DCS: MiG-15Bis Download 10 Mb

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About This Content

Developed in the years immediately following World War II, the MiG-15bis was a first-generation jet fighter designed by the Mikoyan-Gurevich design bureau of the Soviet Union. The MiG-15bis is a single engine, swept-wing jet that saw over 15,000 copies produced. The MiG-15 gained fame in the skies over Korea where it battled the F-86 Sabre and other allied aircraft. It proved an excellent match to the Sabre, and it often came down to the skill of the pilot that determined who made it home and who was left dangling from a parachute. Having an excellent thrust-to-weight ratio and good climbing characteristics, the MiG-15bis was also armed with two NR-23 23mm cannons and a single, powerful N-37 37mm cannon. Not surprisingly, it is considered by many as one of the deadliest fighters of the era.

Key Features of the DCS: MiG-15bis:

- Unmatched flight physics that allow you to truly feel what it's like to fly this legend of the USSR.

- Highly detailed, six-degrees-of-freedom (6 DOF) cockpit.

- Interact with cockpit controls with your mouse.

- Accurate MiG-15bis model, country markings, and weapons.

- Detailed modelling the MiG-15bis instruments, weapons, engine, radios, fuel, and electrical systems.

- Battle DCS: F-86F Sabre's in single and multiplayer games.

Title: DCS: MiG-15Bis
Genre: Simulation
Developer:
Belsimtek
Publisher:
The Fighter Collection, Eagle Dynamics SA
Release Date: 13 Mar, 2015
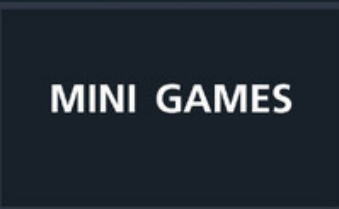
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Minimum system requirements:
OS 64-bit Windows 7/8/10; DirectX11; CPU: Core i3 at 2.8GHz; RAM: 8 GB; Free hard disk space: 60 GB; Video: NVIDIA GeForce GTX 770 / ATI R9 280X DirectX11); requires internet activation.

English,German,Russian,Czech

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Milk Factory

MINI GAMES

MINI GAMES

I'm not in love with this game. I had issues with crashes almost immediately. I'm all for giving the benefit of the doubt, but no game should be crashing in the area you're creating your profile.

When it gets to actually starting the game, again, I suffered a few crashes but persisted.

After I figured out the navigation system, and, roughly, what I should be doing I realised it was over a year before I could attend any competitions. I had to click through weeks and weeks, until it got to the actual tournament. In that time, you're able to train your player, but this isn't very well explained and I just ended up using the auto-select feature.

After clicking through probably 40 weeks, I finally got to a tournament. This part is okay, you have pretty decent control of your golfer and they act in line with their statistics. I'm all for long drawn out progression for realism.

The main issue I'm having with it though is that on the surface the game looks like it could do so much more! On your home screen there are quite a few tabs and pages to flick through, but few of them offer any real options to modify or fine-tune your experience.

In my opinion, the game still needs a lot of work, and I'll begrudgingly give it another go at some point over the next few weeks. This could really be my kind of game if it's done right.

Should be noted, I did not play for 24.9 hours, it crashed whilst I was working on something and couldn't get the game to exit, so I just let it run in the background. It doesn't smash your CPU to pieces, at least.. Let it never be said that I didn't at least try. I have played this game for about 3 hours, and it's been teeth-grindingly frustrating. I am being completely honest when I say I have absolutely never felt this level of animosity towards a game. Here are the biggest problems I can list, if and following that I will lay out in more detail my frustrations to anybody who wants to read that far.
1: Totally random. It's entirely possible to gear up your team and send them into a 100% impossible mission
2: Even when you know what you're doing, impossible scenarios will be thrown at you
3: No mod support. Don't like a feature? Too bad. You're stuck with it. (Devs have said it will come with enough player demand, but I doubt it very seriously just from their phrasing about the work it would take)
4: Some of the character flaws can make a character impossible to use. In an already ball-busting difficulty curve, do we really need that?
5: While in pressured suits, you can die of vacuum exposure. Excuse me?
6: Sentinels. Big evil guns that kill in one hit, can only be hacked once you've seen them, and tend to sit out in the open where you won't see them by any means until it's far too late.
7: You will be SEVERELY outnumbered and there's a good chance you'll find yourself swarmed by a very large group of armed to the teeth aliens
8: You'll unlock new weapons before you have armor capable of supporting it. Hope you didn't waste your currency on it too early.
9: Some of the contextual actions have to be activated from a certain camera angle, or else the menu will disappear.
10: Replacing squad members is too expensive for this kind of game.

