Heroes In The Sky-Origin Download 2019

Download ->>->>->> http://bit.ly/2NSWh9U

About This Game

★ Occupation War
- You can play a massive occupation war of the Axis and Allied forces.
- European War Area
- Pacific War Area
- North Africa War Area
- Surprise and counterattack
- Strategic combat
- Reducing enemy ace by attacking beginners - Deception trick
- A variety of buffs are activated on the forces as a result of occupation wars.

★ Event Occupation War (EU vs US, Korea vs Japan etc)
- It is an unconventional occupation war.
- This is done in a specially designed field.
- Depending on the outcome of the occupation war, the named item will be paid as a special reward.

★ Mission
- More than 500 actual historical missions are available.
- You can play with other players in real time in historical battle.
- Intrusion mode: You can play CoOp with another user in the ongoing mission.
- Real-time large-scale flight

★ Over 500 fighters, bombers, AWACS
- More than 500 fighter aircraft were prepared.
- Actual fighter from 1940 to 2020
- Fighter (speed fighter, attack fighter)
- Bomber (heavy bomber, dive bomber)
- AWACS (aggressive fighter, healer fighter)
- You can grow a fighter.
- You can decorate your fighter with various decals.

★ Skill
- You can use a variety of different skills for different fighters, bombers, and AWACS.
- You can grow your skills.
- You can use special skills of the guild.

★ Quest
- More than 3,000 quests are available.
- Quest patterns and rewards are different for each NPC.
- You can only get skill points in quests.

★ Item
- Weapons (guns, machine guns, guns, bombs, rockets, missiles, torpedoes, aerial torpedoes)
- Equipment (engine, propeller, glove)
- Decal
- We can collect weapons and equipment.
- You can grow and strengthen the item.
- When you grow an item, various options are created.

★ Party
- You can party with other users to enjoy real-time missions, raids, PVP, and occupation wars.
- Party play gives you more rewards.

★ Guild
- You can create a guild or join.
- You can use special items and skills that are supported by guilds.
- There are items sold only in the guild.
- There are items in the guild that can be purchased cheaper than the general shop.
- Guild skill can be equipped.
- You can develop your skills through guild growth.

★ Medal
- Various medals can be collected.
- You can use various buffs for each medal.
- Medal title can be used.

★ Town
- You can boast your plane and items in the town.

- You can conduct live events through donations.

Title: Heroes in the Sky-Origin
Genre: Action, Casual, Free to Play, Indie, RPG, Simulation, Strategy
Developer:
GameUS Inc
Publisher:
GameUS Inc
Release Date: 4 Jan, 2019

 b4d347fde0

Minimum:

OS: Windows XP, Vista

Processor: Intel Pentium4 2.4, AMD 2500+

Memory: 1 GB RAM

Graphics: Geforce FX5600, ATI Radeon 9600

Storage: 400 MB available space

English,French,German,Japanese,Korean,Simplified Chinese,Traditional
Chinese,Italian,Arabic,Dutch,Finnish,Hungarian,Polish,Portuguese,Russian,Swedish,Thai,Turkish,Vietnamese

It's not bad, but it's not good. the controls are crude as compared to the mouse move in games like war thunder or world of warplanes and its also pretty ugly compared to those games and has little variation in aircraft. wouldnt recommend.. Welp. It's got a horrible translation, messy interface, stiff controls and utterly brainless gameplay where you just hold down the fire button and don't even worry about aiming as the hitboxes are mighty generous.

Most missions take about a minute or two to beat, and typically just involve you vs. an entire cluster of aircraft you'll breeze through with usually about one burst of your machine guns. Sometimes mission enemy spawns don't even work, and you need to restart. A lot of the mission design is nonsensical eg. destroy these radars then blow up those exact same radars in the exact same place you blew them up again for a second time, within the same mission. Although the (often incomprehensible) briefling lady tells you these radars are "anti-air guns" for the second bout of bombing, they're extremely clearly still the exact same radar sites you blew up a second ago and are even identified as radars in the quest kill counters and on their targeting info. Another example is the Battle of London mission, where you blow up the Parliament House and then may opt to blow it up again when it immediately restores itself a second later, again within the same mission. While the idea that you can select branches for sub-missions adds to replayability of these missions (as indeed most "quests" involve just replaying the same ones over 2 or 3 times), certain branches appear to be non-functional or just a choice on what you want more of to fight eg. do you want to fight 14 Spitfires or 14 B-17s? Both, again, tend to go down in a single burst of machine gun fire anyway, so the decision doesn't make that much of a difference.

I haven't been able to try out proper PVP, but I have been able to conquer just about the entire world for the Axis in PVP. Let me explain. In the store page's first and foremost listed, most vaunted feature of the "Occupation War", you vye over particular territories on three main maps (Europe, Pacific, and North Africa) in online PvP. Theoretically. Except you yourself can travel to any of these territories and just take them. There's no cooldown, there's no NPC opposition if players aren't there (and they aren't; game is dead on arrival.) There's just empty maps and nothing standing between you and victory but some patience. I'd just trigger an "invasion", minimize my game window and then go do something else until the timer expired and the battle was "won." With enough time, I ended up not only painting all these of these maps near fully Axis red (with the exception of the Allied base camps, which I cannot seem to seize for whatever reason), but am now top of the score board for my faction. Also got enough tech points from my peaceful journey of world conquest that I went from Bf-109s and He-100s to jet fighters, which is nice. Gud game design.

I won't even bother to go into how it's just a lazy port of a mobile game also. That's pretty much self-evident.

I guess the long and short of it is that it kind of sucks a lot. Has a pretty nice roster of aircraft, though. That's at least a single thing that can be said in its favour. You can find flash games more fun and more thoughtfully put together than this.