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About This Content

Designed by air racer Steven Wittman, the Tailwind is an amateur-built two-seat aircraft first built in the 1950s. Combining relatively low build costs with exciting 200-mph performance, the Tailwind proved a success and more than 350 examples have been built. Different versions of the basic design offer different engine specs and performance, as well as either tail-dragger or tricycle-type undercarriages.

The Wittman Tailwind for FSX: Steam Edition, developed by Lionheart Creations, includes both the W8 (tail-dragger) and W10 (tail-dragger and tri-gear) series model variants. The two W series aircraft both fly slightly differently, with the W-10 having a higher-performance engine than the W-8. The W-10 will cruise at 180 MPH and will max out at 200 MPH, whereas the W-8 cruises at 140 to 160 MPH and maxes out at 180 MPH. Instrument panels also differ between the two models.

Features:

- Custom high detail instrumentation
- New Avionics featuring an MX12 NAV-COM, transponder, and autopilot in the W-10
- Full night lighting with soft glow gauge instrumentation for night flights 'without' the dome light needing to be switched on
- Eight different paint schemes with several versions of interiors

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- One aircraft called 'Retro' features an early 1960's paint scheme and wood panel interior
 - Fully animated control surfaces and various controls
 - Front diagonal cross brace bars in front of pilot are hide-able with a switch for ease of flying in VC mode
 - Features high detail 2D panels by Bill Leaming
 - Optional Wide Screen Panels can be linked to Registry blocks in the aircraft config file for wide screen users
 - Ice box in rear cargo shelf opens and features animated bottled water and sandwich
 - Custom sounds throughout the aircraft
 - Hide-able top sun cover for the W-8, which features a fully transparent roof
 - Hide-able front instrument panel cover made of an old air chart map
 - Basic cargo displays outside of plane when engine stops running
 - Custom sound package
 - Custom flight model (aircraft config files) that feature a unique feel for the aircraft
 - Checklist in popup view, does not use Kneeboard
 - Optional Wide Screen 2D panels for users with wide screen monitors
 - Custom exterior 3D high realism lighting effects

Title: FSX: Steam Edition - Wittman Tailwind Add-On

Genre: Simulation

Developer:

Lionheart Creations

Publisher:

Dovetail Games - Flight

Release Date: 5 Apr, 2016

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English







Hope this help this guys to finish this great project.

AVE dalerank. i like it but i cannot see it in the customize characters

. Everytime you die, you have to leave the game and join it again. Annoying af. Not recommended.. The Inner World was a lot of fun. I do love me some point-and-cklick adventures and this one was sure to fufill my every need. I would have loved the game to be a bit longer but hey, you cant have everything so I wont complain to much. The scenery and characters was spot on and I can see both adults and younger kids loving this game. Some parts of the game was tricky and others real easy, I think it was balanced in how hard and easy it was.

Dont skip this one, try it out!. Cheaper than a beer. More fun too.

Pro and Cons at the end for those of you who don't like reading

Ahh, another serving of Decaying Logic's Pixel Puzzles. This is my second review of a Pixel Puzzles game, my first one being Pixel Puzzles: Japan. I had to give that one a thumbs down due to some glaring issues within the game but with this version I was pleasantly surprised. So, if you love jigsaw puzzles then sit back and I'll tell you a story about how Decaying Logic isn't living up to their name but perhaps should learn what their publisher's name, KISS Ltd, stands for.....

First let me begin by saying perhaps I was a bit harder judging on this one. I went in looking for mistakes, expecting them, wanting to find some. To my surprise there are very few and this tells me that perhaps Decaying Logic is listening to their fans and that makes me take notice. When you find a developer that cares about what their fans think and makes honest attempts to make their games better you'd better keep an eye on them because they will be going somewhere soon.

The first thing you should know if you've never played any of their other puzzle games is that the pictures in this one are as good as you get with any jigsaw puzzles. There's actually quite a few more offering within this one than in Japan as well. All the pictures in this one fit the "bird" theme so if you're not a fan of birds I suppose it could be off putting but I'm not going to knock the game for that. The pictures give you quite a bit of challenge in terms of matching up pieces by color but it's not entirely impossible. It gives you a good sense of working a physical jigsaw puzzle on the tabletop.

Again in this version the pieces are cut in ways you could never truly cut a physical jigsaw puzzle so that added challenge is left intact which I enjoy. Many of the cuts in this one match the bird theme as well with birds and fish around the edges of the pieces. These funky piece cuttings can raise the difficulty of solving the puzzle up to some frustrating levels but overall I feel it's a positive. Some of us enjoy great challenges.

The pieces still once again "swim" in a pond around the main puzzle. This is an innovative and interesting way to present the pieces and probably gives you the best representation of "shaking the puzzle box" as you will ever find.

So far the game sounds the same as the last, my review does as well. So where did they get things right?? I'm about to jump right into that lake of beauty.. For starters there is now an auto save feature!! It will save all pieces placed correctly on the puzzle if you turn the game off or even if you start another puzzle and come back to that one later. This feature alone is enough to bring this review to a YES but wait, there's more..

The puzzle pieces now float around the whole puzzle, giving them more room to spread out so you can hunt for that one piece you know you need easier. This plus a seemingly better piece selection tool has practically removed the old issue with needing to click through millions of pieces to get the one you want. The puzzle area is smaller now but to make up for this there is a zoom tool that will enlarge the puzzle to your full screen and still let you move around pieces you have deposited up there. They also added an option to open up a bottom "sorting area" that runs along the bottom of the screen where you can put pieces you find that you know go somewhere but haven't figured out yet. And finally you can now rotate the pieces. That's right, just because you pull em out of the water doesn't mean that's the direction they go. Just one more thing added that makes this feel like a real table top puzzle.

