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About This Content

Note: This is the exact same simulation of the A-10A as featured in DCS: Flaming Cliffs 3.

The A-10A Thunderbolt II, also known as the Warthog, is a 'flying gun'. The aircraft was used extensively during Operation Desert Storm, in support of NATO operations in response to the Kosovo crisis, in Operation Enduring Freedom in Afghanistan and in Operation Iraqi Freedom. The A-10A is a high-survivability and versatile aircraft, popular with pilots for the 'get home' effectiveness. The mission of the aircraft is ground attack against tanks, armored vehicles and installations, and close air support of ground forces. The Warthog is famous for its massive 30mm cannon, but it can also be armed with Maverick guided missiles and several types of bombs and rockets.

The A-10A is the forerunner of the A-10C and has much in common with the A-10C. Although the A-10A lacks the glass cockpit some of sensors and weapons of the A-10C, it is more simple aircraft to operate.

A-10A for DCS World focuses on ease of use without complicated cockpit interaction, significantly reducing the learning curve. As such, A-10A features keyboard and joystick cockpit commands with a focus on the most mission critical of cockpit systems.

Features:

- Detailed and accurate 3D model and animations
- Six Degrees of Freedom (6DOF) capable cockpit

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- Advanced Flight Model (AFM)
 - Campaign and missions
 - A-10A skins from a wide array of squadrons
 - Both Simulation and Game modes

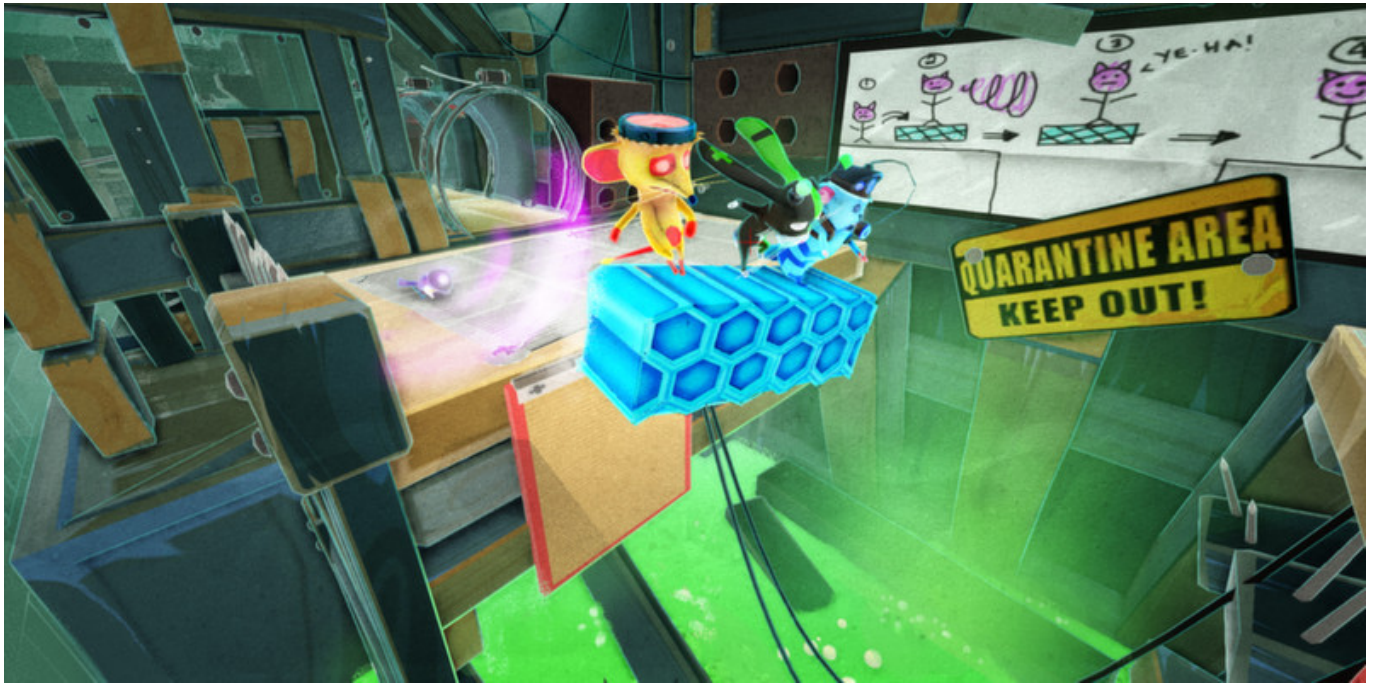
Title: A-10A for DCS World
Genre: Simulation
Developer:
Eagle Dynamics SA
Publisher:
The Fighter Collection
Release Date: 19 Aug, 2013

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Minimum system requirements:

OS 64-bit Windows 7/8/10; DirectX11; CPU: Core i3 at 2.8GHz; RAM: 8 GB; Free hard disk space: 60 GB; Video: NVIDIA GeForce GTX 770 / ATI R9 280X DirectX11); requires internet activation.

