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## Aerofly FS 2 - Orbx - Chicago Meigs Field Full Crack [cheat]



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### About This Content

Return to where it all began! Flight simulation has been intertwined with the legendary Meigs Field for decades.

Few airports hold as much nostalgia, familiarity, and emotion for aviation enthusiasts. Located on the shores of Lake Michigan, Meigs Field operated as the gateway to corporate Chicago for over half a century. Now, twelve years after its closure, Merrill C. Meigs Field (KCGX) has been recreated by Orbx and IPACS with the utmost attention to detail and accuracy.

Depicted as it was in its final years, virtual pilots are welcomed to return to what was once the busiest single strip airport in the United States and enjoy it in high definition. Featuring a fully modeled terminal, highly detailed static aircraft, and other historically accurate elements, the airport has been brought back to life. In addition to the airfield itself, the city of Chicago waterfront and parks district have been included as well.

This special release for Aerofly by Orbx includes 12,000km<sup>2</sup> of photoreal coverage, animated people and ferris wheel plus many other details to discover.

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Title: Aerofly FS 2 - Orbx - Chicago Meigs Field

Genre: Indie, Simulation

Developer:

Orbx

Publisher:

IPACS

Release Date: 16 Jun, 2017

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64bit Versions of Windows 7, Windows 8, Windows 10

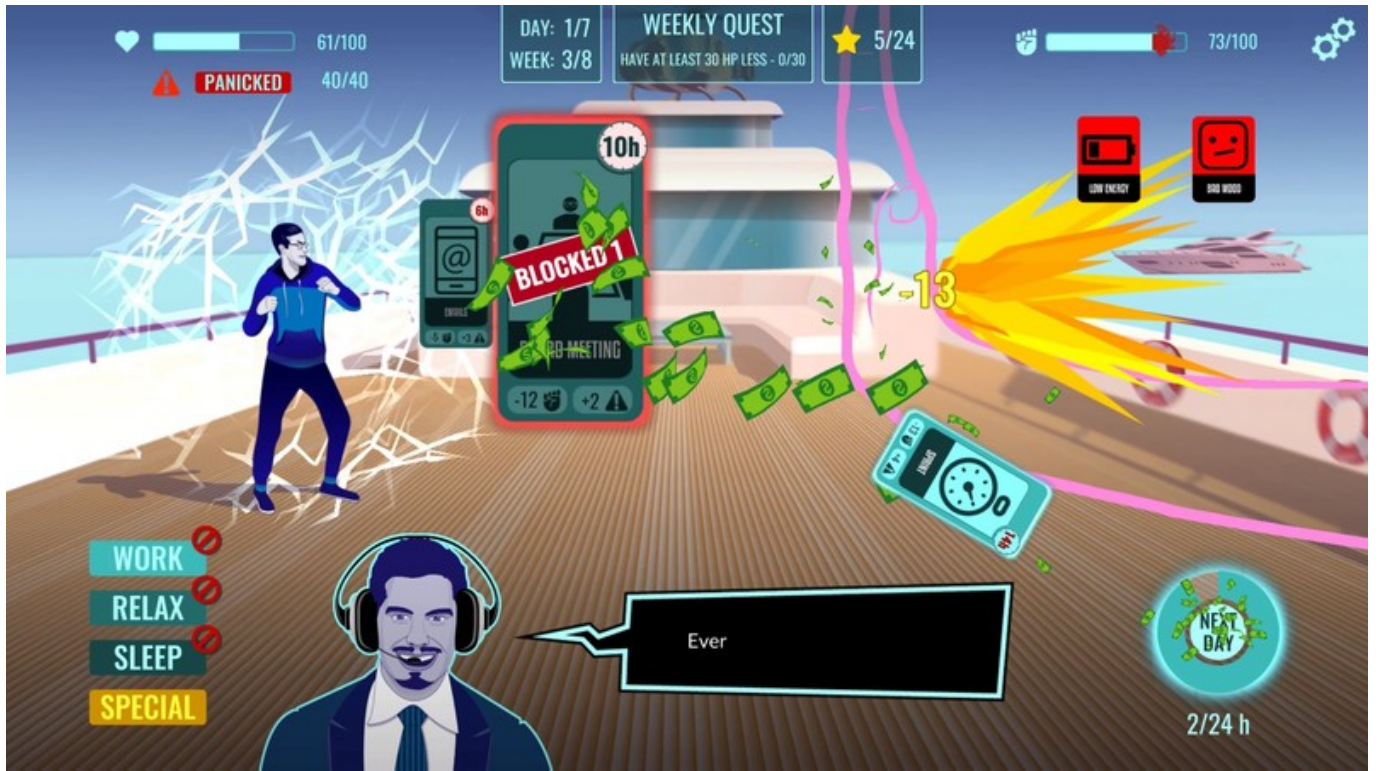
**Processor:** Intel Quad core CPU 3.0 GHz

