FSX Steam Edition: Cessna C152 II Add-On Free Download [License]

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About This Content

Found in flight schools around the world, the classic Cessna 152 has landed on FSX: Steam Edition.

More than 7,500 C152s have been produced, with various options and modifications being introduced by the factory and added by owners over the years. The C152 II variant includes an enhanced standard avionics and navigation package.

Developed by Carenado, the C152 II for FSX: Steam Edition includes two model types (with and without gear fairings) in four liveries, with high quality textures, an animated pilot and accurate modelling of details including antennas, wheel chocks, fuel caps and baggage area.

Features

- Four coloured liveries.

- Window reflections

- Full 3D pilot figure with animations

- Full propeller effects

- Modelled details including pitot pressure chamber, antennas, wheel chocks, fuel caps, baggage area

- Animations include: ailerons, elevators, rudders, flaps, trim tab, rotating wheels, operating doors, animated sun visors, operating door windows, glove compartment, fresh air outlets, vibrating radio antenna, opening ashtray, and the co-pilot seat back also tilts forward.

- Realistic aircraft performance based on real aircraft information and pilot observations

- High fidelity custom sound set

- Custom panel and gauges

- Built-in zoom gauges featuring authentic lighting effects

- Night light effects on panel

- Yokes can be shown/hidden by mouse click in VC

- Cast shadows on VC

- External dynamic shadows cast

- Normal and specular mapping

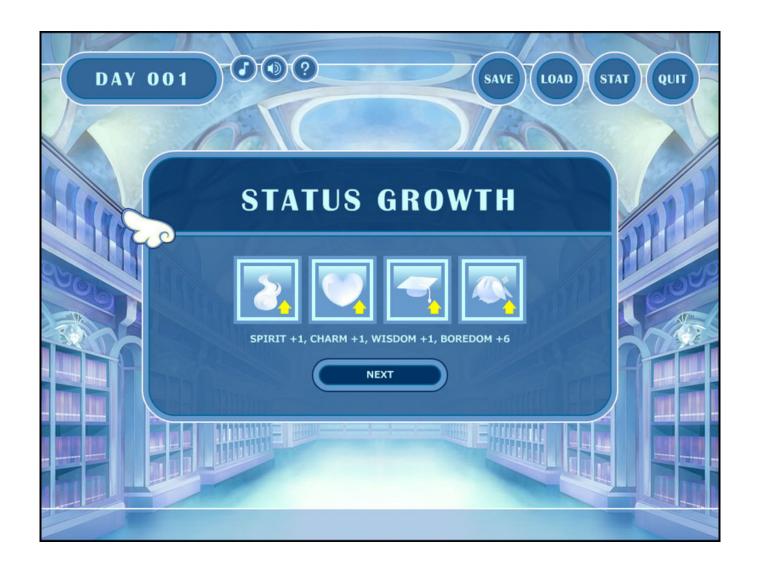- Bloom lights

Title: FSX Steam Edition: Cessna C152 II Add-On
Genre: Simulation
Developer:
Carenado
Publisher:
Dovetail Games - Flight
Release Date: 14 Feb, 2017

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English

CT206H
TURBO STATIONAIR

N8631G

BROKEN, it doesn't run on my Win7 at all, gets stuck on the "first time setup" window forever. According to the discussion forums several others are experiencing this too.

I had to Idle Master the game to have enough logged playtime to leave this review D:. It's beautiful, it's sweet, and the art is amazing, but don't be suprised if you feel depressed after playing. It's really dumb. It's clearly written by someone for whom English is, at best, a second language. It uses gross-out humor pretty much everywhere.

But darn it all, I don't know why, but I still think it's really fun.. Sry i have to give a dislike for the bad gameplay control.Later game in some levels when u try to creat some mid air blocks u have to creat others block to build up and then delete it...that is very inconvenient when u trying to fix the puzzle....later game when u have more blocks but u try to fix some in the mid ground its even harder because the 45 drgee fix view will block the middle so u have to delete all the blocks around the center view...thats very annoying
. Excellent retro space game in the tradition of Star Trek 25th Anniversary as well as FTL. Great story, management system, random events, and quirky humor make this game a must for space game junkies like me!. It's alright.
. 6/10 (Better than average!) match 3 puzzler. Zen-puzzler for when you listen to podcasts.

