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## About This Content

Learn the technical and non-technical skills required to effectively manage an aircraft in difficult circumstances such as closed runways and system failures.

Whether sightseeing in a Piper or navigating the Atlantic, the pilot in command is the one in charge when things turn sour.

Developed by a real world airline captain, FS Academy - In Command will arm you with the knowledge and skills you'll need to deal with challenging situations and system failures in a realistic way.

These six demanding missions use several different core aircraft in a variety of locations and weather conditions. This pack also includes a detailed, Ground School component, which guides you through the essential knowledge and techniques essential to taking command of an aircraft including but not limited to:

- The role and responsibility of The Commander
- Management of system failures and difficult situations
- The decision-making process
- Fuel Planning

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- Aircraft Loading
  - Altimetry
  - Airport Facilities, Lighting and Markings
  - ICAO Annexes and Airport Codes
  - Hazardous Weather
  - Decoding METAR & TAF Weather Reports
  - And more...

Click the 'View Manual' link on the right hand side of this page to view the comprehensive groundschool manual and learn the essential skills you will need before tackling the missions (you can print it out for reference during flight).

The skills you will learn from FS Academy - In Command are transferable to almost any aircraft, from a Cherokee or a Jumbo Jet, the decision-making process is effectively the same.

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Title: FSX Steam Edition: FS Academy: In Command Add-On

Genre: Simulation

Developer:

FS Academy

Publisher:

Dovetail Games - Flight

Release Date: 6 Jun, 2018

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English







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This game would get from me maybe 3 stars from 5.

Although I had a problem with the game constantly crashing, I tried to play it until the end. The game itself takes maybe 4-5 hours to play, depending how much you explore the environment around you which is good to understand some parts of the story.

However, there are some backlashes which annoyed me throughout the game.

The main one was the system of the opening of doors. I do not know how it is when you play on your VR machine but doing this with the mouse gave me a headache. Esp in situations when you needed to run from the monsters and the doors suddenly opened differently than the others.

English voice acting and translation. As I was playing this game with a Thai friend I kept the sound in Thai and had English subtitles. The translation of Thai was very lame, she said, and lacked a lot of information. Moreover, trying the English voices, it sounded lame and unnatural.

Sometimes the scary moments really depend on luck. The area reacted well in certain situations, but it happened quite often in big spaces, like the parking lot that if you suddenly haven't looked that direction but moved forward you missed the scary moments and it was only music which told you something happened. I felt less scared that time.

Lack of explanations. The story ending was a bit lame. With or without the secret ending after the only choice you made in the game which had some importance (will not say what), the ending did not explain much. I really expected more from that.

Nevertheless, the scary atmosphere was ok, and the idea good. Exploring the story through 3 different characters was a good idea in my opinion. Also to get foreigner players closer to Thai beliefs and mythology. Big like for that effort. However, the good potential of the game was not challenged to its full potential. Developers could exploit the game much much more. In this condition how it is, I also consider it a bit overpriced, still I would recommend it for an experience. It was refreshing. I would not put it for more than 10 euros. I am looking forward for the next projects.

3/5. I have to say that I've mostly enjoyed Adjacency. For \$2 there's around 4 hours of content and most of the puzzles are fun. Biggest problem with the game is that one of the special tile types is really counter-intuitive and just a chore to deal with. Thankfully can just skip the frustrating levels.

Full game review: <https://youtu.be/uwS3pE6JbDg>. games ok but i cannot get the mods for it. Probably the worst game in my steam library to date and this is coming from the person who owns Flatout 3.

Starting with the obvious, if you've already read the previous reviews, this game is not actually free to play. You need to pay to get access to the full game. The free version consists of only one battle after which you can choose to either get more energy or coins. I don't know I don't really give a♥♥♥♥♥♥♥♥ to be honest. After you have chosen them, there is nothing else to do. You won't get the items and you can only replay the one same fight.

Secondly the fighting is comparable to getting your♥♥♥♥♥♥♥♥ stuck in a waffle iron. You only have one attack that you can use which is jumping on the enemy and the way it works is that you have to click a button whenever the timing is right. Sounds pretty dry, which it is. Also you and your enemy can both miss, which makes this game entirely about luck so all you need to do is tap mouse 1 every so often and you should be fine.

Lastly this game markets itself entirely on being a meme. I guarantee you that is the only reason anyone downloaded this piece of digital garbage. I guess it can be funny at times but that is only if you're laughing at the game not with the game.

Overall score 7/10-IGN "add skins and a virtual economy plz". This game is just what i was looking for, hard to master with rich content. It has something magical and spiritual.

It just can not be explained. It forces me to give 100% of myself when i play it, even 120%.

When i put my right hand on the mouse and press play i get this extraordinary feeling, you know what I mean. Meh, you don't. When i play I get this feeling, that I must get the highest score and destroy all the asteroids in the game or my day will end unfulfilled.

I gotta be the very best. Gotta Destroy them all.. good but too short campaign. I really tried, it seemed like it had a lot going for it. The controls and the interface are just so damn obtuse though that I can not enjoy it. If the menus provided better

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[information and if the controls were actually customizable beyond only the barest options I'd give it another shot.](#)



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One of, if not the best, game for starters with vr. me and a few friends had a party when we got the Vive and everytime we died we switched. Great game especially when you get good with glock and katana.. This game is pretty simple: on each level, there's a toy to collect (but you don't have to), a key and a locked door. The moment you pick up the key, a monster start to chase you and you have to get to the exit, avoid the other monsters and traps before you get caught. There's only 8 levels and I finished it in 30 minutes, though I died a lot. I have to recommenced this game because it's cheap and worth it. Except for a little problem about the movement (you move square by square so, if you start to move, you can't change direction until you reach the next square), I really liked the game.. Not what I was looking for. Waiting for a decent multiplayer flying game that will not make flying such 2D. If you are looking for a 2.5D plane shooter, then this game may be for you.. I want y mony back!!!!. Awesome horror game.... Atmosfear (pun intended) so thick you could cut through with a knife :-)

If you like good horror it's a must have !!!!. I was playing this game and some unknown person joined in, and after a few minutes he typed my steam password in chat idk how that happend but i closed the game immediately after that

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