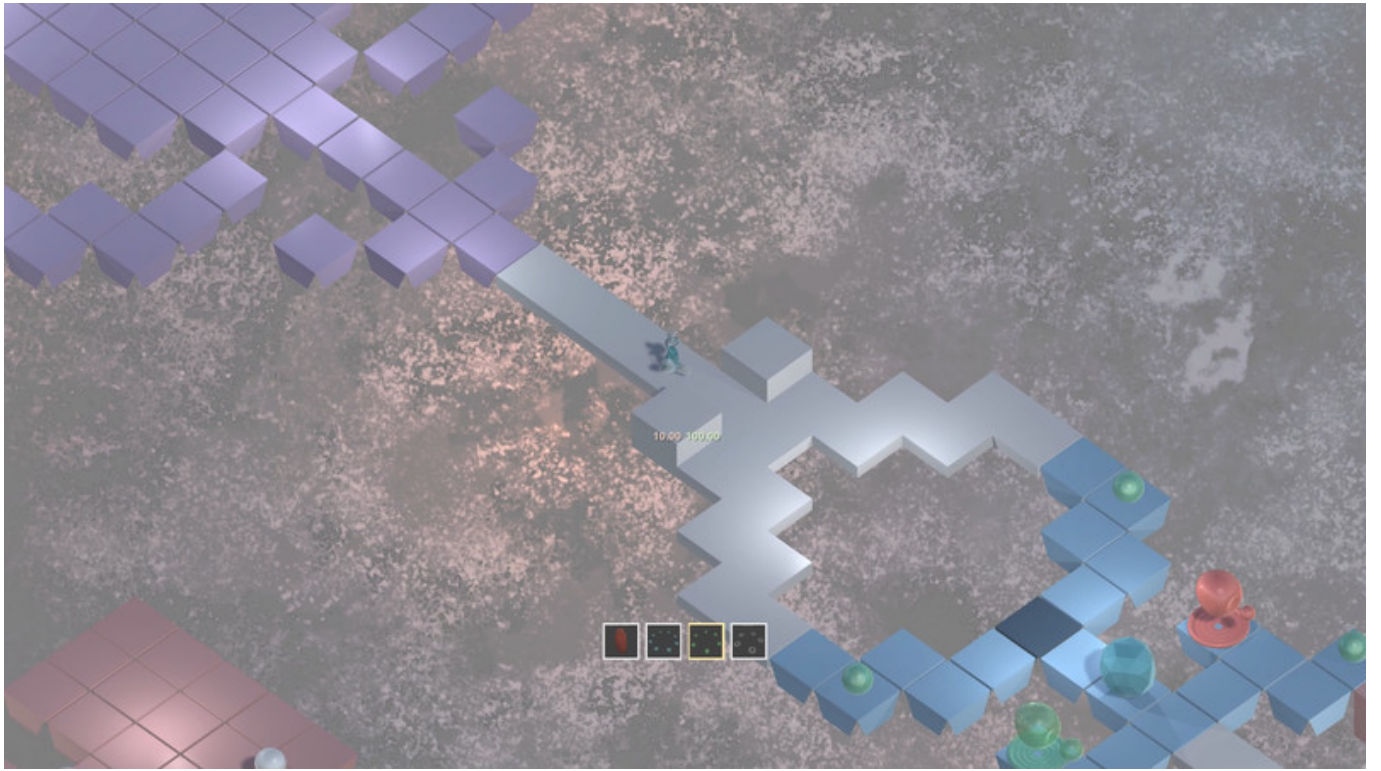
**Memory:** 8 GB RAM

**Graphics:** OpenGL 4.5 compatible 3D graphic card with at least 2 GB of RAM

**Storage:** 2 GB available space

English,German,French





**LIBRARY**

CHARACTERS

ENCOUNTERS

ITEMS

FEATS

NOTES

PROFETS

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**Starfinder**

Starfinder Alien Archive

Starfinder Alien Archive Players

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**Aeon Guard CR3**

XP: 100

Humanoid

Medium humanoid (human)

