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About This Content

The Yakovlev Yak-52 is a tandem seat, radial engine, trainer aircraft that served as the primary aircraft trainer for the Soviet Union and many other nations. Introduced in 1979, the Yak-52 has been a popular choice among air forces given its rugged construction, ease of handling, tricycle landing gear, and simple maintenance. These same characteristic have made it a popular civilian aerobatics aircraft in its later years. The Yak-52 is powered by a single Vedeneyev M-14P, nine-cylinder radial piston engine with 360 horsepower. We have created a new radial piston engine simulation from the ground up with a highly-realistic engine cooling model. The aircraft is very response given an empty weight of just one ton and large controls surfaces. Capable of pulling over 7 G and pushing up to negative 5 G, it's no wonder the Yak-52 has been popular with aerobatic teams around the world. The DCS: Yak-52 provides a realistic pilot training progression from the Yak-52, to the L-39C jet trainer, to modern fighters like the MiG-29 and Su-27.

Note: This purchase can only be played from DCS World Steam Edition and cannot be transferred to a non-Steam Edition version of DCS World.

Key Features:

- Professional Flight Model that duplicates the flight characteristics of the Yak-52.
- Detailed and realistic simulation of post-stall behavior that allows edge-of and out-of-envelope maneuvers.
- Complete systems modeling of the Yak-52 that includes the engine, fuel, electrical and pneumatic systems.
 - Realistic, mouse-interactive cockpit in which almost all controls can be interacted with.
 - Accurate external and cockpit sounds that were recorded from a Yak-52.
- Interactive training missions included. Learn to start up, taxi, takeoff, and land the Yak-52 like a real pilot.

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- Multiple liveries as both a military trainer and civilian aerobatic aircraft.
 - Cooperative multiplayer. Fly with a friend in the same aircraft.
 - Full virtual reality supported for Oculus Rift, HTC Vive, Microsoft Mixed Reality, and others.

Title: DCS: Yak-52
Genre: Simulation
Developer:
Eagle Dynamics SA
Publisher:
Eagle Dynamics SA
Release Date: 3 Aug, 2018

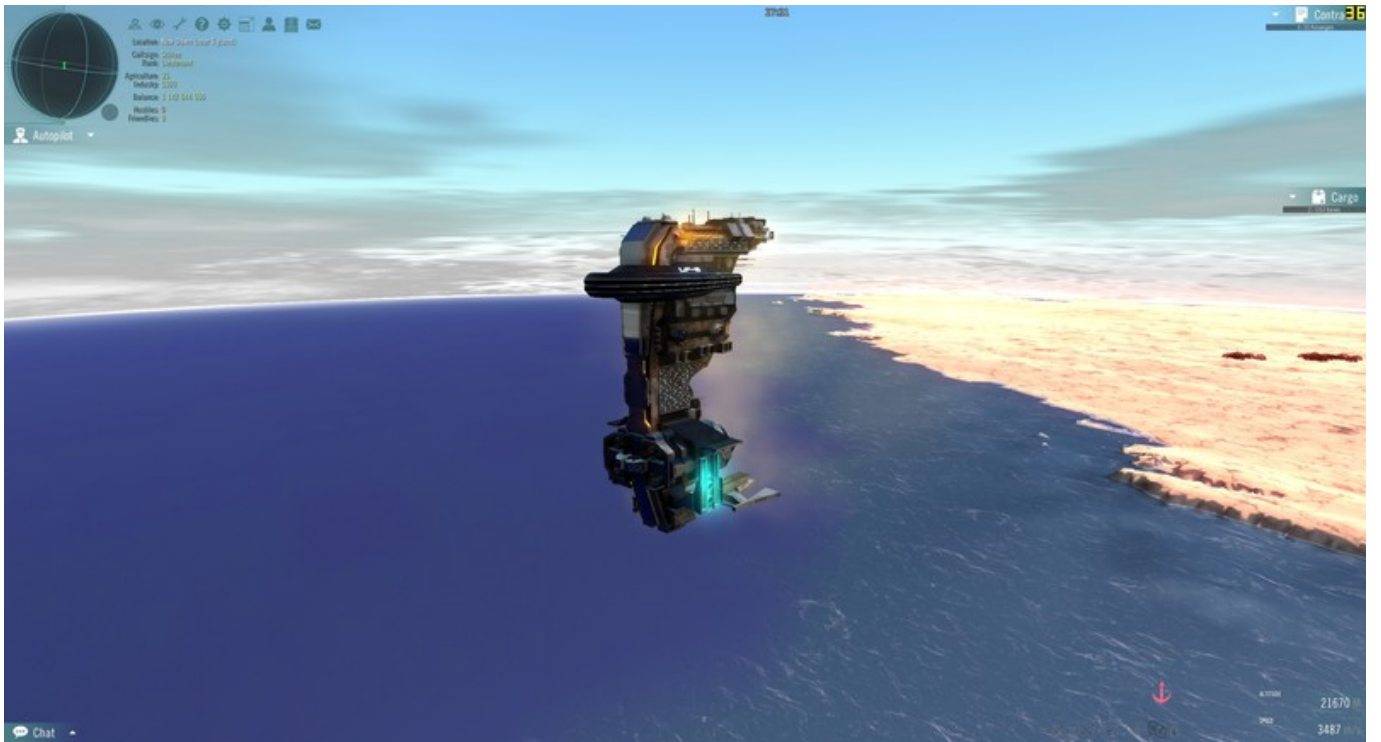
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Minimum system requirements (LOW graphics settings):

