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About This Content

Learn the technical and non-technical skills required to effectively manage an aircraft in difficult circumstances such as closed runways and system failures.

Whether sightseeing in a Piper or navigating the Atlantic, the pilot in command is the one in charge when things turn sour.

Developed by a real world airline captain, FS Academy - In Command will arm you with the knowledge and skills you'll need to deal with challenging situations and system failures in a realistic way.

These six demanding missions use several different core aircraft in a variety of locations and weather conditions. This pack also includes a detailed, Ground School component, which guides you through the essential knowledge and techniques essential to taking command of an aircraft including but not limited to:

- The role and responsibility of The Commander
- Management of system failures and difficult situations
- The decision-making process
- Fuel Planning

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- Aircraft Loading
 - Altimetry
 - Airport Facilities, Lighting and Markings
 - ICAO Annexes and Airport Codes
 - Hazardous Weather
 - Decoding METAR & TAF Weather Reports
 - And more...

Click the 'View Manual' link on the right hand side of this page to view the comprehensive groundschool manual and learn the essential skills you will need before tackling the missions (you can print it out for reference during flight).

The skills you will learn from FS Academy - In Command are transferable to almost any aircraft, from a Cherokee or a Jumbo Jet, the decision-making process is effectively the same.

Title: FSX Steam Edition: FS Academy: In Command Add-On

Genre: Simulation

Developer:

FS Academy

Publisher:

Dovetail Games - Flight

Release Date: 6 Jun, 2018

b4d347fde0

English

Santa's going to make a very
special delivery down your
chimney this Christmas Eve.



Online users

Online users Friends

| | | |
|--------------|----------|---------|
| Alara Shade | [-] | [Skull] |
| AuroraPeachy | [-] | [Skull] |
| Dregith | [-] | [Skull] |
| FluffyZubat | [Potion] | [Skull] |
| HoofHearted | [-] | [Skull] |
| Krysbur | [-] | [Skull] |
| ODWON | [+] | [Skull] |
| MerliniX | [-] | [Skull] |
| Monika | [Potion] | [Skull] |

ODWON

Points 1075
Wins 4
Losses 3
DC 2

Host Game
Join
Randomize
Leaderboard
Exit

Casual Ranked

Connected to server.

Ping 219

SONGS BY SONG | ALL

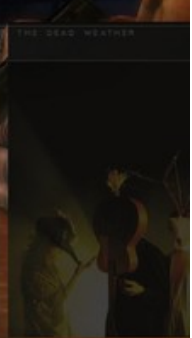
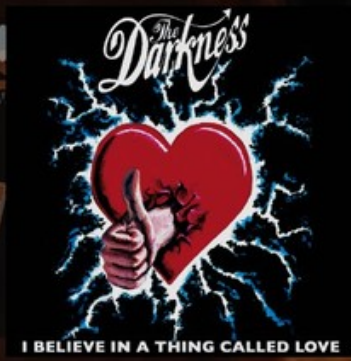
I BELIEVE IN A THING CALLED LOVE

AVAILABLE ARRANGEMENTS

- COMBO 0
- COMBO 2 0
- SINGLE NOTE 0

ARTIST **The Darkness**
ALBUM **I Believe in a Thing Called Love**
YEAR **2003**
DURATION **3 Minutes 47 Seconds**

Rocksmith
Amateur



qualify for the next Event ... Tip: If you play well enough in an Event the crowd will ask for an Encore performance, a surprise se

ENTER SELECT Esc BACK A AMP SPACE MAIN MENU

TAB GUITAR BASS



I played it thinking that, it was a good sim game but i was wrong: its a bad game, ♥♥♥♥♥♥ story, and missiles in ww2? really? 1/10. It has a solid base to work off of and this could be the first story driven open world vrrpg like game that really takes off. That being said I have a couple of critiques. First of all the melee attack definitely needs haptic feedback, the weightlessness of the shield makes it seem as though you are flailing your arm around for no reason. Second of all the telekinesis doesn't have any proper way to throw back at an enemy other than moving your arm side to side, this is an issue that might not be able to be fixed since that's just the way telekinesis works (but it becomes frustrating trying to toss back at an enemy). Finally my biggest problem with the game is the blocky style of the graphics. Now don't get me wrong I actually prefer stylized graphics (overwatch) over realistic graphics (battlefield) but the character models are incredibly blocky and the non moving sky and the water textures are very immersion breaking. I wouldn't expect you guys to add lip syncing or anything but the faces definitely need a bit of an overhaul specifically the eyes. All that being said I would give the work so far a 7/10. I am very excited to see what else comes from this project.. This game rocks. Chillin, killin, exactly that feelin!. a very fine game also devs are always in contact with their player with any problem. Pros:

Very Russian

Very mem

Cons:

Very dead

Very lag (but why?)

