

## IL-2 Sturmovik: Cliffs Of Dover Cheat Code For Ps3



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## About This Game

Join the Royal Air Force and Battle for Britain!

Fly into the pivotal aerial battle for the skies of Britain. As a member of the British RAF, face off against the deadly German Luftwaffe and the Italian air forces. IL-2 Sturmovik: Cliffs of Dover is the next exciting World War II flight combat simulation title from 1C: Maddox Games, creators of the critically acclaimed IL-2 Sturmovik series.

## Features

- **Fight the Wars of History** – England, 1940; Germany is waging a massive air campaign for the absolute supremacy of the skies. Join the battle to save Britain.
- **Over 25 Aircrafts** – English, German & Italian aircraft including the Spitfire, The Hurricane, and the Messerschmitt Bf-109. Every detail faithfully recreated.
- **Enormous Environments** – Fly through the cities and towns of London, southern and northern England, northern France, southern Belgium and more.
- **Incredible Damage Model** – Every single aircraft component can be damaged for incredibly realistic and satisfying results.
- **Massive Multiplayer** – Customizable modes allow for up to 128 players in huge ongoing battles or hop in deathmatch-

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style free-for-all.

- **New Groundbreaking 3D Engine** – Huge variety of photorealistic ground vehicles, buildings and environments.

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Title: IL-2 Sturmovik: Cliffs of Dover

Genre: Simulation

Developer:

1C: Maddox Games

Publisher:

1C Entertainment

Franchise:

1C

Release Date: 19 Jul, 2011

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**Minimum:**

**OS:** Windows® 7 / Vista SP2 / Windows XP SP3

**Processor:** Pentium® Dual-Core 2.0GHz or Athlon™ X2 3800+

**Memory:** 2GB

**Graphics:** DirectX® 9.0c compliant, 512MB Video Card (See supported List\*)

**DirectX®:** DirectX® 9.0c

**Hard Drive:** 10GB

**Sound:** DirectX® 9.0c compatible

**Peripherals:** Mouse, keyboard

**Multiplay:** Broadband connection with 128 kbps upstream or faster

\*SUPPORTED VIDEO CARDS AT TIME OF RELEASE:

ATI®: 5830/5850/5770/5870/6870/6950/6970

NVidia®: 250/260/275/285/460/465/470/480

English,French,German,Italian,Polish,Russian,Czech

1.055%

28

BEST SCORE: 22.5%

opposed

1 - 2.111% OPPOSED

2 - 2.027% ARUBA

3 - 1.916% DRA

4 - 1.861% READINGS

5 - 1.416% ROBERT7

Mike

robert7





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Ok I got this just so i could write a review and see if what I understood was true. Honestly it's overpriced for a one time use. I mean there should be some way to get these in game, whether they are really hard to get is up to the developer; or they should make it so you could use it once for a specific save and then have that save permanently be able to change the features without having to buy a new voucher. But as it is now it just seems like a blatant cash grab to me. I understand all the free updates and I have no problem with paying for new cosmetics I just dont like how this is implemented. This is probably a lot more annoying to me because character creation is alway one of my favorite parts about a game and changing that character over and over again to make them perfect is just something I enjoy. I don't know, what do you guys think? Lemme know with a comment. Leaving a thumbs up because it does give you what is promised.. For \$4.99, this racing game is crazy!

Pros:

awesome mechanics  
interesting physics  
removable exterior and interior parts  
funky engine removal, but easy swaps to any car  
decent gameplay

cons:

visual performace isn't great, but good enough for now

**HOW DO YOU LOSE AERODYNAMICS ON REMOVING SIDE MIRRORS AND WINDSHIELD**

**WIPERS????????????????????????????????**

**SERIOUSLY?????**

I need to see the aerodynamic equation used to find out the loss of aerodynamic by removing those parts! or else make them 0, nada, zip, zilch!!!!!!!!!!!!!!!!!!!!!!

That's my only real complaint.

Overall, it is definitely worth the buy just to try it out and customize your car. I'm sure the developers have more to come, so I would hope not only more customization....

**BUT POSSIBLY REMOVING THE AERODYNAMIC LOSSES ON SIDE MIRRORS AND WIPERS!**

4/5 (for the aerodynamics). What we have? Another game in old school style. The look of game, music and same retro game mechanics is great, but gameplay is awful and story\2026 truly saying there is no story. So many times I was buried in textures. The worst is when the level is near to end and it happens. Sometimes in such dead zones without exit I found game objects, so maybe it was idea in it. Next minus is amount of levels, why so few? I played about 2 hours and it is more then 3/2 of game. Achievements almost all in first location.

Can I recomend this game? I think the answer is yes. Because it is realy cheap and game worth the money, but only for people who older then 20.

Think twice.. A nice little game overall, as expected from an interactive story.. I bought this during the Steam summer sale for a very reasonable pprice and have been extremely pleased with the purchase. I agree with another reviewer that this game is a little gem. If you enjoy turn based games buy this, you won't regret it.. It's a good short story and definitely not a bad game, And i only wish there was some space for exploration, an open world

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Very good for a 29-year-old game.

highly recommend this to any chess fans out there.

I mean, the castles are rock monsters, what more can i say?. The most common concern people have for this game is the game-breaking glitches. Yes, they happen. However, I bring good news. With the current version, I have yet to have a playthrough ruined by a glitch. Granted, it sometimes takes some troubleshooting, but in the end I found it worth it. Nostalgia is an important element in this game, and I feel Two Brothers used it to weave new stories rather than dwell on old ones. If you are really on the fence about this game, I would wait for the Director's Cut of this game to be released. I found the game, as it currently is, to still be immersive and memorable.. This is a must play.

