Take On Helicopters - Noisecontrollers Download Pc Games 88

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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
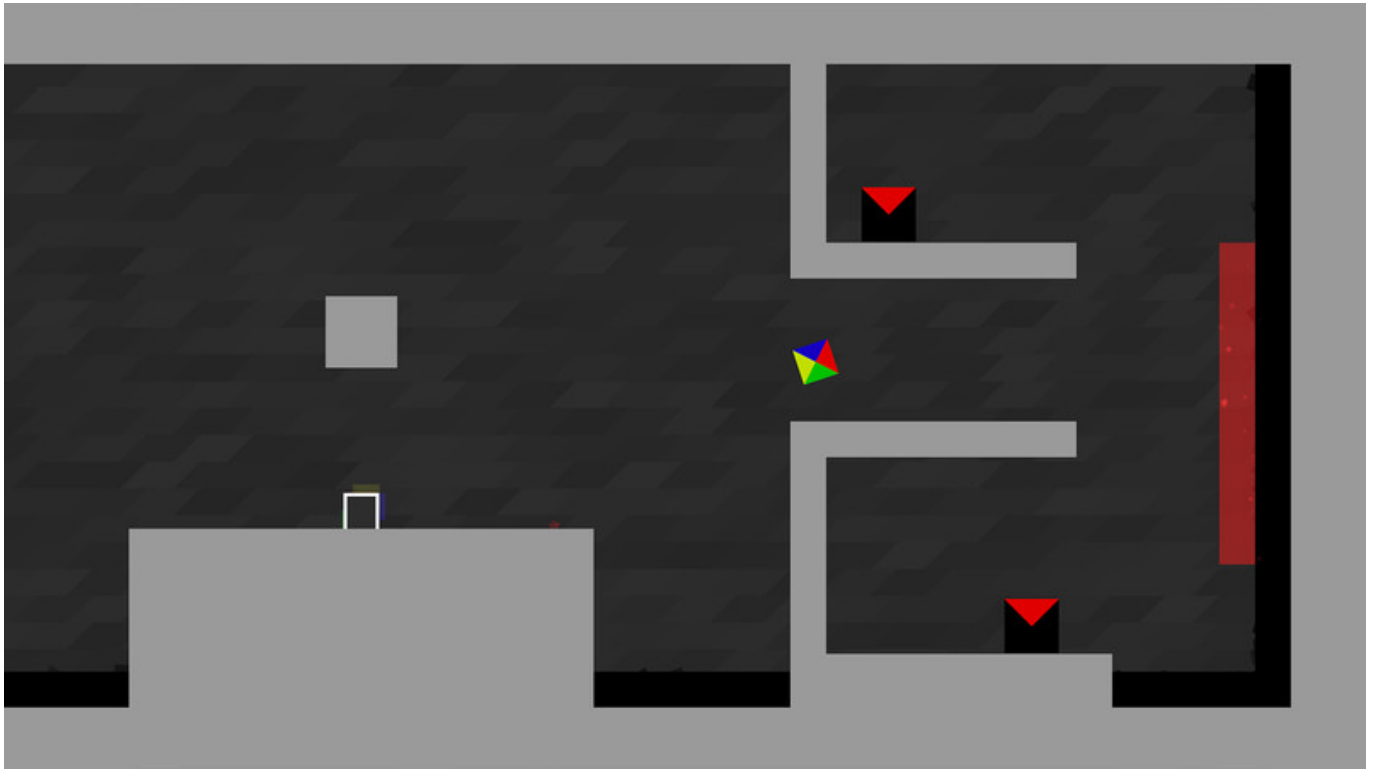
Memory:2 GB RAM

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

so, I found out *after* purchasing this that it's connected somehow to other games in a series. which is quite a big detail to miss in the naming of the game itself. because of this mistake I have no idea how I should be reviewing this as a whole, as all I can really do is review this title specificly. what exactly have I missed?

the game begins as the player descends some sort of tower into a hellish landscape. though it's quickly hinted at that you're inside the mind of a physopath or a killer. there's a sea of exploding lava a couple of miles below you and rocks flying and spinning above you which is overcasting a blood red sky. all in all it's quite a cool setting, which is also suprisngly stable, especially given that this is a indie title.