English,German,Russian,Simplified Chinese,French,Czech





Now that the hill is behind you, you're rolling down into Boulder proper. US-36 is flattening out as you reach Table Mesa Drive, and getting ready to turn into 28th Street.

The city feels bigger now that you're not looking at it from above. Less clear-cut, more like a maze you can get lost in.

You're just at the point where you've got to put your foot back on the gas. With the last bit of your downhill roll you're tempted to take your hands off the steering wheel, close your eyes, and belt out a tune as loud as you can: the song you sang a hundred times to yourself when you were preparing to move to Boulder.

Because everybody has a song. The theme music for whatever transformation they're trying to push themselves through. From tadpole to frog, caterpillar to butterfly.

You don't have to say what that song is. Lots of people like to keep theirs a secret.

But what's that song *about*? What does it make you feel, what does it say about the kind of transformation you're going through? If you had to boil it down to a single phrase, what would it be?

- Becoming whole.
- Finding community.
- Finding my physical strength.
- Breaking free of a love that was holding me back.

Well it's alright educational game to help child learn words but I can't recommend this because I got this from 3D Realms Anthology bundle and to me this is just filler game in that bundle.. This one's for Karl!. (3000+ hrs on their own game launcher)

If you decide to play any of this company's (Ankama) games (Dofus, Dofus Touch, Wakfu, Krosmaga, Krosmaster, etc.), do NOT invest yourself in it.

While the games are unique in their genre and quite fun, Ankama will not hesitate to f*** you over big time. I was simply addicted to their main MMO, Dofus, and I could just not take it anymore. They're the worst company I have ever seen.

Support is non existent, for once. If you issue is more complicated than a password reset, support will NOT help you. You will often have to reopen your closed tickets several times for the support to actually read your message. Most of their answers are some copy pasted crap that does not fit your issue at all.

Second, and it's not so bad in itself compared to the other stuff, their updates don't make any sense at all. Tomorrow they might decide they change the whole game without consulting the community and they'll just roll with it. One "funny" moment was when they lost half of their player base deciding to switch from version 1.29 to 2.0 on their main PC game, Dofus. There was no options to stay on the old game, they just switched everything over and RIP. Let's not talk about how they willingly ruined 1v1 PVP, or how they keep making the same mistakes over and over without ever improving (rollbacks, awful class changes, awful mechanic changes, etc.)

Which leads me to my third point, which made me delete their games. They sometimes throw events out where you get 2 times the xp, drop, etc etc. Pretty cool, uh? Everyone makes sure they barely sleep at all to play as much as possible and farm like hell. But what they did recently was just too much. A player found a way to generate their in-game cash shop items for free (please note that the items in themselves were not generating any value outside cosmetics and that they were linked for 3 months to the account that bought them). This was on Tuesday, and was noticed by the staff on friday. The issue was leaked in the whole community, and Ankama was well aware of the issue. No communication on their end, however (like usual) and the double week end went on. Everyone played the game like mad monkeys, my friends and myself included. We didn't sleep. We did some incredible things, pushed several characters to the ultimate level and generated for \$1500 worth of in-game currency (legitely).

Well, when the week-end ended, they rollbacked everything up to friday morning. Not only did they wiped, without warning, all the player's efforts, they did not wipe everything that was generated because of the bug. No apologies, and they did not answer to alternative ways players bringed up (which were pleeeentiful and legitimate ways to fix the bug). They do that at least 2 times a year since they exist. If you ask for a compensation for a very specific item that dropped when you have 1% of getting it, and worth \$400... The support will say too bad for you pal.

They're just lazy, and don't care about you. They only care about what you're going to inject in their cash shop. There's so many games out there that are great and are worth your time. I don't recommend you give it or any money to Ankama. You can google their reviews yourself, starting with "rollback", and have a good laugh.

Oh, that and Wakfu's dying with no plans on reviving it.

RIP.. At release, this is not a game. There is little one can do and nothing to guide you (no map, no keybindings, etc.). Nostalgia aside, this is is an outright bad platformer. Used a picture already? Doesn't matter, that picture will continue to appear. Trying to dodge an enemy by jumping, or trying to speed your approach to a picture you need by falling? You'll probably hit a picture you didn't mean to, which means another enemy spawn. Touched an enemy? Hey, you get to start the level all over from the start. Want to run along those rooftops? Too bad -- you better jump, because if you take one step you'll fall through! Finished the level? Hooray, you get to sit through an overly-long door unlocking animation... and still might die on your way out (helloooo start of the level!).

I'll say it again: even for the period, this is an outright bad platformer. Don't bother, unless you are looking to scratch a serious nostalgia itch.

This is an early review of the game based on limited time so far. However, since there is only one other review at this time, I thought I would add another viewpoint.