Skills: +5

Senses: Perception 60/ft

Perception: +8

DEFENSE: HP48

EAC: 19 KAC: 22

Fort: +3 Ref: +1 Will: +4

OFFENSE: Speed: 20 ft

Melee: Thunderstrike pulse gauntlet +8 (1d6+3 B and Spiritual knockdown)

Ranged: AC assault rifle +11 (1d8+3 F) or frag grenade +11 (explode [15 ft, 200 ft, DC 13] or incendiary grenade +11 (explode [15 ft, 100 ft plus 100 burn, DC 14])

OFFENSIVE ABILITIES: Fighting styles (sharpshoot), sniper's aim

STATISTICS: Str: +2 Dex: +4 Con: +3 Int: +1 Wis: +1 Cha: +1

Skills: Athletics +8, Intimidate +8, Profession (soldier) +8, Stealth +10

**Reference**

UNIVERSAL A

**AMORPHOUS [EX]**

The creature's body is malleable and shapeless. It does not take double damage from critical hits, but it is affected by critical hit effects normally.

Format: Defensive Abilities amorphous.

**AMPHIBIOUS [EX]**

The creature has the aquatic subtype, but it can breathe air and survive on land.

Format: Other Abilities amphibious.

**ATTACH [EX]**

The creature can attempt a special attack against KAC as a standard action. If it succeeds, it deals no damage, but it adheres to its target. Once attached, the creature gains a +4 bonus to its AC (from cover) and a +2 circumstance bonus to melee attacks, but it can attack only the creature to which it is attached. An attached creature can't move (though it moves with its target), take actions that require two hands, or make attacks of opportunity. An attached creature can be removed with a successful Strength check (DC = 10 + 1 EQ + the creature's CR) made as a move action, or it can remove itself from its target as a move action.

Format: Melee attack +6.

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**CREATING MONSTERS AND OTHER NPCs**

**Appendix 1**

In the Starfinder Roleplaying Game, nonplayer characters (including monsters) aren't created in the same way as player characters. We've made building monsters and other NPCs in Starfinder a much faster process than creating a player character to account for the fact that a GM might need to create several unique NPCs for just one encounter, while each player normally needs to create only one player character for an entire game or campaign. Following the steps described in this section allows you to build a well-balanced NPC. Note that, unless otherwise stated, traits, abilities, and so on can be found in Appendix 4: Universal Creature Rules, and all spells are from Chapter 10 of the Starfinder Core Rulebook.

**OVERVIEW**

Creating an NPC encompasses nine steps, many of which don't take very long. Each step is briefly outlined below and detailed further in its section (on the page noted in parentheses).

**Before You Begin NPC Concept**

Before you start designing your NPC, you should have a clear concept for it. Think about its role in your story, and select a Challenge Rating for it. Consult Table 11-1, Encounter Difficulty on page 392 of the Starfinder Core Rulebook to help you determine your NPC's CR based on the player characters' Average Party Level. If you are creating a different version of an alien in this book (such as one with a higher CR or a class graft), feel free to give it special abilities similar to that of the original alien.

**Step 1: Array (See Below)**

Determine whether your NPC is a combatant, an expert, or a spellcaster, and use the appropriate array tables to determine the NPC's starting statistics.

**Step 2: Creature Type Graft (Page 130)**

The first graft a set of adjustments you apply to your NPC gives it attributes that reflect the base kind of creature it is, such as animal, humanoid, or undead. This and other grafts give new abilities and possibly adjust the numbers from the NPC's array. If you give an NPC a class graft (see Step 4), some of the adjustments from its class graft can be superseded by ones attributed by its creature type graft.

**Book Cover**

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**Introduction**

**INTRODUCTION**

You are not alone in the universe. In the Starfinder Roleplaying Game, strange new creatures and cultures await your party of adventurers on every new planet and space station. Whether you're on a routine trading mission in the most familiar sectors of the Pact Worlds or exploring never-before-contacted planets lost in the mysterious reaches of the Void, Starfinder is a game about alien-planets, fighting them, and everything in between.

Starfinder Alien Archive presents a sampling of such aliens, designed both for Game Masters to use in crafting challenging encounters and adventures and for players to use in creating and customizing the perfect characters. It's also a font of setting information and cultural details on the melting pot of different worlds that is Starfinder's home galaxy. In order to fully use the creatures in this codex, you'll need a copy of the Starfinder Core Rulebook, or you can find that book's rules online for free at [paizo.com/rd](http://paizo.com/rd).

