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About This Content

The M-2000C is a multi-role, French-designed, 4th generation fighter. It was designed in the 1970s as a lightweight fighter and in excess of 600 M-2000C aircraft have been built. The M-2000C is a single-engine fighter with a low-set delta wing with no horizontal tail. It has excellent manoeuvrability given its relaxed stability and fly-by-wire flight control system. The M-2000C also includes a multi-mode RDI radar that is capable of tracking and engaging targets at beyond visual ranges. In addition to engaging other aircraft with cannon and missiles, the M-2000C can also engage ground targets with cannon, rockets and bombs. The M-2000C is a perfect fit for the battlefields of DCS World!

We now bring an exacting simulation of the M-2000C to DCS World. The M-2000C is highly optimized to work within DCS World and takes advantage of the Digital Combat environment that only Eagle Dynamics can offer.

Please note that the DCS: M-2000C, and all future DCS World DLC releases on Steam, will now use Steam Keys instead of Starforce keys. As such, these purchases cannot be activated on the DCS World e-Shop version. Previous purchases will not be affected.

Key Features:

- Advanced flight model providing realistic performance and flight characteristics
- Highly detailed 3D model and animations
- Highly detailed and accurate 6 DOF cockpit with mouse-interactive controls

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- Realistic modelling of aircraft systems including electrical, fuel, hydraulics, lighting, engine and navigation
 - High resolution 3D model and cockpit textures, including specular and bump mapping
 - Inflight programmable INS
 - Synthetic runway display on HUD
 - Realistic HUD and weapons systems including:
 - Air-to-Air and Air-to-Ground cannon
 - Magic II and Super 530D Air-to-Air missiles
 - Matra rocket pods
 - CCIP and CCRP bomb delivery
 - Realistic afterburner and over-wing vapour effects
 - Numerous skins
 - Instant action and single missions

Title: DCS: M-2000C
Genre: Simulation
Developer:
RAZBAM Sims
Publisher:
The Fighter Collection, Eagle Dynamics SA
Release Date: 12 May, 2017

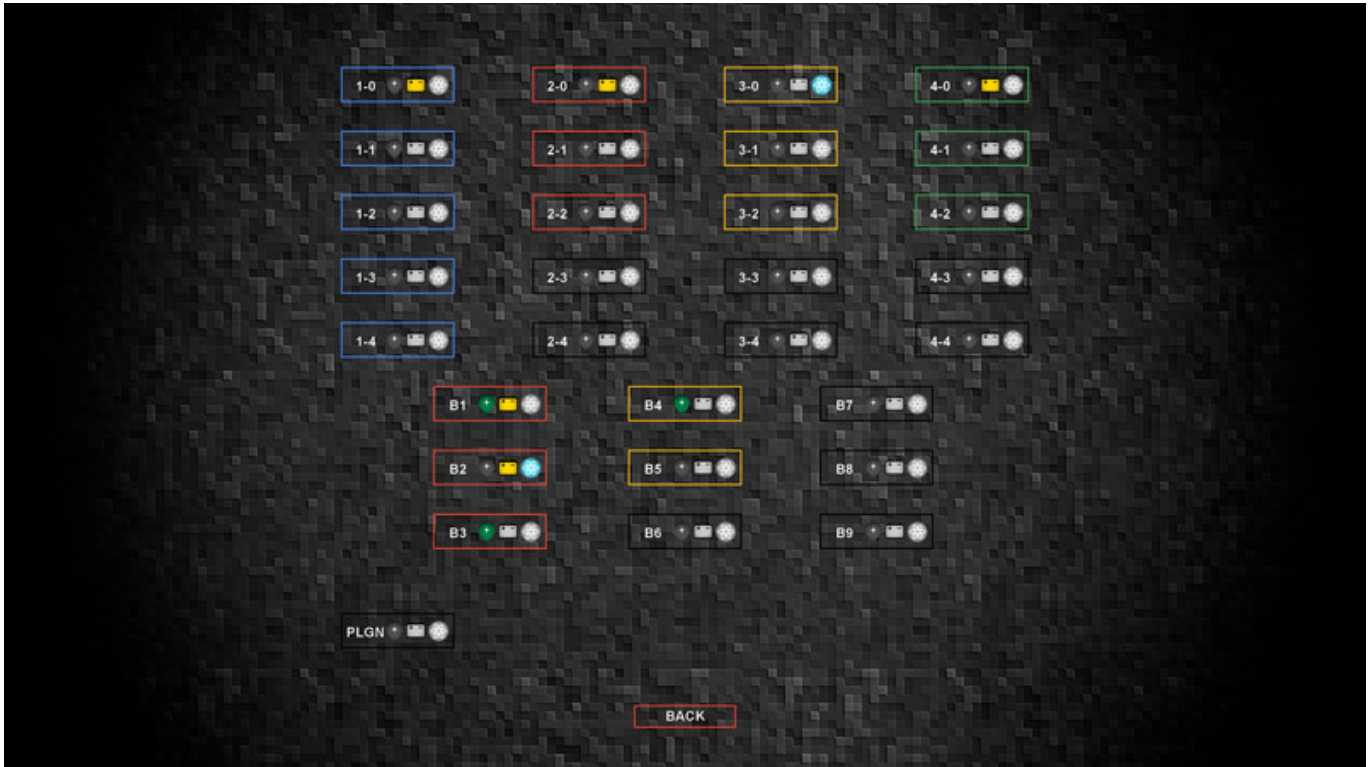
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Minimum system requirements:

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,French,Simplified Chinese







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It's like the old school Lunar Lander, but with weapons (always wanted that)!!! The vector style graphics and awesome robotic voice make this a nostalgic blast!!! A+ on this game designers. Would like to see an update that allows different background music choices.. Great game well worth it. This is a TERRIBLE expansion. The Buggy controls like garbage and makes traversing the world feel boring, the story is some how LESS interesting with even WORSE characters, and the ending(s) are both infuriating and insulting. I ended up feeling like I wasted both my time and money. What a shame.. Looks awesome, but I get tons of judder when moving my head. Totally unplayable. I don't have this problem with most games. Running a 970 here. Updated to latest runtime (0.6.0.1) but still the same. I'm sad.. It's just a tank shooting range with bleh sound effects and basic models. However, the only reason I ever invested in VR was for any kind of crew and first person based tank sim and it's obvious from the moment you load in that's what TankVR is going for. There is quite literally nothing else that is even close to this future style of gameplay and I have been waiting for it for 2 years now. All I can say is while I'm very biased towards this game because all I've wanted for god knows how long is a VR tank sim, I think it's more than worth the dollar just for the potential this game holds in the future. Keep up the work devs, and I hope TankVR comes out exactly as you plan.. It's unstable and crashes randomly too much. why invent survival zone when we have a real one?

Chernobyl was the one and only catastrophe of a kind for long 30 years before Fukushima. Now both have exclusion zones; but while Fukushima's too young, only 5 years old - Chernobyl exclusion zone is already 30 and noone seems to know what is going on there indeed...

Red Forest is a real anomaly of a forest that saved lots of people taking most of damage: trees were simply burned with radiation without any fire, and then lots of different mutations appeared there...

i recommend.. awesome game wish it was remade for xbox.. There are so many features that should be in this game but are not. My favourite thing about EM4 was playing the LA mod. It added so much detail to the game, and made individual people a lot more useful. It allowed you to do little things like turn your lights on and off, turn sirens on and off. These little features go a long way, and the fact that this game literally has nothing other than a right click, it's just lame.. Initially the game is fun, I put around 50 to 60 hours into it before I managed to get all the weapons and a costume I liked, finished all missions on all difficulties etc. And then proceeded to put many more hours into it grinding to level my weapons, buying more costumes, getting S badges, but after that it becomes nothing more than a grindfest and a glorified chat room.

The developers don't add anything but new costumes to the game now and that's about it. They'll maybe put an event on occasionally but never add something that will bring back players who got bored of the game. Even with new ideas players keep suggesting. Luckily this game isn't pay to win, you do have to actually earn and grind for stuff in the game, but the lack of variety can be a problem for some players. Even a survival mode could've filled the gap.

