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About This Content

Take On Noisecontrollers is an entirely free DLC for Take On Helicopters.

Fusing two seemingly disconnected worlds, it is one of the first forays of hardstyle music into gaming. The exciting collaboration between DJ and producer duo Noisecontrollers and Bohemia Interactive, has produced a fun expansion for everyone to enjoy.

Take On Noisecontrollers includes 14 new Time Trials, virtual recreations of the Noisecontrollers themselves (Bas Oskam & Arjan Terpstra), themed Light helicopter liveries, and last but not least: a 30-minute exclusive DJ mix!

Key features

- Paint Schemes – Fly around using several new paint schemes for the Light helicopter
- Tough Time Trials – Beat the best times and the special Noisecontrollers time, in 14 new races.
- Hardstyle Music Channel - Get a preview of the E=nc2 debut album in an exclusive mix.
- The Noisecontrollers – Meet Bas and Arjan as virtual characters

Owners of Take on Helicopters will automatically download this content the next time they update their game.

Title: Take on Helicopters - Noisecontrollers
Genre: Simulation
Developer:
Bohemia Interactive
Publisher:
Bohemia Interactive

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Minimum:

OS:Windows XP

Processor:Intel Dual-Core 2.4 GHz or AMD Dual-Core Athlon 2.5 GHz or faster

Memory:2 GB RAM

Graphics:NVIDIA GeForce 8800GT or ATI Radeon 4850 with Shader Model 3 and 512 MB VRAM or faster

DirectX®:dx90c

Hard Drive:20 GB HD space

Sound:DirectX 9.0c compatible audio-card

English







You want more crashes? Then buy it!. One of my all time favorite games. Geneforge looks fairly simple but it has a very in depth story behind it and following it from the 1st to last game is fun although not necessary.

You are able to choose your quests and actions and whether you want to be good or evil. It's definitely a classic game that should be on everyones list.. Lewd Harvest Moon with decent low poly 3D graphics and Dieselmine's gorgeous 2D artwork.. If Fighting Fantasy was such an amazing series, perhaps minds will be blown when these fans read Joe Dever's works - most of his Lone Wolf CYOA books are available for free online (legit) with his permission, so there's no reason to be wasting money on what is a rather bland story and CYOA game here.

If you are a hardcore Fighting Fantasy fan, or just kupo for the CYOA genre in general, then yeah there's fun to be found here, but this a book that can be read in 10-15 minutes flat and really shows its age for the type of game it is.

Pick it up on sale if you must, but don't expect award-winning writing here.

. I am sorry to have to say this, but this game is a fail. Even though one can indeed feel that 'some' effort has been put into the game, the outcome is just a pale shadow of the original.

Truth be told, the original Blade of Destiny from 1993 had lousy graphics and even the MIDI music was very rudimentary; but everything else was excellent: the story, the user interface, the 'randomness factor' - you name it, you have it. You wish to have fights automatically calculated - no problem. You wish to speed things up or slow down a bit? No problem. User inventory and skills? Very simple and comprehensive. I can recommend this game heartily to any fan of a good story!

And the HD version of the same? Its a complete opposite. Graphics are better (which is not hard, considering the first version to be almost 23 years old) and the music is remastered, story is the same... But the user interface is messed up. Controls are very unintuitive, inventory as well, movement through cities and dungeons is very sluggish and tiresome, as is any other aspect of the game - starting with character generation. If you end up entering someone's house - you need to wait for the narrator to finish his line before being able to somehow get out of there. ESC doesn't work, there is no cancel key, nothing. Only the right mouse button, only after the narrator finished reading the same boring line. That is absolutely unacceptable for anyone who plays RPGs and explores every door that can be opened.

And then... the battles. They cannot be accelerated, nor speed-automated as in the original version. If your high level party gets attacked by a couple of rats, you still have to wait 15 min for the battle to be decided. Ridiculous.

The *only* improvement that I have seen in the HD version over the 1993 version is the comprehensive explanation of skills and required traits for them. And I did not know that a crystal ball can be enchanted like wands. ^_^

Its a shame really... I love the realms of arkania trilogy; it is one of my favorite games of all times, but the HD version is unplayable :(

To make things even worse, the support forum is bugged. Registration at forum.schicksalsklinge.com is neigh impossible, nor is possible contact support (always the 'wrong captcha').

