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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

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Title: FSX Steam Edition: Ajaccio Add-On

Genre: Simulation

Developer:

Flight1 Software

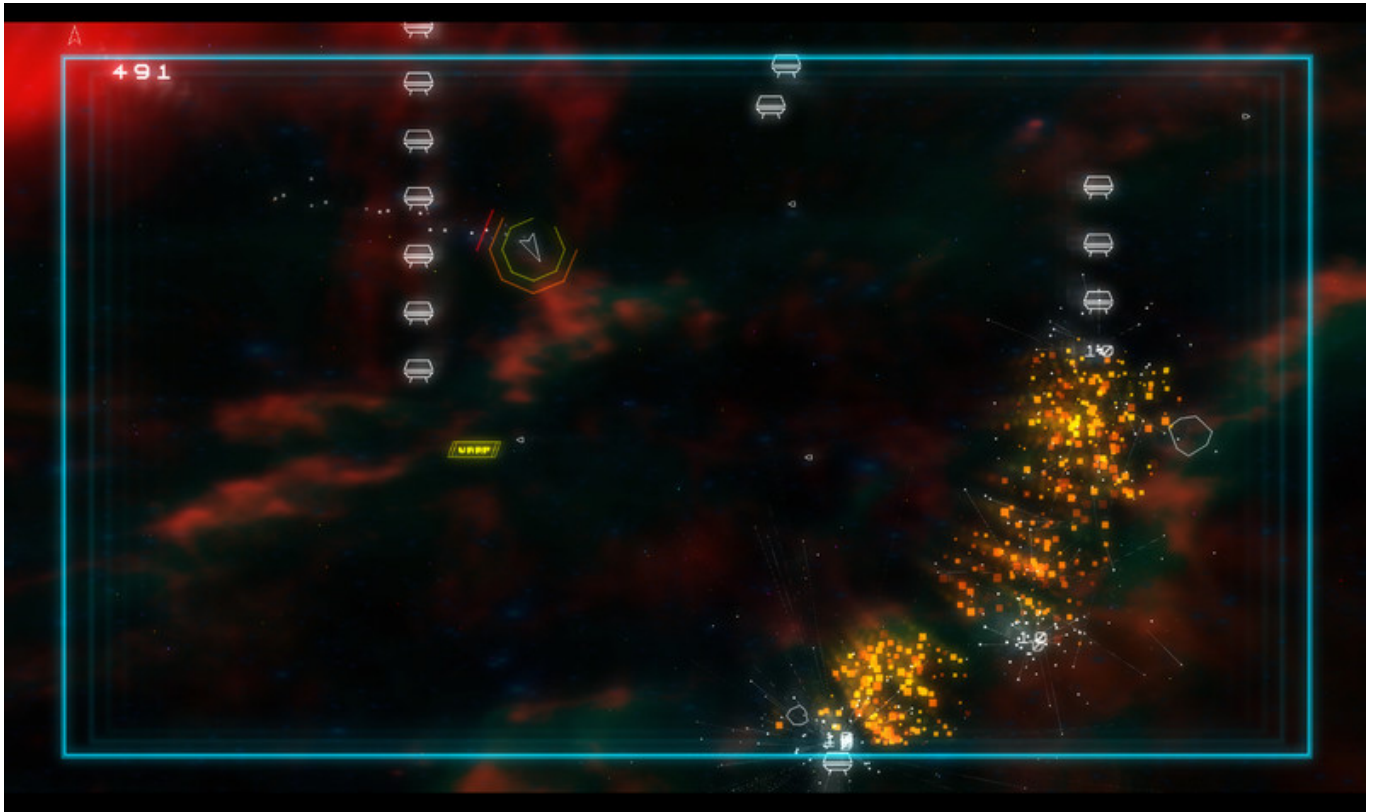
Publisher:

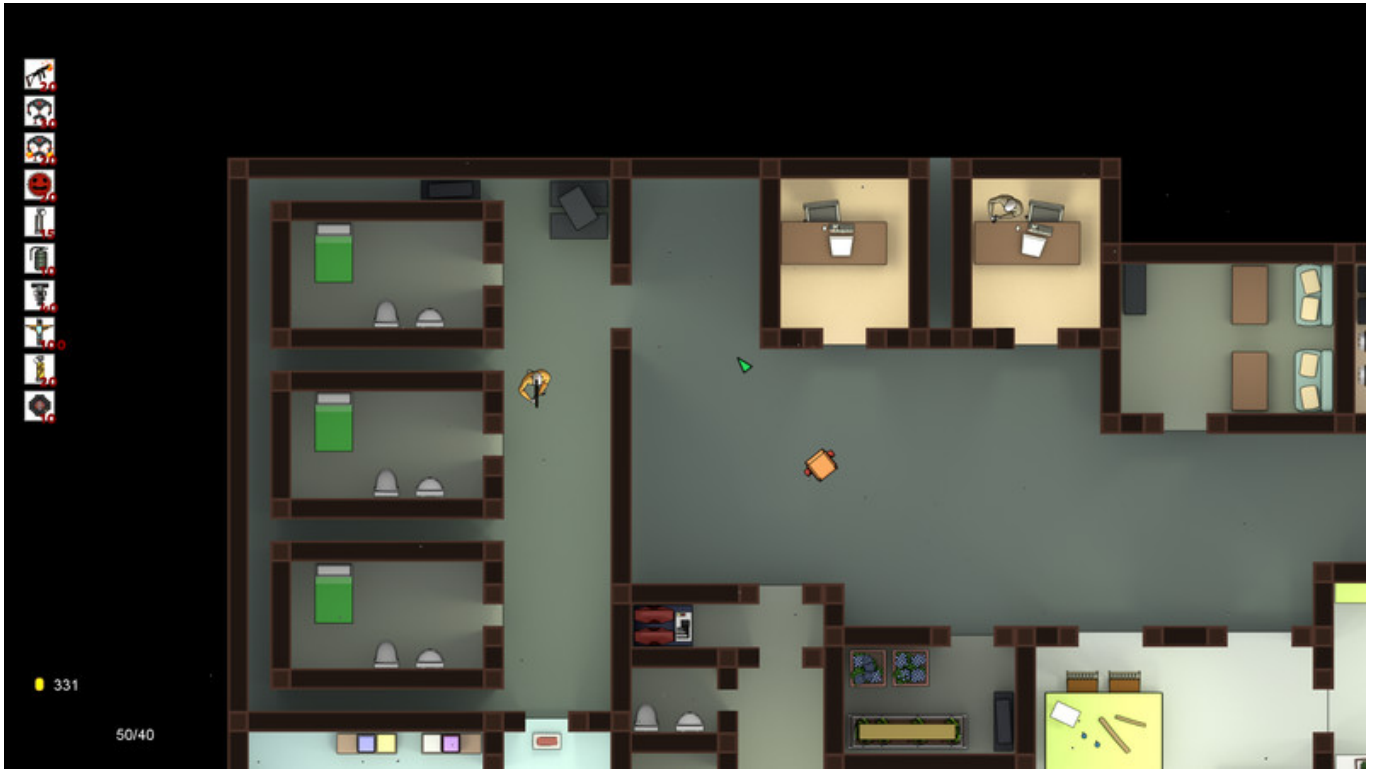
Dovetail Games - Flight

Release Date: 11 Sep, 2018

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English







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Quite a nice climatic game to play on a rainy night. It is an old school adventure (point and click) game but it acts more like telling a story while most puzzles feel like a check if you follow the plot. Still it may hook you for long hours just to see what happens next. Sad thing is that this game is supposed to be part 1 and ends with a cliffhanger. (Was Oscar really left forever tied under the table? Haha... But it is enough for spoilers.) Unfortunately part 2 is not on the horizon yet but still remains a possibility according to some information on the forum. Nevertheless the part 1 is still worth going through and it is about 14 hours of a film noir style story without counting time being stuck on puzzles.. liked this game it's better than much crappy games :D i play it everyday. Like orcs must die but better. Simple game, small game, it's a game, can't say it's good, can't say it's bad, it just "is".. Very lovely minimalistic platformer!

Although both the soundtrack and the graphics are quite to the basic (and maybe one could have expected more from backgrounds and environment), the game still stands strong thanks to its peculiar playstyle!

And to its story, 'cos there's really a thorough story here if you're not only into achievements and fun :)

No mouse support at all, but I'm getting used to this..

Sound-wise, I read many reviews praising it but to me it gets too repetitive and it's too minimalistic even for this kind of game, but anyways it's my opinion and I often play with music on my 5.1.. xD

Anyways, you control a small white moon and the top and the bottom of the screen are always connected, meaning that even if the game is entirely in 2D it can get quite difficult (to me at least) 'cos if you jump, you'll find yourself down below doing the same jump.. ok, it's not that hard to get into the mechanics.. xD

The rest of the game is a standard platformer, with enemies to avoid, spikes, obstacles and such. Checkpoints are found very frequently and they're a great plus 'cos trust me.. you're going to die a lot with these mechanics :P

On your journey to the Sun you'll see how the story unfolds.. don't skip anything! :)