you seen happen upon a town, which is filled with dark secrets. I know this because as I enter some buildings my ability to control the character is reduced as I'm forced to listen to something. which is really quite annoying, though is something quite usual in horror games for some reason. any chance of an "Immersive" story is immediatly taken away at this point. the town splits off into a few different sections, which quietly attribute to the thought of being in someone's mind in their own little way. quite a difficult thing to pull off.

the game really begins once you've reached the school and you meet the monster, or at least the first one that will appear in this title. the introduction to the monster is done horribly, it's something that will only appear in darkness to attack you, but first appears half basked in the light which lead me to quite a bit of confusion until I figured out how this monster opperates exactly. immediatly it would have been better to have this monster appear in the players vision in darkness, only for it to disapear when some light randomly turns on. from here on out it's "be afraid of the spooky scary dark" as the player goes through several different light puzzles in order to safely navagiate a room.

INCOMING SPOILERS:

the final nail in the coffin comes from the fact that the school itself is, well, a school for schoolchildren. whereas the final sequence involves a lot of dismembered adult body parts strewn around everywhere and the player running through many racks of cages with adults slamming on the bars as a spooky darkness approaches. did the school change to a high school or college at some point? is this really how they advertise their early access product with such an inaccuracy? this is proof of concept stuff right here, not anything which actually indicates any amount of development, usually I would overlook something like this given that it is early access, but... the assets used look as if they were placed there to stay there, with no intention of changing it later

there are many things about this game that show promise. the animations are great, art is great, modeling is great, sound is not the greatest but is definetly at a level I would call highly passable, but it looks as if the designer is quite heavily asleep at the wheel and has little concept of what horror is or how to actually implement it.

maybe I'm wrong and this game will turn out great, but initial impressions aren't great.. i`m old end experienced H-gamer and that what i think about this game:
art - very nice
stroy - interesting and good written (thou main hero is an idiot)
music - also nice
thats it, i recommend it, fun game.. One of the few VR games at this price I feel was worth it. Smooth experience using the Vive, comfortable - not tiring at all, 0 sickness from it. Classic puzzle idea put into 3D space. I felt this worked well, regardless of how short\/long the game is, I felt it was worth the $15. Considering some of the VR games I've triedat this price or higher, I'm very happy with this. Of course more puzzles added to it would always be welcome to get more bang for your buck, but I wouldn't pass this game up if you have a Vive and like this type of puzzle gameplay.. This game is an absolute blast. It is fun, easy to pick up, but also extremely difficult to master. Have only been through the first two zones and looking forward to seeing what else will be unlocked!. A great way to support the devs, plus the music is absolutely amazing! Thank you so much Team Nekojishi, as cliche as it sounds, this game has done a lot for me. I doubt my story is interesting to anyone, but Nekojishi has actually helped me a lot with coming to terms with being gay. Personally, I live in an accepting enviornment, but my family is the one thing that kinda kept a constant fear on me, plus stereotypes. It may be stupid, but Laio felt sincere and very relatable, and this simple story kinda helped me come to terms with that I'm not a dissapointment (entirely), or a bad person. It, really did help me a lot. I wish I could do a lot more to help, just thinking about this game has me in tears. I really mean it from the bottom of my heart when I say thank you. Now I'm extremely happy with my boyfriend of 7 or 8 months :)

PS: Shu-Chi will always be best boy <3. I played the demo a while back and was very interested in where this project would go. So far I am very interested in the world thats been presented and I will gladly pay for any future chapters if they keep up with this content. Im a bit into the game right now but I have no idea how long this first chapter is so I cant give an estimate to how long this game is. As of now I only have three complaints.

EDIT: 5 minutes after this review I finished the chapter lol. Right now theres not that much content, i'd say you can finish it in 2-3 hours if you spend time clicking every little object to read it's description. Even though it was short I would deffinetly say that I am very happy with what I bought.

1. Misspelled words - I understand the Dev's mother tounge isn't english but sending the script out for proof reading would be nice. None of misspellings are that bad and honestly just seem to be typos.