So right there we have 10 good reasons to dodge this one. The concept kicks butt, no denying. I LOVE the atmosphere. I love the isolation. You, as the character, are the pilot of some nondescrepit kind of 1980s tech powered spaceship, and you control all the action through a series of 3 screens and a viewport. I have really felt the pangs of loneliness just staring at these screens, and overall Screwfly did a fantastic job of setting the backdrop and stage for their game. Truly fantastic. However, the gameplay leaves a lot to be desired, just like Zafehouse Diaries. I hate that game, simply because it's impossible. Every little thing you do will end in disaster constantly because the gameplay is half-baked and poorly implemented. But we're not discussing that here, we're talking about the poor gameplay in ANOTHER game by the same developer. First up is the gearing. You may either create your own characters, or roll the dice. There are 4 classes, as follows:
Combat (carries weapons as primary)
Tech (Carries hacking gear as primary)
Field (Carries shield projectors as primary)
Sensor (Carries sensor pingers as primary)
All of these have a place in the squad except for Field. Because of the limitations of the armor, if you only have one field unit,

you have to play favorites with your soldiers. Sure, you only need to extract 1 Deadnaut from the ship to be successful, but at a whopping 3,000Kn to revive the dead, it's pretty much a death sentence to do that. Now then, for the first 2 1∨2 hours, I died in the first ship. Every time. I'd get somewhere close, and then I'd die. But this last mission is what did me in. I went into it as carefully as I could. I got lucky: Melee only enemies in a tight ship with decent integrity. That's the best setup you can get. I even caught the Sentinel on board and was able to disable it safely. But it all broke down as I was pulling the log. Would you know, the gen engine decided to place a teleporter on the bridge. I have 2 options: Either destroy it and safely extract the data, or let it be and face a steady stream of enemies until I can get away. I chose to destroy it, and for some reason that vented the bridge. Now here's where it got fun. Noticing that all of my characters were dying from vacuum (which above... Pressure suits. Explain this immediately.), I instructed them to grab the log and run back out the door. The door is now locked thanks to Watchers, which patrol the ship and look for ways to cause you BIG problems. Either way, the instructions were ignored. All of my signal bars were full, and I should've been able to get out fine, but nope. Nobody was taking orders at all. It wasn't until the first person suffocated that everybody else got in gear, grabbed the log, and another died before the door opened. So even in the most optimistic scenario, I lost 2∨5 because of 'random' factors. I feel the need to say that I don't oppose the idea of rougelike games. I enjoy them from time to time. But when I encounter a game that I can sink 3 hours into and STILL not beat the first level, well I consider that to be a failure on the part of the developer. Do not buy this game if you enjoy your sanity. If it's the atmosphere you want, go buy Elegy for a Dead World. Much the same feeling of isolation and lonelyness, much less wanting to put an axe in your computer.. the storymode sucks. If you like the Virtual Villagers games then you will enjoy Gemini Lost. Fun little simulation game that you can play for only a few a day.. This shouldn't even be on Steam - it is an absolute disgrace.

Bad graphics, bad animation, bad sound, bad AI, inept design, and completely 100% un-fun.. The music is very good, and the setting and art are enjoyable.

I did not appreciate the language at times, but I expect most people reading this are less sensitive to vulgarities than I.

The horse is awesome.

