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## About This Content

**NOTE: THE MAIN GAME X-PLANE 10 IS NOT AVAILABLE ANYMORE!  
PLEASE ONLY PURCHASE DLCs WHEN YOU ARE ALREADY OWNER OF X-  
PLANE 10!**

The Carenado line of aircraft has been well acclaimed by users and reviewers for many years and for good reason. They are well constructed, look good and have impeccable behavior in flight. The cockpits are accurate and well equipped.

## Features

- Plugin-enhanced
- FPS-optimized model
- NEW! Scroll wheel support
- DDS textures for faster load times and optimization
- HD quality textures (2048 x 2048)
- 3D gauges

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- Original HQ digital stereo sounds recorded directly from the real aircraft
  - GNS430 installed
  - 2D windows: Cameras (for setting different cameras and field of view) and Options (for opening pilot and baggage doors, making invisible windows reflections, statics elements and tinted windows)
  - Original C337 Autopilot
  - Accurately reproduced flight characteristics (tested by real Skymaster pilots)
  - Realistic night lights effect on gauges and virtual cockpit
  - Polygon optimized model
  - Full moving parts: Ailerons, elevators, rudders, flaps, rolling wheels and trim tab
  - Animated sections such as: propeller, doors, windows, sunvisors
  - Toggle yoke
  - Real weight and balance

### **Included in the package**

- 5 HD paint schemes
- 1 HD Blank texture
- Normal and Emergency Procedures - Performance tables PDF
- Quick reference table PDF
- Recommended Settings PDF

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Title: X-Plane 10 AddOn - Carenado - C337H Skymaster

Genre: Simulation

Developer:

Carenado

Publisher:

Aerosoft GmbH

Release Date: 28 Jan, 2015

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**Minimum:**

**OS:** Windows XP/Vista/7/8

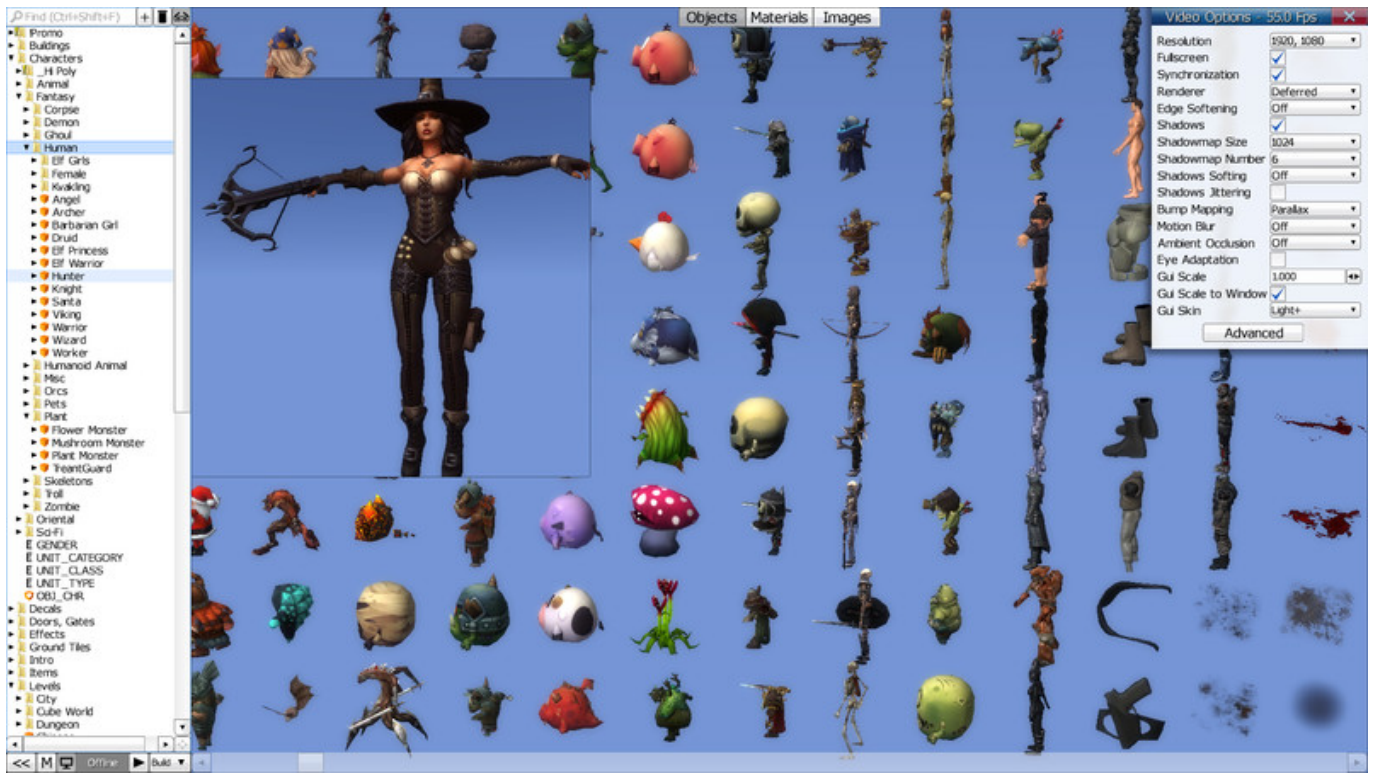
**Processor:** 3 GHz, multi-core CPU (or, even better, multiple processors)