It's not bad, but get only if cheap.

I quite enjoyed 3-staring those levels for achievments. Challenging but never impossible.

The last achievment seems to be one helluva a grind though... :(. This game is AWESOME. Its lots of fun, replayable, and the chances are, I'm addicted to it. You should definitally buy this game, if you're into shooters in general.. 10/10,
Hilarious, interesting, and worth the 24 hours.

Not a lot of games can produce a truly heart-rushing scare once you've played Alien : Isolation - but Congo is gnarly good at it !

Congo is primarily a top-down action title where the camera slightly pitches up to show a dark and uninviting expanse as you thread carefully in half-steps, and to great effect. The tension is immediate, the danger, even when yet manifested, instantly palpable. You barely see as far as where your modest torch - probably your best friend early in the game - will generously shed light on. Not of a lot of games offer a distinct advantage in wielding a gun over a 2-handed-firearm, as you can still hold the handmade 360-degrees beacon to spot foes (relatively) early on. And let me add that you start with just a big knife.

The enemy is intelligent, powerful, stealthy. Most of the time 1st contact starts with the sound of the enemy carefully brushing the vegetation, and still you have to rely on you best aurality to pinpoint exactly where the threat is approaching from. It knows how and when to attack, when to retreat for a renewed or flanked offensive, and it uses the element of surprise and teamwork to stalk and hit the invader - you, who is in the end of the day only trying to haul out of this sinister place of a jungle by night.

Congo is a game about pure survival from a place where every second takes a toll on your nerves, and a place where rushing blindly and pseudo-merrily will put your stride to an abrupt and violent end. A game still in development despite its "as is" robustness, but already showing great promise and a rather terrifying presence not often approached or executed as deftly.

The YES-Factor : sale or no sale, definitely worth going for.
NO Gamesman Land : can be bad for cardiovasculars (seriously) .

. The game isn't just bad. It's super bad.

I get the it for free, so I don't feel like being scummed or something. But I just think that it isn't worth playing even if you get it from a bundle. It's just a waste of your time.

There are generaly no positives that I can find after finishing it.

* Physics sucks. Half of the objects on map don't even have hitboxes. You can run through a tree or giant rock and you're just fine. You can shot through the rocks and some wrecks, but your bullets crush into a lake or river.
* AI is terrible, enemies keep hitting walls and stacking there for good. You have to find and kill them all even if they are stuck behind the screen.
* The worst part: gameplay is extremely boring and repetetive, 3 enemies types for whole game, the first lvl is almost the same as last one. Only the scenery/car outlook changes. Every 2 levels there is a boss. The game looks like:

Chapter I :
1st level
2nd level is same as 1st, but at night
3rd level - boss
4th level - bonus round

Chapter II :
1st level
2nd level is same as 1st, but at night
3rd level - boss (same as in chapter I)
4th level - bonus round

And again and again... All 6 chapters. At least the game is short.

* There is a plot. It sucks as well. -> "Lets slay all the mutatns, becouse they are soooo bad."
* The game got achievements. Actually, after 3h of playing and ending the main story I decided to check what achievements the game has. I turned out that i got 100% for a first run, even without checking them.

TL;DR VERSION: 10/10 WOULD UNINSTALL AGAIN. IF YOU ARE LOOKING FOR EASY AND BORING 100% ACHIEVEMENTS GAME THAT ONE IS FOR YOU!. Easy and fun.. GoIO🤔🤔🤔🤔🤔🤔🤔🤔🤔🤔🤔🤔GoIO🤔🤔🤔🤔. It's

probably my least favorite Nancy Drew game. It's very boring, and I don't reccomend it. Even for a frequent ND player.. This is the best game ever you can do any thing you want the limit is your imagination it's so fun would definitely recommend!!!!!!!

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