The game's graphics are very nice, although there are one or two textures that still need a little work. The effect of the wind on the scenery is well done. I also have not experience lag or frame rate issues. So far, the game has proven to be difficult with respect to trying to determine which items can be eaten without getting food poisoning and every creature is much stronger when you start; all of which makes the game interesting. The objective of a survival game is, after all, determining how to survive.

I am looking forward to seeing how the change of the seasons affects the game; this is a unique aspect compared with most of the current survival games. In moving around the landscape, it looks like there is an underlying plot that may prove interesting, but I am not far enough along to know yet how developed the plot is.

In looking through the discussions, the developers appear active and responding to comments which is always an important aspect of any early access game.

My opinion so far, the game shows strong promise. I am looking forward to playing it more and seeing how it develops.

Update:

Ok, I am a little further along, including having died and restarted a few times :)

The seasons add a very nice aspect to the game. The flooding that occurs is also well done. It is nice that the weather (wind, etc) affects how cold/warm you are. Shading under trees and wetness also matters. As the seasons change, the fruit and mushrooms become scarce, which is a nice aspect. However, it is difficult to gather enough food and not have it go bad prior to the change of the seasons (which change slowly as you play). I am still working on how to survive this change in the availability of food. The effects of injury and food poisoning are severe and absolutely must be avoided, which is realistic. Although, in the beginning, avoiding them while learning the basics, is very challenging, expect to have to restart a few times as you learn the ropes. There is crafting in the game. Food can be cooked. Weapons, clothing, armor, etc. can be crafted. It is possible to build buildings, but it takes a fair amount of work to harvest enough supplies (which is also realistic I suppose). The trees seem to grow (at least they seem to, I have not stayed still and just watched one to be sure that is what is happening).

The game is hard... it is a survival game, so that comes with the territory.

The developers are active, following the discussions, responding to questions/comments, and are providing updates already. They also have plans for future development, based on some of the responses.

As far as this survival game compared to the many others in my inventory, this one shows great promise. Certain aspects are still being deployed, but the aspects that are there are well done. In my opinion, the seasons, the effects of weather on the player, and the effects of the seasons on the availability of food all make this game unique and well worth adding to the collection.

Second update:

I now have close to 50 hours in on this game. Since the game's release, the developers have remained very active, adding new content and responding to both suggestions and bugs reports. Since I started playing Crossworlds, I have seen many of the suggestions made by the community implemented in the game. The crafting system has been further developed with seeds & garden plots, beds, and other items added. The developers have also responded to the criticisms regarding difficulty, etc. in so far as several aspects of the game can now be tweaked, depending on the degree of difficulty that you are looking for. The rate of food consumption and thirst can be altered, the length of the seasons can be changed, as well as several other aspects that affect game play. Based on responses from the developers, additional parameters will also be adjustable in the near future.

All in all, this game is continually evolving and the steam community is playing a role in the development, just as all of us are hoping for when we choose to participate in an alpha release.

If you are looking for a survival game that has several unique traits, this is one well worth looking at. A few of the items that I have found to be fairly unique include: the seasons change (i.e., leaves appear in the spring and drop in the fall). The snow builds up on the ground in the winter, it snows and the lakes freeze so that you can walk on them. The rate of food production for mushrooms, berries, etc. is also season dependent as well as the amount of leaves that you gather from chopping trees. Wind, rain, wetness, and shade (yes, the shade of a tree) all make a difference in how warm or cold you feel. The water level of the lake rises and falls due to flooding. Trees actually grow (not just appear as happens in most survival games). Different items burn at different rates (branches, logs, coal).

Some aspects found in other games that are also in this one: items have durability (although a somewhat unique aspect here is that durability affects function, i.e., a worn axe does not chop a tree as fast as a new axe), you can build a home, a campfire, a forge, etc. One interesting aspect of a house though, it makes a difference in the winter if you leave the door open (or don't have one). Another common aspect, if you run, you use up food and water faster. And many more.

Overall, I highly recommend considering adding this game to your collection if you are considering acquiring an additional survival game.. Just bought this set of wagons, they look good , sound good the weight physics must be good because my little tank engine struggles with them. However,they don't discharge over a standard discharge point in the game, or am I doing something stupid (not beyond the realms off possibility).. absalutly amazing

anything good in this game name it

story\ me:good

artwork\ me: good

jumscars\ me: goo-wait ok but good game overall. Bad-

graphics

controls

AI

controls

sound

movement

wall-running

the tutorial

it... it's just bad

. Huge potential, already better in many ways than this joke of a game xenon racer.

Kinda funny that a single dev game is better than a game made by a whole team.

Support this awesome single developer project, buy the game !

The game foundations are great, nice graphics, good sense of speed, drifting feels good.

Can't wait for more content, improvement in gameplay and more race modes.. DEAD, STAY AWAY.

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