**Memory:** 2 GB RAM

**Graphics:** with at least 512 MB of VRAM

**Storage:** 500 MB available space

English







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great game. burned many hours with it

. I think a critic should state their likes and dislikes before they do a hatchet job on some style of game they didn't like to begin with or know much about..So I normally play pipe puffer empire building games, the more boring the better and I'm into my 68th summer so zombie shooters are not my staple by any means." Dark Days" seems certainly OK,fine, and any short comings could be my fault rather than the games.

It looks ok not great but certainly functional,I used my Sidewinder 2 joystick and my Logitech Precision controller and both ,surprisingly, worked well.I found keyboard control fine ,pretty easy really .Not a lot of assistance getting up and running but enough for me so its heaps really.No crashes, bugs,bad boogie woogie, it ran well and was fun.I'm running it in Win7 64 bit and it runs this game superbly.

Things I didn't like much are ( 1) inaccurate gunfire. I was raised in the 1 shot 1 kill era but it seems even at a few feet aiming is quite impossible in this game, so its blast away,Blam,blam, blam ,triple tap,fortunately there is plenty of ammo everywhere ,the game must be set in the US of A (2) .I found zombie bashing with your chosen chunk of 4x2 frankly a bit feeble.Never mind, maybe Zombies are new age sensitive guys and don't need a good biffing to take a dive..(3) The aforementioned Zombies are very noisy and it gets a bit annoying rather than scary after a while.

This is a good game ,cheap as , its works and is fun now -it can only get better.Yep, worth buying.... Tough-as-nails, nonstop action gameplay, reminiscent of the great flash games of yore. I love the upgrade system, and some levels are downright evil, though not impossibly so.. Video Link: <https://youtu.be/VMUWk18pt5A>

[The first response I have is this game is made for consoles, which to be honest dosen't make this game bad it just needs some more improvements on the computer. The good thing it if you know how to set up controllers for steam and put your computer screen to your TV as well as have some friends to join you then you will have a blast. I still found it fun even with just the keyboard and my small computer screen. I just think it would be better with those elements in the mix. I liked the board inspired map idea and the turn base idea for this game. The little shooting parts brought this game alive. If you don't trust this review then feel free to check out my video! The link is back at the top.. Penny is seven years old and published a game on Steam. I'm twenty years ahead of her, but also twenty years behind.](#)

[Keep it up, Penny! Can't wait to see what other games you make!. \*\*Best thing about this game: It's really short!\*\*](#)

[Arcania: Fall of Setarrif is just a new story quest for the main game. No real sidequest, more tube like levels, etc. I imported the savestate from my Arcania playthrough and thought I should be pretty overpowered on level 30+ with endgame gear and the legendary weapons I got for the last boss of the main game. And on the first explorable area I found a better bow, a better sword, a better shield and better armor than I had. AFTER 20 MINUTES IN THE GAME! And even with this new equipment I had trouble with larger groups of standard mobs. I mostly relied on critting on the first enemy and slowly pulling small groups afterwards. I never felt really mighty until the end.](#)