Not all of the creatures in this book are aliens in the traditional sense after all, everyone's an alien to someone else, and who's to say you're not just as bizarre to a gelatinous blobfish as it is to you? Some of the species detailed here are key members of the Pact Worlds, being almost as familiar to the average citizen as the races presented in the Starfinder Core Rulebook. Others are gruffs, devils, and fiends, for example, from realms beyond mortal ken. Still others are old mythological favorites like dragons and elemental, familiar to players of the Pathfinder Roleplaying Game and other fantasy RPGs but updated to Starfinder's rules. Appendix 4: Universal Creature Rules explains all those rules which are common among the various entries in this book.

This book is only a small sampling of the myriad creatures found in the Starfinder campaign setting. For more, see the Starfinder Adventure Path volumes and other supplements, or quickly and easily import numbers from the Pathfinder RPG Bestiary volumes into your Starfinder game using the rules from the Pathfinder Legacy chapter of the Starfinder Core Rulebook. Best of all, this book's Appendix 3: Creating Monsters and Other NPCs presents a robust creature-creation system that GMs can use to create monsters and nonplayer characters literally any species they can imagine, while Appendix 3: Simple Template Grafts lets GMs modify existing creatures so the fit is better fit their party's level and situation. But Alien Archive doesn't stop at creature! This book also presents a ton of alien technology such as armor, magic items, weapons, and more that are perfect for rewarding or customizing player characters, sprinkled throughout their respective creature entries. And Appendix 2: Summoning

*Practitioner offers creature templates for summoning creatures to creature templates on the bottom cover.*

PC

NOTE

IMAGE

TABLE

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imma sum this up in a few words - WE ARE THE RESISTANCE. On paper, this would be one of my favorite games. I love top-down arcade shooters, and resource trading/management, and upgrade loops. Zotrix has all of these things, and it does them all in a very mediocre way.

The shooting, where you'll spend most of your time, is incredibly boring and easy. Enemies will slowly march onto the screen, single file, where you will immediately wipe them all out by firing in a straight line - even without any upgrades. As the game grows in difficulty (at a glacier pace), occasionally two lines of enemies will come out simultaneously, which means you might miss a few, so you'll get fewer credits at the end of the level.

You're never really in danger, and you easily become disinterested. This is not how you should feel when you're alone in space against thousands of aliens.

Resource trading is also devoid of complexity or meaningful choices. Different stations sell different resources at different prices - but you can preview the price of any resource of every station before making the trip, meaning that there is no decision making, no research, and no risk at all. You can expect a small (5-10%) profit every single time you make a jump. This adds absolutely nothing to the game.

Upgrades are weird and usually trivial. It's hard to know what things do or why you'd need them. Nothing that I found changes the game at all; it's simply bigger numbers (more damage to a primary blaster cannon, etc).

On top of all this, you'll find numerous quality-of-life annoyances throughout the entire game. There's no Sell All button in the resource trading, so you have to type in all the numbers by hand (also, no numpad support). Sound effects for shooting are obnoxiously loud, completely obscuring the music. English is likely not the developer's first language - you'll see numerous grammatical oddities. Et cetera.

Zotrix is an unpolished, uninteresting game that does not even come close to its potential. Avoid.. Got stuck in the first room so idk 10/10. Overall Amphora has a deep story to tell, and does so in an unconventional way. The stained glass, art style and hauntingly, beautiful music are the strength of the game, but sadly are not supported well enough by the gameplay. While the mechanics are interesting, the puzzles never really challenge the player, and feel like they were the last thing on the developers mind. I really enjoyed my time in the world of Amphora, and give it 7 out of 10.

Designed by Moondrop, a two person Norwegian developer, Amphora is a physics puzzle game, with a strong narrative. The main story of Amphora follows a girl as she grows from a baby to a young woman, meets a partner, and then struggles through the challenges of war. The story is beautifully portrayed through the speechless and text-less imagery of the game, with perfectly paced and balanced music, supporting it every step of the way.

Moondrop aimed to portray their tale through a shadow theatre style, and with the striking colour schemes used, have made an outstanding visual experience. The music used through this touching tale is a cross culture mix and is a pleasure to listen to.

The main puzzle mechanics of Amphora are simple. The player is able to move objects within a certain area, and utilise various chains for hanging objects, pushing and pulling objects and for adding weight to lever systems. These base mechanics all work in well with the general physics of the game world, but sadly I found the puzzles all too often lacked depth.

