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About This Content

Developed in the years immediately following World War II, the MiG-15bis was a first-generation jet fighter designed by the Mikoyan-Gurevich design bureau of the Soviet Union. The MiG-15bis is a single engine, swept-wing jet that saw over 15,000 copies produced. The MiG-15 gained fame in the skies over Korea where it battled the F-86 Sabre and other allied aircraft. It proved an excellent match to the Sabre, and it often came down to the skill of the pilot that determined who made it home and who was left dangling from a parachute. Having an excellent thrust-to-weight ratio and good climbing characteristics, the MiG-15bis was also armed with two NR-23 23mm cannons and a single, powerful N-37 37mm cannon. Not surprisingly, it is considered by many as one of the deadliest fighters of the era.

Key Features of the DCS: MiG-15bis:

- Unmatched flight physics that allow you to truly feel what it's like to fly this legend of the USSR.

- Highly detailed, six-degrees-of-freedom (6 DOF) cockpit.

- Interact with cockpit controls with your mouse.

- Accurate MiG-15bis model, country markings, and weapons.

- Detailed modelling the MiG-15bis instruments, weapons, engine, radios, fuel, and electrical systems.

- Battle DCS: F-86F Sabre's in single and multiplayer games.

Title: DCS: MiG-15Bis
Genre: Simulation
Developer:
Belsimtek
Publisher:
The Fighter Collection, Eagle Dynamics SA
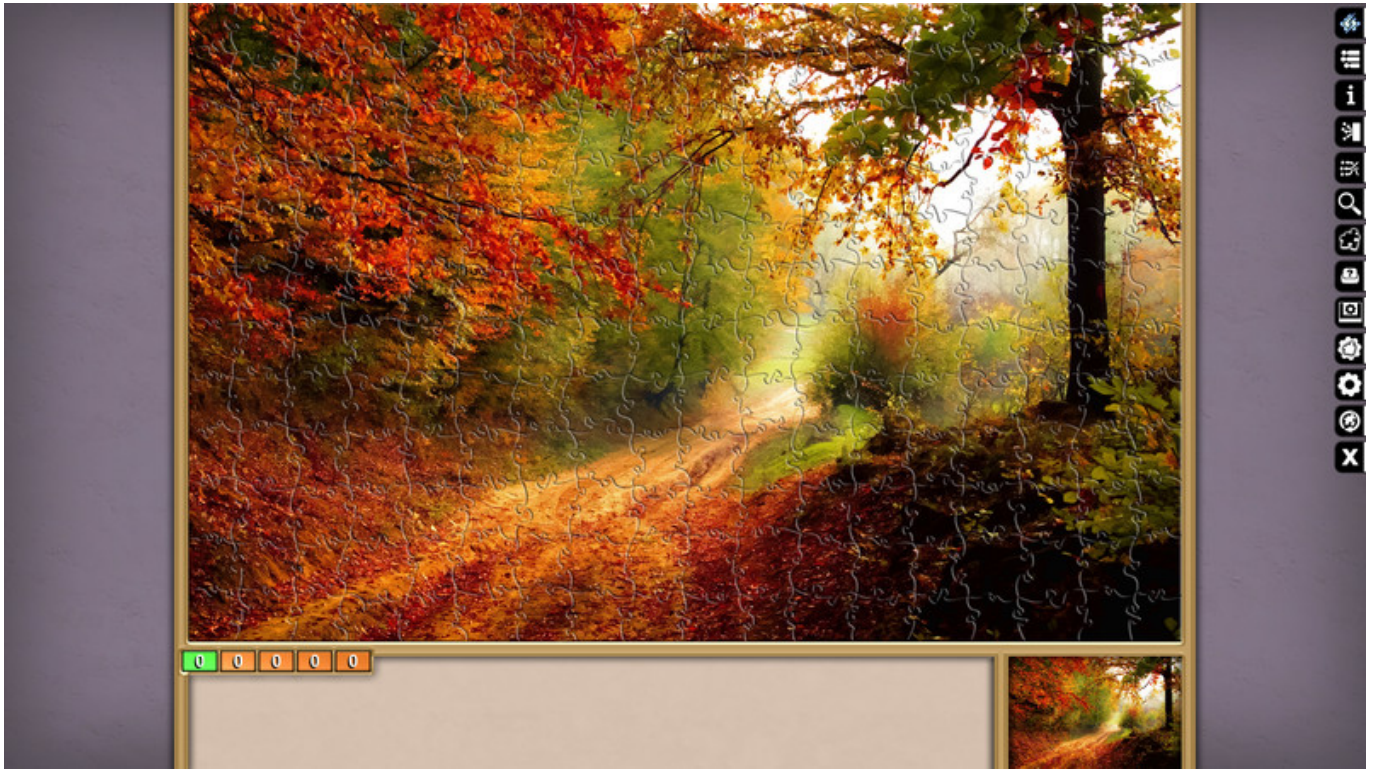Release Date: 13 Mar, 2015

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

English,German,Russian,Czech

Game is overhyped. Even though the concept is fun, developer has been lazy and isn't able to solve a simple issue of centering in the game's VR environment.