So far they've fixed many of the problems that the previous puzzle games had and even added a few fan requested features. This certainly makes the game much more playable and enjoyable and gives it a much deserved "yes" rating. However, as much as Decaying Logic went against their namesake and actually improved their game, there's still room for them to improve and learn that KISS (name of their publisher) stands for "Keep It Simple Stupid."

So where are the flaws?? First off the pieces now actually look like they are under water. It's a neat effect but it discolors the pieces and makes it harder to pick them based on color matching. It's not game breaking but I now find myself picking up a piece and having to hope that it's a match for the color I'm looking for. Might have just been easier to keep those pieces floating on the surface the way they were in the previous games.

Second flaw is that they've now got the controls floating around in the water with the pieces and they get a little annoying. First off they get in the way of piece selection and second off they are subject to being missed when I try to click them and I pick up a piece instead. Once again, not super game breaking since there's hot keys but perhaps just grouping them into the bottom or top corner, or better yet, having them slide out when the ESC key or another key is hit would have been better.

So at the end of the day is this version of Pixel Puzzles better than the last?? The answer is a resounding YES. This is the one I would recommend to my friends. This is the one that gives us features we needed in the other ones. This is the ones that prove Decaying Logic listens to their fans. I'm a fan now. Can't wait to see what the future has in store for us with this line..... Now if we could only convince them to do one that can have fan made workshop puzzles.....

Pros:

- +Good picture selection gives good challenging puzzles
- +Interesting piece cut-outs
- +Improved piece floating and selection
- +Rotating Pieces
- +Mid-puzzle save feature
- +Optional sorting area
- +Innovative "hint" system that gives you options
- +More puzzles than ever before

Cons:

- Nothing but bird pictures
- Colors on pieces are altered while "in" the water, making it harder to select pieces based on color
- In-Game Menu buttons float around with the pieces and are sometimes difficult to hit without picking up a piece. This brought back fond memories of playing Mahjong Games, had all the features mahjong games used to have, ran like a dream , has a good hint system, just like how it used to be, , really nice game.. Really fun game. I enjoy the style of idle game this is a lot and its not too often you find one like this that's actually done right. 100% worth the 10 bucks.. The better looking Williams sister. Very fun to play as well. worked until tried using it with hangouts now i only get window with noyhing except on top corner say restore but havent found a way to do anything
- . Marry me Kasumi. For full disclosure: I am a friend of the devs.

I've been waiting to see what these guys were making for a long time and I find myself pleasantly surprised by this awesome little gem.

Basically, the game is a mix between a resource management and tower defense game. You go three cycles building up your town, assigning citizens to various roles, and researching new abilities and structures. During the fourth cycle, enemies will zerg rush your town, attacking every building in their path. Your warriors and hunters will fight them and your builders will repair any damaged structures. You can also help out by casting abilities that assist in battle. After the cycle ends, life resumes for the next cycles until the next winter.

Gameplay is simple, yet engaging. You must constantly pay attention to what resources you need, who needs jobs, what to research, and deal with occasional events that require the player to make a choice. This occasionally got a little overwhelming, but once I got into the rythem of the game, I had no problem keeping up. You just need to remeber to never let anyone be idle.

All in all, this is a neat little game and I'm glad I get to see the hardwork of my friends pay off.. Fun Game so far but **Do Not Buy**

Bethesda withheld the information that the game uses Denuvo Anti-Tamper until 24 hours before release. Bethesda also withheld the information that both the pre-order content and Deluxe Edition content require a 3rd-party Bethesda.net account until 24 hours before release on the game's Steam page. Because the main game can be played without a Bethesda account but the DLC content cannot. this in effect holds paid for content hostage until you create a Bethesda.net account. Bethesda's own website does not mention the need for a Bethesda account on their own support page on System requirements (as of 1:40 AM Central Time May 14th 2019, 3.7 hours after release. Withholding this information which would have impacted pre-order sales until right before release should be considered a form of fraud/false advertising. Both measures would have taken more than a day to add to the game's code and Bethesda would have known about it for a substantial amount of time before release. The only reason to have withheld this info would be to prevent the inclusion of these requirements from affecting pre-orders. This is greedy and unethical corporate behavior.

TLDR: Good Game but Bethesda withheld critical game info until 24 hours before release in order to gain more pre-orders and

are now holding extra content hostage until you create a Bethesda account

Addendum: As a response to comments, let me clarify:

A: The ease of creating a Bethesda account or the need to do so, as well as the inclusion of 3rd party DRM are not the issue that I am raising. It is the fact that the need create an account and the inclusion of additional DRM was hidden until 24 hours prior to release. The only logical reason to for the Publisher to withhold this information was to protect pre-order sales. I and I suspect many others, waited until system requirements were released before pre-ordering the game. The appropriate time time for this information to be released would have been when the system requirements were released. I know of many people who would have not pre-ordered the game just because it uses Denuvo or requires yet another account to be created. Even after release, the official Bethesda support site article on system requirements does not mention the need for a Bethesda Account (found at https://help.bethesda.net/app/answers/detail/a_id/41842/~/what-are-the-system-requirements-for-rage-2-on-pc%3F).

B: As for Denuvo, it is well within reason for a company to want to protect their product from piracy. I do not begrudge the Publisher for including 3rd party DRM. Instead I begrudge them for withholding information on it until 24 hours prior to the games release.

C: As for reviewing the game itself, so far I have found it fun and enjoyable. I am only recommending that you not buy this product due to the way the publisher withheld important information about the product almost to the last minute. It is my opinion that this corporate behavior should not be rewarded by giving a review that is encouraging others to buy the product.

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