Hellblade will take you on an emotional journey with a character that you will get to know on a deeply personal level. If you allow this experience to immerse you, which isn't hard in Hellblade, you WILL feel what Senua feels on her epic personal quest.

First off, the VR implementation is shockingly well done. I was skeptical about a 3rd person view in VR, but Ninja Theory is showing the industry how to do it right. Not once did I experience motion sickness, and the only awkwardness comes when the character obscures the view, but Ninja Theory included options to offset the camera's position to help this and let you customize it to your liking.

It isn't the story of Senua specifically that makes this a landmark experience, it's the execution of the storytelling. I've never played a game where I felt so emotionally tuned-in to a character than I did with Senua. Character acting is legendary and the motion capture is perfect. Seeing these performances in VR is next-level amazing. Senua's presence is intensely lifelike and this enhances empathy you feel for her, which only furthers the experience's greatest strength.

This is one of the few, maybe the only game I've played where combat sequences tie directly into the emotional journey with the character. Senua is smaller and weaker than her imposing opponents and the sense of fear and fury is real. Some do not like the combat aspect because it's not explicitly FUN, but I don't believe Hellblade's purpose is to be "fun", but rather to be a deeply emotional journey and combat plays perfectly with this.

Sound design is miraculous. I ABSOLUTELY IMPLORE anyone that plays to experience the whole game with headphones, and 3D sound plugins turned off! This is the first game I've played that makes such direct and purposeful use of 3D sound, and the entire industry could learn from this. Sound is a powerful sense that's woefully underused in games, which are so focused on 3D sight. Hellblade is starting to rectify this gaping hole in the narrative video game experience. Genuinely, if you can't or don't want to use headphones to play Hellblade, then opt-out until you can, as playing without headphones is comparable to playing without color.

I can't recommend a game more than I recommend Hellblade. This is one that will be remembered for many years.

. This is a very well written 'Adventure' story, however, at the end of the route I took I had Lydall whom I kill magically come back to life... There are a few spelling errors through-out the game but easily ignored given how the writing is done.

Maybe I will take a different route than solely Wolf.. 2nd Pack Doesnt work. This game is odd, I like it but in my opinion I think we should have (more) clear controls.. Totally recommended waiting for another DLC. Undoubtedly the best DLC locomotive out there for the UK base in the Steam Era.

You get 2 livery variants, BR Black and LNER Green. You get a heavily weathered version of the BR Black one too, which means you can represent easily the time where steam received very poor maintenance and care.

With the BR one, you can physically change in session what is displayed on the tender by pressing a combination of buttons. Both unweathered BR and the LNER model can have nameplates and headboards fitted as an added bonus by pressing similar combinations on the keyboard (CTRL + 1-4 set head/tail lights, CTRL + 6-9 inc. 0 alter things such as cab lights, CTRL + 5 changes whether you set headlights on the loco or tender).

The amount of freight rolling stock you get from this as well is incredible, including items such as Palbrick A and B wagons, trestles and even ex-Private Owner wagons. This gives you the ability to run so many different freight trains and hugely bolsters your freight stock for the UK front. Sadly, it does not come with any coaches, but that can be overlooked since the freight stock



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makes up for it.

The sounds are on point, you get long continuous blasts of the whistle from the Space Bar or short blasts from the B button. The general beat of the blastpipe is great, although the beat above 40mph can be grinding.

The locomotive seems to be geared towards running at 40-50mph, since it's scenarios are on the Weardale and Teesdale Network, however it can achieve 75mph with 10 coaches (tested on Western Lines of Scotland). It also monsters most inclines up to about 1:70, even towing reasonably heavy trains. The only questionable thing is being able to accelerate at 3% cutoff, which I'm pretty sure is impossible in real life.

Victory Works have produced an absolute stunner. I give it 10/10. Definitely worth the full price, and an absolute must have..

Pros:

DLC gives you access to 5 new tracks in brand new Neptune Environment. They are all in zero gravity and cut from time to time which makes you fly in space for a while. Idea and graphics are absolutely fantastic! DLC is challenging and track called "drifting" became my new favorite one. New ships are well balanced with new combination of core statistics so they do not give you an unfair advantage over the other ships but also wont stay behind if used right. Package of liveries for every single ship is also a really nice touch.

Cons:

However from 5 new tracks only 3 are truly well design. Those called "Red Giant" and "Asteroids" are sadly not protected from "cheating" by flying over the track practically allowing players to skip harder parts of the lap. "Asteroids" luckily has only one spot that can be skipped that way on "S" turn where you can just fly close to the checkpoint without any problem. This is a nice trick for time attack but in race mode it is just unpleasent especially that bots cant do this trick. [I hope this "S" turn will be patched soon.] Unfortunately I dont think there is hope for "Red Giant" since you can skip almost the whole second half of the track and even if you dont skip it this track its still just short and boring since it is solely based on slalom and "U" turns. Also it has a chance of blocking your way close to the end of lap which makes you lose at least a second or two on needless maneuvering but it can also sometimes be quicker to just crash and respawn. (time attack hell and really unfair in race mode)

Summary:

Despite "Red Giant" being the only downside of this DLC the rest of it feels amazing and I strongly recommend it to everyone that wants to play Redout in a new way without gravity or just have fun with new ships.

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