OS 64-bit Windows 7/8/10; DirectX11; CPU: Core i3 at 2.8GHz; RAM: 8 GB (32 GB for multiplayer); Free hard disk space: 60 GB; Video: NVIDIA GeForce GTX 770 / ATI R9 280X DirectX11); requires internet activation.

English,Russian,French,German,Simplified Chinese,Korean,Czech







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Y'ALL NEED TUH PLAY THIS HERE GAEM BOI. GOL DURN SUN \u2665\u2665\u2665\u2665\u2665. This game is simply bad, its such a short game and still manages to be incredibly repetitive, the upgrade system is useless, as the only worthwhile upgrade is damage and even than you only do one point of damage more per punch, while the enemys got larger and larger healtbars.

Its disgusting to see how this game actually compares itself to streets of rage or final fight, with laughable two special actions, just a harder punch and a jumppunch attack ala ryus dragonpunch you have no real varity than to kick an enemy in its nuts, grab them and jsut keep beating on him, till he dies.

The game stretches its incredible short playtime with waves on waves of enemys, but unlike good beat em ups, where every enemy is unique in its figthingstyle, here you just got...bears, sure some of them have unique special attacks, but they all fight exactly the same, the only main difference is that they got longer health bars, resulting in a bear working in a night club somehow having a bigger life bar than a bear in a full suit of armor.

Keep away from this kind of game, I just feel sad for those guys that "just got to have all achievments" it would be a pain to play this game over and over and over again for those.. I had quite the fun with this game. It has a lot of levels, and a lot of enemy variation

I did liked the weapon crafting system, it was clean, simple, and very useful throughout the game

It even has that extra-bonus of surviving during the night, with another round of enemies.

I recommend this game, if you like FPS, and even better, if you like blocky style games, you will probably enjoy it!. great for homestuck fans the story is fantastic and to be fair you don't really need to know much about homestuck to get into it since the character are all original they do however have ties to the main cast likely ancestral so it's not a big deal anyways this game does have some down sides and the only one that honestly stands out to me is how patronizing it is that's fine for the point and click parts but when you get into a strife it never turns into a battle or anything it's just more point and click \u2665\u2665\u2665\u2665\u2665t that you have to figure out and then theres points where the game feels like it should be a diffrent genre but it just continues to be a point and click which honestly feels a little against what a homestuck game should be in the first place but at least you don't have to manage sylabys bs that characters in the web comic do instead your sylabys is a loading dock and you can see everything and access everything. Predecessor to Homefront.. played it for quite some time. Very well balanced team play game online. An overlooked winner..well worth the sales price.. The Gameplay.... Is Amazing, even though I don't know the language, it is very very top quality fun to run and fly around slicing titans, on the plus side, they made them even more fearsome and scary, it's not like you can just attack the titan, YOU HAVE TO, and I mean HAVE TO keep your guard up, or else, you can be grabbed by the titan easily.. Awesome game including crafting, outerspace, and massive explorations and mysteries I really consider this game a like!. the game is ok but there's a timer that you can't turn

off, that♥♥♥♥♥pisses me off. I play games to relax, not to have a ♥♥♥♥ing deadline on when a level needs to be done. if there was an option to turn off the timer I would change my mind on the game.. awesome!!!!. This game was cheap but I was pretty disappointed. Sooo much dialogue and cut scenes and so little actual game play. It was not what I was looking for despite all the good reviews.

