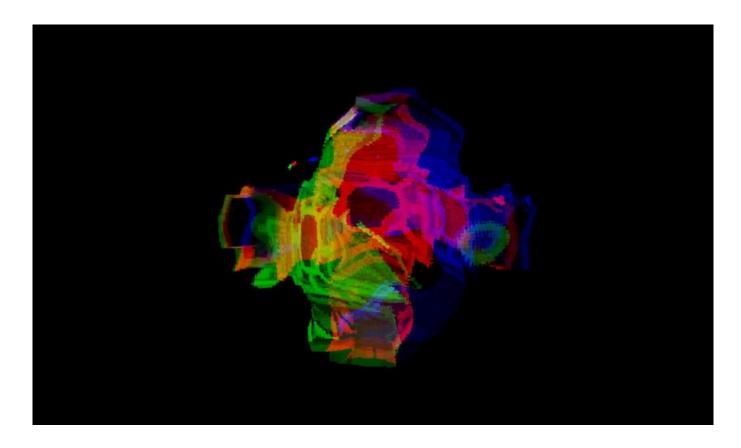FSX Steam Edition: Night Environment: Dubai Add-On Download Kickass Rar

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About This Content

Night Environment completely revolutionizes night flying in the FSX: Steam Edition world. Using a series of databases, Night Environment adds brilliant, realistic lighting to your simulator. Thousands of lights clearly show how highways connect to cities and how smaller roads meander through neighborhoods. Visual navigation at night becomes a real treat – it's even easier than flying VFR during daytime, as it often is in the real world.

The Night Environment database contains many more roads than default FSX: Steam Edition, illuminating roads which are not visible during the daytime. All lights are visible for up to 60 miles, creating an authentic and dazzling flying experience complete with 3D effects.

Night Environment: Dubai for FSX: Steam Edition includes full coverage of the United Arab Emirates (Abu Dhabi, Ajman, Dubai, Fujairah, Ras al-Khaimah, Sharjah and Umm al-Quwain), and the Night Environment Manager v1.8, which is a separate configurator tool accessed via the Steam tools menu allowing you to adjust night lighting brightness, glow and colour hues.

Features:

- Full coverage of United Arab Emirates (Abu Dhabi, Ajman, Dubai, Fujairah, Ras al-Khaimah, Sharjah and Umm al-Quwain).

- All major roads and most smaller roads are illuminated

- Compatible with other scenery add-ons (including Orbx FTX and most photo scenery)

- Configurable for hardware performance

- Management tool, accessible via the Steam Tools menu, which allows you to toggle and adjust the output of all types of lights

Title: FSX Steam Edition: Night Environment: Dubai Add-On
Genre: Simulation
Developer:
Chris Bell - Creative Design Studios
Publisher:
Dovetail Games - Flight
Release Date: 4 May, 2017

 a09c17d780

English

The vanguard of the Night
King is before you.
Paralyzed by fear or magic,
you cannot raise the vial of
poison to your lips.

? ? ?
White Walker

Queen Cersei

2 moons in power

Hear a request from
the North
Discover a hidden
Targaryen
Reveal who's hiding in
the dungeon

Skip

The point that matters the most...

Is this a fun game? Yes, I like to think that it is and have enjoyed it alot. I've played through all of the "bosses" and have few tracks left and enjoyed pretty much all of the game.
Is it a Sim? No... It is an Arcade Racer with some Sim settings thrown in.

A quick note... allthough I recommend this game, there are issues with this game that CAN be patched if the developer chooses to do so.

Now for the longer text....

This takes me back to Screamer Rally game by Milestone long time ago.
It has Sega Rally feel to it so it's nice because it is easy to get into and great when you want to drive few laps when you are short on time.

There are quite a few tracks and alot more playable cars in this game than I initially thought and was pleasantly suprised the quality AND their diversity.

Check point game mode is maybe not for everyone, specially since it doesn't give you alot of time to react when it shows where you need to go.

The mud tracks, not sure what to think about them since it is also connected with the cars that are being driven.
800hp car that is built for such track, sure doesn't feel like it has those hps...

Cars, there are alot of them and different classes but I didn't really feel that much difference between them in the same class. You unlock the cars but there are no stats to show what is different other than how many horsepowers they have. Would be nice to include acceleration, top speed and handling in those stats.

Graphics are not spectacular but get the job done. Textures on the cars feel a bit blurry though. Make sure that you turn off the rain effects since it just shows rain in a straight line no matter where you turn etc...
Also, during the night time driving, Rally cars blast all of their lights in order to be able to see where they are going while in this game, it feels like they are only using the fog lights, please fix this.

Graphics on the tracks are bit of mixed bag, some are very beautiful while others are just "meh". Wet tracks look awesome while the mud and few forest tracks are bland and sometimes effects feel out of place.
Water effects could use some work.