In fact, I got so deep into my puzzle solving mind frame, that I started to smash through levels too quickly and missed large chunks of story all together. Don't get me wrong the puzzle mechanics are clever, but the developers missed opportunities to overlay multiple mechanics or really utilise the physics system.

I recommend taking your time with this game. Stop at the start of each level and soak up the ambience and think about what the scene is saying to you, before diving in and solving the puzzle. I used this approach on my second play through and found it to be far more rewarding. The playtime of this title may be a little short for some gamers, at only a touch over an hour, but after completing this game I wasn't disappointed.

For my full review and other delicious content see [Glitch. Okay. So first things first. I absolutely love this game.](#)

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There are several different ways to play the game, which are all fun. If you're the devil, you can try and be sneaky, killing them off one by one, or you can be really gung ho about. Both have their advantages, both have their disadvantages.

As the survivors you also have different play styles which revolve around the other players in the game. You can try and work together, you know safety in numbers, which is an extremely valid point which I will explain in a minute, or you can go solo. Because most of the time when you encounter other players, everything devolves into a giant slap fight.

Now as I said there is safety in numbers, because it's near impossible to capture the devil solo. Let me explain. The system by which you capture the devil (and also revive others) is button mashing. You have to mash the hell out of your space bar. It seems very controller-y, so hopefully the game will eventually get full controller support. Because as it is now, I sometimes experience issues where the button mashing doesn't work with controllers.

Something else, this game really gets to you. The first couple times you play the game you'll be a bit confused. But once you've gotten the hang of it, you could end up being the last person alive besides the devil, with four more items to collect, feeling the tension build further with every item collect, and every time you walk through a door wondering "Is this it? Is this the one where the devil's waiting on the other side?"

Some things that I wouldn't really call cons, but I think could use some adjusting:

The Sprinting System - Basically your character can sprint for a couple seconds, and if you step on a puddle or walk over a rock you fall over. That's pretty cool. What isn't cool is that when your character runs out of sprint, rather than just slow down to walk they trip. This is something that is guaranteed to happen. Your character will trip when you run out of sprint, which brings up a problem. The devil can sprint forever, and will only trip due to obstacles, he/she also runs ever so slightly faster than you. So if you get chased by the devil, you have to hope you can escape through some scene transition or you're dead. Because nothing stops the devil from camping by your body once you've fallen over.

The Button Mashing - If this game ever got full controller support, this would be okay, but even then not everyone has a controller. So I think this whole concept needs to be reimagined somehow, because I could totally see this feature being the death of my keyboard.

The Slapping Feature - You can slap any character and they get slapped aside, and have a period where they have to stand back up and where they are invulnerable. The problem is, slapping itself has no cool down. I've very commonly seen when multiple people are in an area just slapping one another nonstop, not allowing either of them to get their items. I believe that the slap itself should have a cooldown, then people would be less inclined to slap every single person they pass in the halls. After all, wasting that slap on a person only to turn the corner and face the devil would be very bad. That slap could literally be the difference between life and death for them if it had a cooldown. As it is now, when you encounter someone in the hallway, even if neither of you ever stop moving, there is a 90% chance they will slap you.

Now is this game worth ten dollars when it's on sale?

Definetly.

Is this game worth fifteen dollars?

Yes.

I would rate this game as a 7/10

And I would recommend it.. I came across this game randomly, while looking for another game that I couldn't find, or remember; maybe it never existed. But I'm glad I found this game, and a review by Malkavian, which convinced me to take the plunge. As usual with my reviews, if you're just here for the factors I'd use to figure out if the game is for you, look for ~tildes.~

'Cause I'm gonna talk awhile.

Games, and gaming, interest me less and less as I get older. For all the wonderful creativity of titles now, both big-name and indie, time and memory make a mockery out of my desire to actually play games. They tend to blur together, and while I've got

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games I rely on to shake me out of a slump, they're few in number - driven by powerful emotional or nostalgic pressure, or the simple joy of a well-done mechanic.

Umfend is a fairly short game.

It's also one of the few games out there that instantly, from the moment it started, had my attention. I could feel my heart racing, and the muggy summer air. This was it.

I remembered what it was like to be alive.

Describing pretty much anything in the game would be a spoiler, but at the same time - spoilers are largely meaningless. Nevertheless, I'll append a comment for the devs after I'm done.

As to the game itself, it's not really a puzzle-game, or even a horror game (though there are elements some people will find horrifying); I'd struggle to call it a walking simulator, because the atmosphere is purposefully and painstakingly narrow in scope. Anyway, all those terms get thrown around too much. Carelessly; thoughtlessly.