[The story makes no sense, you don't get attached to any character and the levels feel empty and dead. After all you just run through the whole game, kill "waves" of enemies find better stuff here and there and eventually face the endboss - THE ENDBOSS! I thought it's impossible to design a more annoying endboss than Arcanias. I was wrong. This fight is a big pile of trash. The boss is super tanky, after a few hits he flies up onto a column and shoots stuff at you while spawning minions that respawn every 10 seconds. Sometimes he comes back down and the♥♥♥♥♥repeats.](#)

[All in all, don't find out for yourself. Skip this game!. This is a quick RPG that hits a lot of the good notes you'd expect: cogent story, alright combat system, building up strength...](#)

[However, the game has a number of issues. The combat is fine, but not well polished or thought-out. It's great to be able to avoid enemies, but the collision detection doesn't match the graphics. There is no apparent "ambush" mechanic, so engaging an enemy from behind gives no noticeable benefit. Later in the game, fights always include long stretches where you are just watching enemies attack over and over again between each of your actions. There is no leveling up, so your incremental growth comes from looting better items or grinding money to buy hp/stam/weapon/magic/armor upgrades.](#)

[It is not clear when the game actually ends. There appears to be a main quest which, once completed, does not grant the traditional ending screen/sequence. You can complete side quests after finishing the main quest, but there are a number of areas alluded to in the game which do not seem to be included.](#)

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Powerful weapons/magic feel more clunky than strong. The stamina-based combat system is not very forgiving of the "level 5" items and spells which use up most of a maxed out stamina bar. That means you only get one use per turn which doesn't always rate well compared to weaker, lower-stamina options which can be spammed.

All in all, I enjoyed the game with some frustrations (like the game randomly crashing). It would have been great if the combat system was more polished and the leveling system was friendlier to players who want to power up multiple members of the party.. This is an interesting little puzzle game. It's pretty good as a brain teaser and has nice ambient music, however it is extremely short; only a couple hours. So if you can get it for a dollar or two during a sale it's still better value than the cinema, however I wouldn't otherwise recommend it.



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Does not work with Oclulus Touch and is farily boring.. My Playthrough - [https://www.youtube.com/watch?v=T\\_6wRq78uOk](https://www.youtube.com/watch?v=T_6wRq78uOk)  
Uhh kind of a stupid game. The graphics weren't that bad though, the writing wasn't the easiest to read as it made no sense but you get the jist of what it meant. there were a couple of parts of this game that scared me \*jumpscare like\* overall didn't really understand it. It crashed for me twice when i tried to go into the basement.. 3rd time lucky it loaded properly. Couple of times the game flickered too and i don't think that was deliberate..... But i would recommend if you want a silly game to play just for a laugh and if you're willing to spend £1.59 then why not.

. Nice, but needs improvement like a story, or more guns and better ghrapics. I want to like this game but i dont, it is only fun for like 5 min and after that it is just the same thing over and over.. GETS YOUR BLOOD PUMPING!

Great game! Runs flawlessly! Loving the new content and hope they keep bringing more and more!. Really dumb. Worth the price of admission.. I was totally bored in 10 minutes. Pacman may have been cutting edge entertainment in 1981, but things have moved on.. For a very short and cheap VN with no choices (aka. kinetic novel) this wasn't actually THAT bad at all. The game didn't really tell much but for some reason I enjoyed it anyway. There is no wisdom in it but at least *something interesting was happening*.

*(What a nice romantic poem about "a butt moving from side to side" by the way xD). Quite different from other vr shooters available*

*cool gadgets from trip mines to sonar and more*

*destructible environment which is fun blasting people hiding behind a wooden wall or shooting a small hole to peek through looking for the enemy's*

*character selection and perks*

*graphics and movement are very good*

*Well worth the price, it needs some work its not perfect it's early access*

*the devs are very active on discord and listening to feedback. Aside from the Postal2 era graphics, there's massive lag. Game is completely unplayable. Don't waste your money... especially considering what they're charging for this turkey.*

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