Hell most players now just sit in the lobbies chatting since there's basically nothing to do.

Only buy this game if you're ok with completing all the missions once then playing the same 1 or 2 levels 100's of times for little

bits of gold and material. I might change my review if something new is added (honestly an endless survival mode will get me playing again, just something that I can actually make use of my weapons on...) The only reason I'm coming back to the game now is to pick up new costumes then quit again.

Personally with the price of the game and the content + support from the devs, I'd suggest avoiding the game.

Wonderful rpg, emotional and beautifully made, so many routes, plus a new game plus makes replaying even better. This game is too hard...I LOVE IT!!!. Great game!. Bought this game because I like that pixel graphics, simple, but catchy gameplay and oldschool handheld theme. I discovered that SpiritSphere brings much more... Except things I've already mentioned, it has cool funny music which perfectly fits to whole concept of the game, singleplayer is also fine for a while until you unlock all spheres and understand differences between characters and maps, but ... the best is multiplayer. It's so incredibly fun. Yeah, I have to warn it's probably not a game for impatient persons. But otherwise it will give you tons of funny moments. Playing it with my younger brother (honestly he's not very patient) and we got hella fun. Brother is getting mad constantly (in a good way) but we've never played funnier game. I cannot wait to play it with my GF or friends. xD You will be angry, frustrated, mad, crazy about that but you want to definitely stick to game and play it more. Beating your friends is so rewarding. You know that feeling like: "Ok, one more game. It's my turn. Now I'm gonna beat your *** off." xD Yeah, you'll probably keep saying that right after every game. At least I do. This game is a hidden miracle (in a meaning that it's not well known yet which is sad, because SpiritSphere deserves much more attention and I hope it will get it in a future). Excellent couch party game. Simply, top notch. Cannot wait for more promised content (stages, characters, squash mode, etc.).

I totally approve Warwick's review and recommend you to read it if you are interested and thinking about SpiritSphere.

Thanks a lot to developer for a hard work, great idea and even better execution. I love it. BTW, still don't know how to unlock Kao (hidden character). Maybe a little advice? :)

Keep up a good work.. A piece of railroading history, and a beautiful train too! The FP7 and FP9 Locomotives included in this pack are a great inclusion in any user's library, although in hindsight I'd say it's better to purchase these in a sale.

Physics wise, I can't see anything wrong with the trains. It takes some pulling power to get the Zephyr going, and you need to be careful in handling the brakes to slow your momentum down.

Models are fantastic, every little rivet and screw is detailed. The passenger views in the Bi-level Dome Car at the rear of the Zephyr is also fantastic.

Currently, the only passenger views are in the Dome Car. You get three 'views' (or more accurately, positions), which you can switch between with the arrow keys, much like in the Caboose provided with the Soldier Summit SD40T-2 and GP9. One in the lower level lounge, and two in the upper level. It would have been nice to have passenger views in the other cars; perhaps the Day Coach or the Sleeper Coach, but this isn't really a huge issue to me. It's really relaxing to pick a long route, leave the Zephyr to its own devices and take in the scenery from the Dome Car!

Cost is DTG's fairly-common price of \$11.99. While I don't regret purchasing this at the full price, I'd say that unless you are a fan of the Zephyr, it'd be better to buy this when it's on sale.

In conclusion, the FP7 California Zephyr Pack is a good DLC add-on for Train Simulator, and one which is worthy of being in anyone's trainshed, even if there are some disappointing missed opportunities.

7/10. I want to like it but has a few problems I can't get over. But overall good game just needs a few tweaks that more and likely will not come.

- 1) player character view (Your character looks like he's trying to lay on the ground kinda looks like a 2D character)
- 2) Lack of players (Because of the view players don't give this game a shot)
- 3) Lvl means nothing at all. (Use XP to build or to lvl up, lvl does nothing just like a leaderboard).

Recommend Yes if had more players.

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