2. Seemingly no way to change resolution - I have a 1440p monitor and its unfortunate to say that a lot of the amazing artwork is a bit pixelated/blurred. I would suggest adding a setting the puts it at it's native resolution, but with black bars to fill in the rest of the screen. Enter the Gungeon has this setting and it seems to work great, but idk if it would conflict with the game in anyway.

EDIT: I realised that I can go into windowed mdoe to help with the resolution but the window is so small it becomes hard to take in the artwork :(

3. Arbitratry options - The parts where you get to choose what happens seem very lack luster/meaningless. For example most Tell Tale games give the illusion that you had a choice in but in reality the same outcome happens later in the chapter no matter what you pick. I understand how difficult it is to make a game where choices like this have a large impact but I feel like I should there should be a little bit more to the choices or make them more meaningful.

P.S. - For the love of god make a soundtrack for sale, I absolutely adore the music in this game. Very boring. Not on par with other city building. I'm not including Cities: Skylines in this comparison because it blows every city-building game out of the water.. This is the first Steam game I've actually uninstalled. That should give you an idea of how bad it is.. Once you complete the survival mode and get all 160 stars and it won't give me the achievement for completeing survival mode

This game is difficult.
This game will anger you.
This game will kill you... a lot.
But all the deaths and quick restarts
make completing a level so satisfying!

Pros:\t

- **Wonderful soundtrack**

- **Fast-paced combat**

- **Nice voxel graphics**
  Cons:

    - **Can't switch the weapon**

    - **Sometime is too dark**
      This is a good indie game!. literally gang official. I have played this game and I would recomend it because:
      1) I love such type of games and this game have everything about it.
      2) Despite some bugs with textures its always fun, because its something new everytime.
      3) This game is new and i bet guys had not enough money and time to make it better, but I hope they will impove it soon.
      4) It has potential to make new levels and maybe some boss fights.

      Maybe the only bad thing is the price. Its a little bit bigger than I expected. But that is not without reason I suppose.
      To reduce the price people can support this game somehow, maybe some donations will be good. As a result - the game will be improved and price will be good enough.

      And the last thing: I'm ukrainian and i'm proud that ukrainians created another game. Good job guys and good luck!. Good game but too short. I love that mechanic of enemys & shooting. DLC's dosn't work and it's sad :(. Hope u will develop this game.. It's great,

      I like the family system, love Greek city states. Original TM was very good. Great tracks and controls. This is basically the same but with a slight graphics and gameplay boost. Its also easier to hook up game pads unlike the first one. All out great racing game.. I find this one hard to rate actually. I Kinda like the crazy random visuals and since it's early access I don't want to be too harsh. But there were 3 aspects that annoyed me too much to give it a thumps up:
      First, if you just get a description of what to do to solve a puzzle, it's not really a puzzle anymore.
      Second, Wtf is this fall damage? Falling 4 floors down without getting damage and then, on the other hand, loosing 20hp when just jumping on the spot? I don't get it.
      And third, please don't use stairs which you can only climb by jumping every 2 steps! It's just annoying.

      So all in all, I stopped playing in the third chapter after dying from a combination of those stupid stairs and random fall damage...
      I look forward to give this game another go though :) ... if it ever gets finished.

      Best wishes.. Gameplay\/review: https:\/\/www.youtube.com\/watch?v=aKusRXHALCc

      [VR Chat is the best social game which I've played in virtual reality. I've played it for well over an hour and already had lots of fun. The people I've met have been very welcoming and friendly. So far I've only tried two](#)

minigames (discs and wild west) and both of them were well designed, bug free and simply fun to play.

I've played a few other social games (e.g. Rec Room, AltSpaceVR) but VR Chat exceeds both those games in my mind. It just seems as if there's a more established community here and overall everything just seems better (e.g. the games).. Train Town is a nice experience. The game is very colorful and has fair graphics. It's not as much space as I was hoping for to build a world but it is enough to build a small city. You can blow the trains up once you get bored of watching them. The music is personally my favorite part. It is very cheerful and uplifting.