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### **About This Content**

Channel Battles content pack opens up a whole new chapter in the world of World War I aviation for you by adding a new theater of war (Southern England, English Channel, Northern France and Flanders) and unlocking three new story campaigns.

- Fly the Nieuport 28, Fokker D.VII, Fokker DR.1, Pfalz D.XII, Sopwith Camel, S.E.5a and the legendary Felixstowe F.2a - gigantic flying boat.
- Patrol over the Channel Map which includes Northern France, Southern England and the Flanders area of Belgium with realistic coastlines, villages and ports.
- Experience new Pilot Career over the Channel Map and Special “Channel Battles” mission-set are included featuring Felixstowe F.2a flying boat.
- Unlock Hat in the Ring, Du Doch Nicht and St. Mihiel historical campaigns.

For details about the content listed above, please, visit <http://riseofflight.com>

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Title: Rise of Flight: Channel Battles  
Genre: Simulation  
Developer:  
777 Studios  
Release Date: 2 Jun, 2015

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**Minimum:**

**OS:** Win XP SP3, Vista, 7, 8 and 10 (32 or 64 bit)

**Processor:** Win XP: Intel® Core 2™ Duo 2.4 GHz or comparable AMD chip

**Memory:** 2 GB RAM

**Graphics:** 512MB video memory / GeForce 8800GT / Radeon HD3500

**DirectX:** Version 9.0c

**Storage:** 8 GB available space

**Sound Card:** DirectX 9.0c Compatible

**Additional Notes:** Initial activation requires internet connection for User Account creation inside game interface. Internet connection required for use of some game modes. 256kbs Internet connection or faster required for internet play. An offline mode is also available for certain game modes. Software installations required (included with the game) include Steam Client, DirectX 9c, Microsoft .NET 3.5 Framework, Visual C++ Redistributable 2005. Controller: DirectX Compatible joystick or other controller recommended.

English,Russian







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God puzzle game.

Although it's a bit short, it's still a well made game with great challenges.

It's a bit like minesweeper (but with more than one type of bombs) combined with colour chemistry (red + yellow = orange etc.)

Enjoy .... i have a toy pistol, a domesticated chicken, unending drunkness, a slap but most importantly a working microwave. Keep up the good work!. Very good party game, boss. Much laugh.

The only thing that takes away from the experience are the words that you draw the picture from. So you kind of recognize the real title very quickly, and can adjust answer accordingly.. In it's current state, I could appreciate this game as a free demo, but to pay for it in it's current state is a bit of a waste. My first run through (like the demo video) only lasted 5 minutes. The puzzles are randomized so a replay is possible, but of little interest to me.

Not recommended due to brevity, and demo nature.. Loved being able to play this game again. Great game, worth the money.... Really enjoyable game! An insane amount of references that are really cool to see voxelized and an addictive game mechanic that makes you want to keep playing and reach the end!. I got this game in a bundle. With Post Master and Zoo Park. Post Master is good for a few hours and Zoo Park is a game you can play when you feel more like relaxed gaming. This. This is just bad. It feels the same as the others but so badly optimised for use. It seems complex and like its trying to be more than it is. I just can't get into this game. Its cheap but it still feels expensive at £33.99. It feels like a game that should be free to play online. I value this game at around £30.99 and even then I wouldn't buy it personally.. I cant play it, always starts with a black screen and the title screen with nothing to click.. Surprisingly addictive. Best played in short sessions in my opinion. It gets intense & hectic pretty fast (and that sweet, sweet screen shake! You can reduce it in the option menu if that bothers you). It's purely a score attack game so don't expect anything more from it.

Like the other said, sfx are a bit weak and the music is 'meh' at best. I'm not sure I fully understand the point system, it either needs some work or some clarification. But other than that, considering the price, it's great entertainment assuming that's the kind of game you're into.



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## THE STERLING IS WEARD

. Hours of stupid fun

more players = more fun. Very hard to take off in this aircraft. It is veering off the runway to the right and slamming into the terminal. I have to set my trim wheel to the left and fight the aircraft until rotation, whereupon it goes into a severe left bank until I set the trim wheel again.

Very unstable in flight. A lot of trimming required. Very disappointed in the performance since it's such a nice aircraft otherwise.. Short game, but funny. I'd like the devs to had some achievements and trading cards.... The strangest of 90s Doom collection but worth playing, well most of it. Cranium's maps have some creativity but they just suck to actually play, especially from a pistol start.

The vast majority are some good maps from Tim willits, dr sleep etc. the fact the base game doesn't knit the maps together makes this the worst of the 90s doom releases. If they had joined the maps that really would have helped the flow.

The mephisto map and the first level of teeth are the worst. Black tower I found rough but not as bad.

So don't skip the master levels but try not to do a cranium map blind. You'll probably rage quit. It stopped me for two years and I've only just finished the set today after having owned it for over 20 years. So, this is another casual gem-matching game, and the basic mechanics of the game are perfectly fine. Nothing spectacular or innovative about it, but reasonably competent. If this was it, and it didn't have its game breaking bugs (see below), I'd have given the game a thumbs up. Not a very enthusiastic thumbs up, but still a thumbs up.

What ruins things for me with the game are two things. First of all, bugs. Or rather, *a* bug. On multiple occasions, when just having finishing a level, and in fact while the *Level complete!* message is dropping down from the top of the game, it just stops. It's not frozen, per se, because the animations of gems etc keep running happily, but the message stops in the middle of falling, and then nothing more happens. Fine, you say - I accidentally hit the pause key or something - and the first time around, this is what I thought, too. Except, the keyboard was nowhere near me at the time. And nothing I could think of to do would make the game resume. Eventually, I ended up having to kill it.

Sure, I can re-start the game, redo the level and be on my way, but it's annoying. When it happens again, and again, and again, it goes beyond annoying, however.

The second thing that ruins thing for me is... the story. Now, a game like this doesn't really need a story. It's abstract enough that trying to fit the game play into a narrative is going to be contrived, at best, but I have to agree that one or two similar games have managed to integrate a story of sorts in ways that not only doesn't detract from the game, but actually add to it in a small way.

This, however, is not one of them. While it is possible, and not too time and click-consuming to get past the story elements, they feel decidedly "*glued on*" and redundant, and as you advance through levels, more and more of an annoyance. Then, at some point, they just stop, as if the developers, too, figured that they added nothing and just were something people would click past without caring about. A speed bump, if you will. After this, the story makes intermittent returns, but those just serve to underline how redundant and detached from the actual game the story really is.

So, in conclusion - the actual core game is OK, but seeing as how there are tons of similar games out there that both implement the core game better (and without game breaking bugs), as well as provide a better context for the game, there really is no compelling reason to bother with this one.. Rebounding bullets, it's not bad, just no one to play with, so you're only competing against bots.. Bounce....this game is ADDICTING as hell. Honestly I bought it because I wanted to play more Portal and this was the closest thing I could find for puzzles. This game is great and you actually have to use your brain a bit to get the ball from point A to point B. Try it out you won't be let down!. Lots of fun! But a bit short.

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