and gear for different playstyles throughout Cobalt WASD.
Good amount of maps and the possibility of more from the Steam Workshop with players are able to set up their own games.. Fun time-waster, a puzzle game in nearly the most literal sense of the word... lol. It's a puzzle, with zombies, how could you go wrong? Unless you don't like puzzles. Or zombies. Then, well, you could go very wrong.
In all seriousness, besides being a puzzle game, there is a fun little extra to it. As you piece your puzzle together, you have a simple top-down shooting game happening at the same time. (It can be turned off if it becomes too distracting.) Mind you, the shooting aspect is rather simple... An occasional zombie shows up, use your keyboard to line him up and shoot him before he breaks down your barricade. At regular timed intervals, a large group of zombies will show up in waves... There's a small sense of depth there, and things can go wrong. As you put the puzzle together, you'll randomly earn cash to stock up on bullets and grenades, even the ability to add more sections of barricades. The shooting part is really very simple, but I'll hand it to the developers- it's a small thing like this that can add quite a bit of fun to the game. It's really only towards the end of the game, (as you complete tiers of the puzzles, the puzzles become broken down into more pieces,) that the shooting game can lead to death. (game over if your soldier dies.) Even then, your soldier dying is usually more based on a combination of bad luck, (not getting pieces laid down that earn you money to restock,) and bad timing. Again though, if the shooting aspect of the game isn't your cup of tea, it can be turned off. Kudos again to the developers for not turning off achievements if a player does so... You'll still earn an achievement for finishing the puzzle regardless of whether you choose to participate in playing the shooting game aspect.
Before selecting the puzzle, you can also enjoy a game of shooting zombies, as well... Even achievements for playing this part of the game.
Perhaps the only major negative I've found is grabbing pieces from the floating current of water that surrounds the top and sides of the board can occasionally be finnicky... It's not HORRIBLE, but I've certainly had my share of trying to grab a piece (usually in the higher piece count boards,) only to have to keep grabbing several times before landing the one i was trying to get... It's rarely been anything more than a slight annoyance.
Overall, this quickly became my favorite time-waster/ "I only have 15 minutes to play something," game for quite some time. The shooting part was a pleasant surprise, but I've been known to turn it off to just enjoy putting together the puzzle without the distraction.
It should be noted that while very cartoony in its art style, a couple puzzles may not be entirely appropriate for the "young'uns," depending on just what your level of tolerance is in regards to what you allow your kids to view.
For a jigsaw puzzle game, it's a ton of fun. I enjoy the zombie apocalypse stuff as much as the next guy, so when I found this little gem, combining zombies and puzzles, I couldn't have been happier.
Currently on sale for $2.37... At that price, you should be jumping on it!. nice video not there best but was good had no problem in stream at all. neat game, really pretty, but not for me. https://www.youtube.com/watch?v=Z9zopzLw_8c. When one buys a visual novel, it can be a really mixed bag as to the quality, however I really enjoyed the quality of Queen at Arms.

While not ground-breaking in its story or details, I did enjoy the writing and the inclusion of timed-events, and failure states varied up the action.

Additionally, I liked how they handled some of the battles where you are a commander, and your choices can affect how devastated your soldiers can be. I haven't played through long enough to know whether this will ultimately affect the ending, but it gives me incentive to play again, and make choices to decimate my army to see what happens.

For those interested in romances, this game has several to offer of both genders.

The biggest complaint I can give is that I would have liked to see more battle scenarios, and a little more time devoted to the romance interests. This is just a personal desire to see more such things, and not really a complaint at the dev.

The only other minor complaint I have is that some of the CG art is a little rough, especially when compared to the game's character sprites. The dev might have been going for a specific style in the CGs, but it felt a little out of place.

A final sticking point might be the price. At $24.99 (regular listed price), some people might think this is a little high, especially with no demo. While I didn't mind paying that much, I can understand others finding it a sticking point.

However, if you are curious as to whether this might be something you want, there is a demo up at itch.io
http:\/\/aqualuftgames.itch.io\/queen-at-arms. I enjoyed the game very much. I clocked 7 hours into the game, but a few times I left it running while I did a few other things around the house. It was not a short game even with that, and I didn't skip any HOS or puzzles. I don't know how anyone can finish is 2 hours!
No, it's not hard, but the story is different. No wicked witch or black-robed demon. A "modern" day tale. With clever allusions to historical figures!
I wish we could find the missing emblems. I wasn't sure what was happening at the end, when the table for them was shown, so gave the bag to my father, which ended the game. If you get to the table missing emblems, try to find them! That was a disappointment to me.
It is probably my computer (all in one running Windows 8.1), at least my son is always blaming it, but the cut scene images lag behind the cut scene talking. It did that when I demoed on the Windows Store, so I bought here hoping it would be different. It didn't affect the game play, but still...

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