Sound... In reality a 800hp roaring V8 sounds in this game like a two-stroke moped that has hit its top speed... down wind... This can be patched.

Sense of speed, in some tracks, sense of speed is great and can really feel that you are blazing through at high speeds while in others, even at top speed feels like you are cruising at 50mph. It's a bit of mixed bag.

Physics.... A bit mixed bag here as well... Alot of times, the car feels great on the track and you have sense of good feedback and control over the car... Other times, it feels like you are in a really fast bumper car and hitting a branch or even hitting a bump in the road can send your car flying into the air.
A.I. drivers, on easy modes are actually easy so they are good for beginners while bumping up on harder levels makes you start fiddling with the car in order to get most of the performance in order to beat them.

Pros:
It's actually quite FUN!
Some tracks are really beautifully done
Physics

Nice variety of cars
Diversity in Tracks

Cons:
Graphic quality is uneven on certain tracks
Textures a bit blurry
Engine sounds
Bumper car physics that sends your car flying in the air for no real reason...

So for me, the pros outweight the cons and I DO enjoy this game.
IT is something I can just pick up and play for a short while whenever I get few minutes of free time and doesn't require long car setup times. Just press play and go.

. Tedious.... boring and painful. it is so laggy non of the powers work. Bought this on sale, a lot of fun and better than I expected, I highly recommend you buy this to, the Roleplaying is really enjoyable and I love the fantasy setting.. Not really a "VR" game, sure it's 3D and all that, and it's a fun little tower defence game, but there is litteraly no need, rhyme, or reason, to play in VR.
But it's cheep (when on sale) and fun to play so I can't not recomend it.
. I love this game so much, I got it for both Steam and Android. This game has plenty of replayability, as it's not about solving a particular puzzle, and a walkthrough would be kind of meaningless. Each shape has its own predicaments and you never really complete one in quite the same way twice. Very relaxing (even in the moments where it gets tricky), and a very beautiful experience. Simple, but smooth graphics. Easy to pick up and play for just a few minutes or to get lost in for shape after shape. I highly recommend this game. I will say that Android offers an experience that is more appropriately tactile (duh), but it is still very enjoyable here on Steam.. Loved this, it is short but fun and interesting. Not exactly like other adventure games but it definitely picked up the right sense of humour from them.. I Had fun with this :3 i think you need to make more games :3

I would reccomend this lil game to anyone cause its fun also ima buy the "Scrap Garden" Game

Issues:
i Only had 1 problem with the game and that was a frame drop or 2 Oh and also when i exited the game it crashed and CORRUPTED one of my recordings but its ok : 3

You always knew♥♥♥♥♥♥was about to go down when you heard that suspenseful violin music. i love it is just i had it when it lags to hard so please people who made this game plz fix!. Final episode. This part shows of the engine usage way more than the first two parts. Game felt longer than the 7 hrs it took to run through it, and it had a nice feeling to it, even though the controls are the same.

. I never played parser games back in the day so I went in this without nostalgia goggles. Despite this, Snail Trek won me over with it's charm and how painless the parser system was. I've heard a lot of bad things about old text adventures and this game thankfully avoids them. It's short but that time is enjoyable not frustrating.. I was suprised at how much I liked this game. To be fair it isn't really free, it just has a demo, but the art style is great, the story is alright, not amazing, but done well. And the combat is pretty fun, it's like the best parts of the guild of dungeoneering without that games unbearable grind.. This is a bad game. I hate to say this, but this is a bad game and an even worse adventure game.

I still like Nina and Max is alright, but it was a struggle to power on through this game. Most of the situations are totally abstract which the developers use to excuse their needlessly odd solutions to puzzles. The "minigames" all have the option of easy or difficult. Easy is tedious and boring and difficult is the same, but you have to do it longer. Oh and this game is weird.

I sigh, but I suppose if you are a Secret Files fan, like myself, you will buy this game anyway, but if you're looking for a good adventure game and figure this is a recent one from a company with a pedigree, it's a mistake. Take a look at The Next Big Thing or Deponia instead.. Awesome Strategic Game , but there problem in gameplay , when i click repair and i drag to other map it click instanly...
i hope theres fixing in gameplay. Got a free copy of the game from orlygift.com

The game is fun but not that easy, have a nice and addicted music and the graphics are okay but it could be improved in my opinion.
I enjoyed playing it i rate it 6/10.. https://youtu.be/QJQpWuG4aIU

A very sluggish puzzle/stealth game that lacks any element to make it stand out.. Surprisingly enough for "clicker"-like genre this game has pretty interesting gameplay.
Basically a Cookie Clicker mixed with turn based RPG.

The more characters you unlock and gear you find, the more interesting gameplay becomes. Since all characters and gear has its own stats, passives and skills the options for making a perfect team are pretty different which is setisfying.
You can play this game manually or as a "managment sim" with ai doing all the work for you. But to be honest AI is pretty dumb.