This game is extremely boring...Bad voice acting, underwhelming atmosphere with a few cheap jump scares sprinkled in. I bought it on sale for $3.49 and STILL requested a refund.. 10\/10 anon is brotha. I Don't have much time on this game as most people do but I have played alot on the console version. For a take on an agricultural theme I would say they did very well it goes fairly in depth to the aspects of farming but there is also a modding side to this game and it can go from people who take farming very seriously to people who don't care and make outrageous mods but it depends on your mood for that day. Overall I would say this game is definetly worth buying. This is how I see wand wars. I've played quake for quite a few years now and it's a hard game. Wand wars gives you that same feeling. It can be casual and fun with your friends but, also very intense and skillful. If you love to game vs your buddies face to face and compete or just have a great time. Wand wars is an easy 10/10. I play a handful of games and I think this game rocks.

I play
Quake Live, Starcraft 2, Reflex, Counter-Strike Global Offensive, and recently Overwatch. Wand Wars is this calibur with quality game play. Plus the soundtrak is awesome. I just crank it on the house stereo haha.. Its a very nice little game, the early access is fairly short, but it leaves you with wanting more of the story.
Where is this going?
You play as a detective trying to solve a case of murders. Check out some gameplay here.

https:\/\/youtu.be\/WamqXbpJfXY. I normally wait until I've finished a game before I review it, but I've had a good 8 or more hours playing it, and I think I can give it a fair review now.

Seasteader plays like may other city sim games: You have buildings, citizens, and so on. The citizens have needs, as does the city (not the least of which is liquidity (pun intended). You begin with a 'hub', and are required to balance the various aspects of your 'stead as you grow it towards passing the mission goals (or just making a humungous seaborne metropolis).

The game allows a sandbox mode where everything's unlocked, and you can just freely build your city, or campaign mode where you get 'missions' to achieve goals. I think there are only about 15 campaign missions, and I've finished the first three, which are relatively easy once you understand the game mechanics.

As you can see from the graphics, the game focusses less on being pretty with lots of animations and stuff, and primarily on the economic aspects. In this regard, Seasteader strikes a nice balance between clarity and functionality. You won't get all the amazing effects of Anno2050, or the huge array of building types of Tropico, but all the basic building types are there: Production chains, housing, entertainment, city upkeep, etc. What you will get is a game which provides you the ability to build a city much the same as any other CitySim, but which allows to really tweak the economic and employment aspects which most other games won't. This can be by price gouging for exports, making your citizens live in slums and pay huge rent, or forcing them to work every hour god sends...

For me, one of the interesting aspects is building a new building, and then sourcing the right people to 'staff' it. You'll get an influx of immigrants, all of whom have their own skills. You can rob the mediocre fishermen to staff your glassworks, but that'll impact your fishing quotas.. You may, later, choose to move them back, to continue their fishermen training as you don't need so much glassware... Proper tweaking like this isn't needed in the first few levels, but I can see it coming into its own later.

The game is 'complete', insofar as it's not "early access". However it's clear that there's a LOT of spare space in the UI and dropdowns for more options. Some buildings only make one resource type, but are flexibly built to support more. So what you see in the images above is a fraction of what's available, and only gives a wee flavour of the game itself.

The developer is very quick to respond to queries, and more than happy to help. Because it's an indie game, it can be a little 'raw'. Like I said, don't expect the polish of a AAA game... There are some aspects you're just expected to play with yourself. If you like just tweaking sliders to see what happens, then you'll enjoy this. Some of the impact of changes to a few variables aren't laid out in simple terms, so you have to tweak them and see what happens. Sometimes the effects aren't obvious for a while.

Having a team of "0%" skill level glassblowers will still produce you some glassware, whereas in real life they'd just suck up cash while they trained, and then you'd get a slowly increasing yield.. I think that realism needs to be tempered a bit with these things, so has taken a back-seat to allow clarity and simplicity to prevail.

I've not come across any major reason to mark this down, so I'm giving it a 75% thumbs up: It does need a little work to be more accessible to the general gamer, and a little tweaking. There are a few unusual design choices which can give the learning curve a slightly steeper slope than you'd expect, but it's a solid core with some interesting challenge.. Pretty simple fun game. Sounds get quite reppetitive and obnoxious and it would certainly help if there was a mouse sensitivity slider. I can barely play the game because the ingame sensitivity is too high for my mouse.

Playstyle while leaning feels weird when you turn. I can see how it was programmed but I'm certain there is a better way around that! (Looking at you dev)