A shame indeed.. Fun game with beautiful graphics and sound track really enjoyed playing it and just flying around in general. XD. EV meets a VN. Also the music is fantastic.. I really didn't see that coming. Check this one out. I'm not sure if this is by the same people as Conflicks: Revolutionary Space Battles, but it has a similar feel and exactly the same sense of humour. Conflicks had awful game mechanics, but this has excellent mechanics. The game is exactly what it shows in the video, no tech tree, only one type of unit for all 4 factions. Resource generation, logistics, and castle upgrades all run in the background. Combat is decided by tossing a coin when 2 units bump into each other. So the strategy is pretty pure: where to put castles, when to attack. And the lower-level tactics are also kept pretty pure - take a castle, cause 2 other factions to attack it, run away, run in again when they're all dead. Different maps completely change what strategies will work - but not in a prescriptive way that turns it into a puzzle game. The AI is possibly a bit thick - but it seems to not "cheat" unless you select the option for it to have an advantage (which I haven't tried). I haven't checked if there is multiplayer but hopefully there is - the campaign is good for a playthrough though even on Normal and it is a decent length. Nice to find a fun game after a run of dull ones.. I finished the game in 25 minutes. I tried to enjoy it as it was very easy but I just can't recommend this game. It's most likely unplayable for all the bugs and glitches. I tried to lower the graphic settings but that wouldn't stop the lasers from showing at certain levels. Might be worth buying for the 1500 Achievements though, and you'll get a average time of 20-60 minutes when completed all

the levels.. Expansion is ok but pathetic rewards in the Shattered Realm. A thumbs because of this. Disappointed.

Stronghold going the way of PayDay and Borderlands... Its start DLC machine.. Actually i didnt want to buy this (because of lugs,bugs and e.t.c) but price wasnt so big and i tried it.

Well... This DLC give to us new AI Lords The Princes and the Pig. Both of thame have pretty good castles and thay are good warriors.Also DLC include few achievments and maps. But this DLC have minuses... First, Animation. Princes has normal (not so good as i expect) animation but Pig have worse animation(but not as bad as wolf).

Second, Pig`s voice.. He was voiced buy same actor as Rat. Its not a voice of 40 years old Fat basterd...

I am not strictly recommend you buy this. Ther is not something speshal... but princes is cute and Pig strong.

Den Denovski. Starts as France

- "Oh crap! Everyone hates me!"
- Recruits hoards of troops from Paris
- Sends them against Austria
- Austria loses Capitol and requests peace
- "HAHA! That was easy."
- Prussia declares war
- Annialates Prussian Army and takes capitol and territory
- "Too easy."
- Russia declares war.
- "Pffft. Silly Russians"
- Loses entire army to Russian attacks and Attrition

10/10 Would invade Russia again. What a sad excuse for a Street Fighter game. Stick to the classics.. Not support at all for this software. I have emailed them twice about the text entry when creating a new file with no reply whatsoever.. What can I say that's not already been said? The game has a very simple design, and absolutely NO INSTRUCTIONS. That's not a bad thing, because you are thrust into puzzle after puzzle and have to figure out how things work. Sometimes they don't work exactly as you expect; that's part of the game. Figuring things out. Learning by trying. Clicking things and seeing what happens. Some levels introduce new mechanics, and then the next levels put them together with what you already know in strange and unexpected ways.

The main joy for Me in this game (and in life) is figuring things out. There seem to be some videos on YouTube showing exactly how to play the game and get through every puzzle. I didn't watch any of them and downvoted the link to them on Steam. I certainly don't recommend them to anyone. But I guess if you're just an achievement wrhoe who doesn't care about actually achieving anything in real life, those videos could be handy.

It is completely mouse-controlled; I don't think I touched the keyboard at all during the game. As I said, there are NO INSTRUCTIONS. The icons in the game menus aren't even labeled. They are, for the most part, pretty obvious -- but sometimes you do what you do in the game: click and see what happens.

The game offers very little replay value for people without Alzheimer's. However, it could be enjoyable to come back to every now and then to relax and keep your mind sharp. The music is nice, the background is pretty, and the sound effects aren't jarring. For the price, this game is outstanding. The author appears to be very active in the forums and quite responsive to customer problems. And perhaps most importantly of all for someone like Me, it's available on Linux.

10/10 - hopefully the author will write some more levels for the game eventually.

--V. Bought and played this game with my wife, about 3 hours so far and we're loving it! The difficulty is just so that it's definitely challenging, but not to the point of frustration. For example, a particular boss took us about three tries to defeat, each time better than the last. The enemies are numerous and varietized, so it's definitely not boring, and the upgrades are rewarding.

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