I really like this game it is a good alternative to medieval total war 2. It has good map layout and better battle graphics . The battles are alot of fun espeacially the way the calvary charges and they dont just stop like an moron like in mtw2. The controls are really easy and the open world is a cool addition to the series.. You at the mall

- Inspect Wok the tiger diner
- It says slogan for Wok the tiger is Gourmet chinese food is just a wok away (puns already)
- You say: A wok somewhere else probably (BURRRRRNNEEEED)
- Back out of room to find yourself beaten to death by a robot policeman

10/10 Would goosebumps the game again. First of all can anyone tell me why I get lag running a point a click game from 2003? Because I shouldn't be every single time I need to change location. Anyway... if you dont want my reasons why just play the other three games because theyre great but this one is awful

Pros:

-I guess its technically a Pajama Sam game

-Collectibles like the other games

Cons:

- Completely different voice. Not even close

- No replayability. Its got one path through and then the same path through where the only thing changes is that the game makes you have to get one of the items last (the same item each time, mind you) instead of any order you want. So thats 2 play throughs. Maybe

-As soon as you get into the actual game part you have to listen to a 3 or 4 minute song sung by a sock about wanting to be cleaned and go back into the drawer. Yeah, you can skip scenes but ...

-Glitchy. Another thing that shouldnt happen in a 2003 point and click but it does. One time I decided to I skip the Sock Song I just mentioned and picked him up. Fine. But then when I went into the next area it glitched out, played the song anyway, except I could still hear Sam moving around in the background when I clicked. THEN to make it worse he started talking to a completely different character, the other sock, when I was nowhere near there. All of this while the sock song was playing. It finally ended and the screen flashed to where I was when the song started, to the character it thought I was talking to, and then to where Sam ended up walking to during the song (the lake)

-There's no villain in this game? In the other ones it makes sense like oh, you're trying to fight darkness because you're scared of him but it turns out he's scared of you. In this game nothing has anything to do with anything. Not to spoil the exact ending but one random character steals your book because no reason and puts it in a random as hell place and is never mentioned again so like thats nice storytelling. And then you go get it no problem and leave going "huh, maybe i should clean my room" as if that even mattered anymore . Great Game!. i think its a little bit overpriced based on the scenes in it are kind of plain compared to a similar priced game Meritocracy of Oni and Blade. Also getting yourself killed just to watch the hscene is a little bit annoying ^_^ good game otherwise however buy when its on sale.. Fun physics game. Would be awesome if there was a level builder or something though.. Cool skins :P. It's pretty *beep*.. So far, its a dark twist on a bunch of well enjoyed games. Really like the dream\nightmare aesthetics (things don't make a ton of sense but in a good way). There are some weird collision moments but besides that, I'd say the game is pretty polished.

1st level- this level takes place in a hotel with murder monkeys being the enemies. The hallways feel claustrophobic but that's a good thing. The game sort of plays out as a first person game of Pacman. As you can't see everything, its really important to listen closely to what direction the monkeys are coming from.

2nd level- takes place in a school. cool look to the school. probably not quite as good as the monkey level. The enemy for this stage is Agatha (demonic school girl thing). The game plays like a really messed up version of hide and go seek. My experience was that you could just boost past her so she was a little less challenging than the monkeys. the second stage to this level makes the school a lot more creepy which is nice. the main demon, Malak, shows up at the end and kinda diverts attention from Agatha but, overall, it's pretty good

3rd level- takes place at a mansion and a hedge maze. the enemies are living statues. really cool location with tons of traps to watch out for. enemies play sort of like red light green light. their basically weeping angels. overall, really fun. I wish there was some big final boss but it was Malak again which was a bit disappointing. Would have been cool to be chased by a giant statue or something lol

overall, really fun game. worth playing.

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