Comparing it to other games would be trite; nobody likes their work being compared to something else, or someone else, but - in the interest of helping people try to puzzle out whether this game is for them...

One of my favourite games is Quake; the first game only, and none of the sequels. That sense of alienness, of melancholy, of the fact that even though it's ostensibly a shooter (and a good one), something feels off-genre, just out of sight, hidden in the skybox.

One of my favourite games is Lighthouse - the Dark Being. Another story about parallels, otherworldly and beautiful and utterly lonely. Also, often pixelated on modern boxes - and without the option to disable that, aha!

One of my favourite games is a strange little Yume-Nikki-like called Soup.

Not too many people played it; most who did, didn't like it.

But the same visceral feeling...

I feel a lot of people will try Umfend, and refund it because it isn't - strictly speaking - a horror game. They'll be drawn in by those elements and focus solely on them, and miss the care that is in every layer of this game. And I'll be glad if they do, because this gem deserves the attention...

But I hope some people look at it, and have similar experiences simultaneously unique and known only to them.

~Cons~

- Slow walking speed can throw players who need to go fast all the time; it's a vital part of the game's flow, but certain people'll wake up in 1996 and not even give the game a chance.

- For some people, the hour-to-three-hour runtime'll be a negative. Quantity is a quality all its own, or whatnot.

- Despite the scares, this is not truly a horror game. People looking just for scares and chills might feel 'cheated' by the game, even though there are plenty of those!.. But they're kind of tertiary, and, well..

- You have to pay attention. I know a lot of games deserve this, but you have to pay attention.

~Pros~

- The short length. I'm actually tired of listing this one as a con; we expect games to be long because they were lengthy growing up. We're better gamers now, and games can be more concise. I found the length utterly perfect.

- I.. Everything.

- Sorry, the atmosphere, the ambience, the sound design... I don't just want an OST, I'd love to be able to listen to some of the background sound clips. All of it blends together to create an experience that, if it appeals to you, will have your blood singing and your heart pounding the entire way through.

- You have your choice of two graphical styles; a grainy, pixel-FMV look akin to PS1 gfx, and the modern, smooth models. I can't say which I like better; edging me a bit into the latter camp is that some of the text is a bit grainy in the pixel



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category, and everything is important. (But both look amazing.)

- Honestly, if I kept typing, the review won't end.

~Will I like this game?~

Chances are that if you find yourself getting impatient in-between scenes, light puzzles aren't your thing, or you demand length to your exploration, you might not be the audience for Umfend. Be especially wary if you catch yourself forgetting minor things, getting frustrated, and then going 'oh' when you realise that they were, indeed, present earlier in a game\story. There's nothing wrong with that! But it may make Umfend harder to enjoy.

However, I feel that if you enjoy speculative fiction, horror, stories about loss, and other worlds... If you sometimes look at the sky and aren't sure why you are, or if you occasionally remember exact moments in your life with an indescribable certainty, then you should play Umfend. I can't promise that the game will affect you the same way it affected me; but I think you will be affected in a way entirely unique to you, and that, dear reader, is why if your curiosity was stirred at all - I'd like you to give Umfend a chance.

As to me? AIHASTO has put themselves on the list of people I'll day-one support.

Thanks for creating this game.. Fun game when it first came out, but since there's never enough people online to play anymore, the game should be made f2p, or 4.99 just so more people would play the game. So right now, I'd have to not recommend the game; not until the creator does something to increase the player base.. Not as good as Choice of Games other Text based Rpgs. I'd give this one a miss was short and kind of dull.

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Graphic wise this does look like a 2009 game. It is fairly ok to look at, at max settings.  
But combat wise and mechanics in general this game is way too clunky.

To compare with Half-Life which was released in 1998 for PC, that game is still today better by many times. Just to give a reference of where shooting games should start out from as minimum.

Damnation is sadly way too unpolished a game, which could have been much more with its atmosphere and all. Too bad.

Good thing I only put down 20 euros for it.. Very fun! Had great conversation with my partner... who turned out to be the devil and murdered me halfway in the game. Would get backstabbed again! 10/10. I finally got around to playing this, and I loved it. I'm disappointed that I didn't get around to it sooner. I love the art!!! The characters were so charming. I'm looking forward to see where act 2 will lead them..... Hussie.. You need this dlc to farm high level gear in short amount of time. Use a BF drill and run this on NM for the best accessories in the game as well as Great gear. Sell the weapons, use the armor.. A wonderful retro-style game in the vein of Alone in the Dark.

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