And by the way, wanna know what 6180 means? Actually, it's just the exact number of the seconds (about two hours) that the developers used to make the first 3-levels version of this game :P. For a creepy puzzle game i really did enjoy this introduction to Nervosa. The puzzles are difficult but in the way that no one person wants to pay too much attention to 1 puzzle for more than a few minutes. Not to sure what the story will be like but it ran beautifully and im looking forward to playing this game at full release. The only down side i have for this game is I imagine you need a larger play space due to no locomotion in game yet. All of the assets seem to be preloaded in your play space. So if you do try this out make sure you have a larger play space. This game might also have the same features though much like Job simulator where the environment is sized properly based on your play space. If so then even in a small space you should try this demo.. This game is very much like a throwback to toejam and earl, but different. A lot of the same rules apply. I have MANY fond memories of that game, so my hats off to the peeps who made this. My son and I have been faithfully watching Adventure Time from the beginning of the series. My son thinks it's just a cool show while I, being an old man in my mid 30's, gets the D and D references and many other adult themes. My opinion of the game is slightly biased. Hell, I even liked "explore the dungeon" because the green fairies boosted imagination! And they said this is a kids show..... far to high hw requirements.

for speedjunkies only.

lvls feel empty and unliving.

ig money hacks impossible.

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A good otome, with decent love interests and an original story. It's not mind-blowing or anything, and I'm not very fond of the art style\*, but it succeeds in making you have a good time. On your first run, you're curious to see how everything will unfold, as the story is quite intriguing. Without spoiling anything, let's just say I found the finale a bit too anticlimactic to my taste, but it was still a good ride; way above the average visual novel, but far from a masterpiece or a very memorable experience.

\*Actually it's not bad and it sets itself apart from most visual novels, but the five dateable men are all described as overly handsome, and I just can't see that with the cartoonish art style.. Check out the video I made for this game, contains my experience pretty much:

[https://youtu.be/VX9FdH9H\\_4Jw](https://youtu.be/VX9FdH9H_4Jw)

[Let me start this review with one thing.](#)

[It's so nice to see a priced game in the newly released section of steam that doesn't make me frustrated after playing it. The title screen isn't very visually appealing and the main character gives me a chuckle with how silly he looks, but then you get to the actual gameplay and it's there where you realize this game has a lot of potential. This is a game that, as far as I can tell, was made by one guy, probably utilizing a game creating engine of sorts but that's besides the point.](#)

[The gameplay is just fun. It's actually fun. It's so damn refreshing to see a newly released indie game that's fun. The game plays out like a 3D runner version of guitar hero as you press keys to a beat and dodge obstacles and collect the little shapes to keep the music playing. I had fun with the included tracks, and actually making my own level by importing a song from my computer was fun as hell. Properly making a level does take time as you have to manually go into the song file and add little ticks for each beat \(per instrument type\) to accurately get a good representation in the level. I rushed the level I made yet even still I had a blast playing it and beating it. My only complaint is there's no checkpoint system that I know of, and songs can be kind of long \(3-5 mins in length\) so having to beat it all in one go can be rough, especially if you're trying to collect ALL the shapes to keep that steady music flow. Perhaps there's an appeal to some in a challenge like this, but it was a tad bit much to me. Maybe make it an optional setting of sorts?](#)

[The game's graphics aren't the most visually pleasing. I'm not sure if the creator used recycled assets from the game engine they used or made their own. Either way the graphics work, they're not the greatest, but they work. If they were made by the creator himself, then they're a very good start that he could approve on later.](#)

[I really hope a community of sorts can form around your game because that's what will really keep the game alive. If you have a community creating song maps via the level editor for people to download off the workshop or something, kinda like geometry dash, then there's a lot of replayability here. Maybe in the future you can complicate the levels a bit more too like how geometry dash does. More obstacles, maybe add vehicle sections or something? Upside down portions? Idk. Its up to you man on how you wanna go with your game. Just giving advice.](#)

[Overall I enjoyed this game and I hope it does well for you man. Anyone considering buying this game? I'd recommend it.. This game is definitely fun to play, and the custom soundtrack just makes the experience much better. Mowing down mobs of enemies with the amazing soundtrack is quite addicting.](#)

[The gameplay can be challenging, especially as you progress through the levels, if you're not aware of your surroundings then you will become overwhelmed by enemies hitting you from all sides. So make sure to use platforms to your advantage, and to stay on the move.](#)

[The level design is very creative, and it is quite enjoyable to see all the crazy designs.](#)

[For being in early access the game already offers a lot. If you like first person shooters and unique indie games then this is for sure a game to try out.. The girls don't strip all the way. That last screenshot on the store page is the furthest they go.](#)

[Literally all you need to know about this DLC.. Easier than Dungeon Escape as for me, but the guns ate a lot of my nerves. Also the boss fight was very fun and pretty hard. Recommended for everyone who don't afraid of hard games.. id like a refund of my money](#)





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