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About This Content

Ajaccio, Corsica, France

Ajaccio, the largest city on Corsica. The original city went into decline in the Middle Ages but began to prosper again after the Genoese built a citadel in 1492 to the south of the earlier settlement. The most famous Ajaccien is Napoleon Bonaparte who was born in Ajaccio in 1769, and whose ancestral home, the Maison Bonaparte, is now a museum.

Ajaccio Napoleon Bonaparte Airport is the main airport serving Ajaccio on the French island of Corsica. The airport is the main base of regional airline Air Corsica, which operates services to Metropolitan France.

This beautiful scenery is massive and covers the entire seaside area for the Bay of Ajaccio. Over 13,000 custom objects are included in this stunning scenery, plus a detailed version of the LFKJ airport. Enjoy!

Detailed Scenery Area Features

- 195 km Of Custom TexturePhoto Terrain Textures With Near Photo Accuracy
- 720 km of Hand Classified Landclass For Accurate Blending
- 13240 Custom Geotypical Buildings Accurately Sized And Placed

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- Accurately Placed Autogen Houses
 - Accurately Placed Vegetation Autogen
 - Library Objects Used For Added Detail
 - Detailed Mesh
 - Landmark Objects Included

Title: FSX Steam Edition: Ajaccio Add-On

Genre: Simulation

Developer:

Flight1 Software

Publisher:

Dovetail Games - Flight

Release Date: 11 Sep, 2018

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English







Don't even think about it. I love this game's aesthetic. It has the feel of those point and click style 1990s pc games. The story can get a little slow and boring in parts, but overall I think this is a great challenging kid's game.. This is one of those HO games that tries to be great, but falls flat on its face. You are an archeologist who is sucked into an alternate world by an artifact. Evil has taken over this world and you are its saviour.

The graphics were pretty inconsistent. Major scenes were beautifully done, but the HO scenes were very bland and flat. Puzzles were very easy as were HO scenes. There is a map, but no fast travel, so there is quite a bit of backtracking.

There are clips of the dying city's downfall, but the plot didn't excite me. Voice acting was wooden, music was ok.

There are collectables which are blimps and butterflies...very easy to find. I didn't need an walkthrough for any of this game which shows you how easy it is.

Graphics and story in the bonus chapter was very well done. This was the best part of the game which carried on from the main story. Not a bad HO game, just very easy and mediocre. Hope the rest of the series is an improvement. Buy this on sale. 6.5V10. ALWAYS MY TOP FAVORITE ! Came back while i wait for STAR CITIZEN.. The game is very interesting and has a beautiful future.

I want to give some of my tips:

1) Most importantly! After studying 3 branches of technology, the curiosity of play disappears. We can not destroy the enemy base! It is not real. What then is the explosion in this game? Why develop if you do not kill anyone !?

2) You need to balance the explosives.

3) You need to make the strength of the boxes smaller. You need to make a real base raid. We have to fight for oil fields. We have to survive, not just build your home. The game lacks action.

This is a big problem that needs to be solved in the near future.

Hear me!. This game is dead

Spasmans games have a certain homebrewed charm to them that I just can't find anywhere else. I liked boring man, and I suspect I'll like this game, but retaining a community will likely prove difficult.. the goods:

\u2714 nice graphic

\u2714 cute audio (although a bit repetitive imo)

\u2714 simple gameplay

the bads:

\u2716 the character control are weird

\u2716 weird big pointer on screen which I have no idea what for (all controls are using keyboard, except for when you are on the menu)

\u2716 sometimes game won't let me click on any button after I died (the exit, restart, or skip menu that pop up after you died), this happens like 3 times in less than 30 mins :(

other things which I'm not sure if it's bad or good:

\u3002\u3002it feels like everything is happening so fast

\u3002\u3002too hardcore, like the task looks simple but kinda hard to achieve

\u3002\u3002pretty hard to get a 3 star on each stage (for me it's even good enough if you can actually pass the levels later on)

haven't played much into the game but ~30 mins is more than enough for me

3V10. Great game, being a huge fan of yume nikki this definitely falls into my category.

. excellent game, honestly I can not stop playing it right away, I wish I could find more games like this one, it's hard, tactical and interesting, there is a lot of content in it. please support this developer so we can have something rare and good going on in here.. This game is great and it teaches you physics. The game won't start after I downloaded it. Anyone have a solution. I am\u2665\u2665\u2665\u2665\u2665\u2665and would not recommend this game.. Not any good past the first level.. I mean it's alright, but Sea Dogs 2 and Age of Pirates were both far greater.. Pros:

I like Pixel game...

I like ninja/stealth game...

The gameplay is fun and complex

The Graphics is awesome and the gore is good

It's like Tenchu meet 2d platform i think..

Cons:

The objective kind of hard..

The Character face maybe more need little detail... (its like bruce lee)

Is difficult to kill stealth i think...

That's all i think... but,

If you ninja fan game, I Recommend this game for you....

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