Play area is ignored and recentering is not working. If you don't have a quest or actually huge room-scale, this game is a pain to play. I am requesting a refund. There are much better action titles out there that deserve my money like robo recall and arizona sunshine.. Sure it's worth the price. Withous this Beat Hazard isn't full.. Nice game with a lot of customization. Really meaty gameplay.. Interesting premise but it crashes frequently enough that I can't really get into it.. The addition of licenced vehicles is a welcome addition to CMS. Big thanks to the developers for continuing to update the game and add content!

https:\/\/youtu.be\/iyxd_gj6Jmg. Abandonware, game got no updates in 9 months and no dev lifesign

Nice paint job

10\/10. Crimson Room: Decade is the return of the popular flash escape room game: Crimson Room. Returning to the place after 10 years, there are still some secrets unsolved. While plenty of love was given to the flash game, it seems like the same doesn't apply for the recent version.

Graphics:
I love the atmosphere of the game and the details of the items. There are a few problems I have with it, however. One thing is because of the ways items are placed or scattered, it can affect movement. For example, the drawer on the floor and opening the drawer. The delay of closing and opening and picking up moves the character, which I will get into detail on controls. The way some items are hidden, like the bed lump at the beginning and the pencil at the end, makes it very hard to spot. Later on in the game, it seems like some scenes and items were thrown together in haste...literally...

Controls:
ASWD to move, right click to look at the item you're holding, left click to inspect an item, shift to crouch. The controls are slow and delayed. As mentioned in graphics, sometimes the items force you to move to the side or back. Sometimes, you can barely maneuver in the room when stuff is on the floor, which feels like an obstacle course.

Story:
You play as a frenchman, who is investigating the Crimson Room once again while leaving his pregnant wife back at home. The notes hint his relationships with the captain and crew with suspicions of brainwashing and such.

Gameplay:
I hate to say the gameplay is a bit infuriating. As stated before in graphics, some items are hard to find. One instance that I got ticked off was figuring out how to wipe the numbers clean. Well, obviously I have to cut the curtain and put it in the water. Nope. I had to make the safe numbers say that I have to clean it in order to first cut the curtain. Why do we need a prompt for something so obvious? Some cases are the same with other items and actions, which makes the game hard to figure out. Another thing is items spawn in the dark drawer only when the light is shine. It's common sense sometimes to reach out or squint in the dark, but in this case...apparently not. I can understand a flash game...but a 3d game?

Music:
I love the music used throughout in the game, except for the ending them...which I felt it took a sudden turn on the type of song and notes. Otherwise, great music you can get into.

Overall:
I remembered Crimson Room fondly. It was something to play and fool with in spare time and something enjoyable. I was stoked when I found out about Crimson Room: Decade. However, I was disappointed after I played it. While the music was good and it did try to stay close to the original, it just didn't catch up to the present day games. With stiff controls, graphics interfering with movement, and some graphics cheaply made, Crimson Room: Decade should have added a few more years to prepare itself to come back. If there is a good sale (if it's under 4$), I'd say it's worth getting. Otherwise, it's not worth the $10 price tag.

Pros:
-Great music (except for the ending).
-Atmosphere staying true to the original and to present-day games.

???:
-Graphics (some parts are good. some parts are cheap.)

Cons:
-Stiff and slow controls.
-Objects interfere with movement and can get you stuck for a bit sometimes.
-You have to keep inspecting the same thing for some things over and over in order to progress.. it would be nice if i could download it. i love the skins. Most of the game at first is comprised with you spending more time making the correct ship for a

short puzzle. Although you could say that the puzzle itself is part of how you build the ship, it can be a little irritating at times when you have to frequently swap your parts every now and then. The music fits and the physics of the game are incredibly tight. There is replayability in the form of time attack mode and of course, collecting all the parts of the ship.

It's a fairly short game but do give this game a chance as I did because it might surprise you!. First I see a ton of potenial for this game. The horse riding experiance was great.
I see several areas for improvement but this is just a demo and the release could be aways out.
I do like the experiance with the game and what is trying to do.
If done right this could be a very good game.

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