Extremely fun little indie title, for the price its asking the game does not dissappoint, the game is funny at times and is just a fun casual turn-based game.

8.0/10. BASS PLAYER REVIEW

Hello once again. Just want to say, as always, I'm a bass player over all, and to be honest, I haven't even tried playing these on guitar yet. Moving on.

Bass players, this pack is great, but one song properly stand out as the most fun to play: Overlord! That song's very fun to play, and you get to do cool bends! Unfortunately the song is in Eb Standard (A@440Hz).

The other two songs are fun too, but not that challenging. The bass tone on them is really nice though and I can really see myself playing these a lot in the future! Big downside though is one of them is in D Standard (A@440Hz), so they'll probably be played with the Motley Crue pack, also all in D Standard. The last song is in D drop C (A@440Hz), so you're gonna need to have spaghetti strings or take out the bass you use for Dethklok and System of a Down, although the C string (E in standard tuning) is hardly used. I know sometimes Rocksmith can have trouble picking up my bass when it's in C using normal strings as the strings bend very easily. Try being gentle, it's the best fix for Rocksmith to pick up spaghetti strings.

All in all: I think this is a must buy for the sheer fun! If you don't want the pack, at least get Overlord, so much fun to be had despite the lower tunings.. One of my favourite games from the Dark Parables series! I absolutely love the artwork and the dark reinterpretation of the frog prince fairytale. I also really liked the way the bonus game connects this game to the next one.. worth every penny.. Black tangrams that overlap to create white space.

Pretty straightforward in concept. Arrange the provided shapes in such a way that your result matches the target shape. Your workspace includes a dotted grid so you can have a sense of scale.

Some minor visual gripes:

- Over time, the frequently "used" background dots seem to wear away.
- Sometimes the overlaps appear to be slightly off and you see trace outlines of what should be invisible.

Neither of these is game-breaking, as they don't prevent correct solutions from registering, and there's sort of a snap-to-grid function at a very fine scale.

Larger gripe: The game doesn't let you know that you've solved the final puzzle (although it does properly award the achievement). Even with a correct solution, there is no congratulation, no roll-credits, no jump menu back to beginning. It just stays on puzzle 66 and you think you got something wrong. I retried 3 or 4 times before I realized I had already been given the achievement.

I tore through this game in a sitting, and if you're a fan of this type of geometric puzzle, you'll probably tear through it quickly as well. I hope that this game will either see the addition of more puzzles or a more substantial sequel.

Parallelogram / 10. Most expensive five minutes of your life. I get it, Early Access, but five minutes of gameplay, really? Might buy this again later, much later, for now I will be asking for a refund.. I don't recommend Death's Hangover. It looked nice, it had good reviews and it was cheap so I bought it. It looks like a game from from the early to mid nineties and plays one. You've played one Arkanoid clone, you've played them all. This one isn't much of an exception. The ball "physics" are the same. I was hoping something a bit more modern and realistic, but the ball behaves as obnoxiously as in the older games. The power-ups aren't anything new either. It's mostly the same stuff I've seen in much older game. Death's Hangover does not re-invent or revitalize this genre. It's just more of the same.

The most unique thing about this game is the story/humour, which is dumb and vulgar. I guess it's trying to be ironically bad or silly, but it's just bad.

The worst thing about this Death's Hangover is that the two qualities you need to be succesful is good reflexes and luck. When

the ball behaves unexpectedly you have to react to it. At least there is a slow time function which is decent, and something new, but it's still not enough. The luck bit is the most annoying one. Certain levels have indestructible blocks that alternate between being open and closed. You have to be able get the ball through them at the right time, which is all about timing, and no you cannot really direct the ball the way you want. You can try to sort of direct it, but not well enough. Another luck based element is the power-ups. Some levels are really easy with the right power-up, but without it's all about luck. And whether or not you get the power-up is all about luck. I managed to beat one boss in a few seconds because I was able to shoot it in the face without having to rely on the unreliable ball. I don't even know how the boss would have reacted if I had to beat it fair and square.

Anyway, I don't recommend this game. I was hoping to see something new. But if you've always been a fan of Arkanoid/Breakout clones (Batty on C64 is the one I played as a kid), you might like it. For me it just reminded me that I've never been a fan of these games. At least it's very cheap so you won't waste much money if you don't like.. Well its a little fun game there you can be challenged! I like that :) But most of it all... I mostly bought it because i got a coupon out of it XD But its still a fun and small game with good soundtrack! :D. Addictive yet elegant. if you're ever bored watch some idiots hitting each other with apples. this game is one of the best of it's time and has been awesome since the first public release! Highly recommended if you like sandbox game and/or war games!

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