Tower!3D Pro - KPHX Airport Download]

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About This Content

Tower!3D Pro - KPHX airport is an add-on airport for Tower!3D Pro giving you an additional airport for your controlling challenge. With it's two short runways this airport will give you a unique experience requiring some precise controlling skills.

Phoenix Sky Harbor International Airport is a civil/military public airport 3 miles southeast of downtown Phoenix. IATA:PHX, ICAO:KPHX. It the 11th busiest airport in the USA and 29th worldwide.

It handles more than 1200 aircraft operations a day. It has 3 terminals and 126 aircraft gates.

Air traffic control tower began operations on January 14, 2007.

This is among the tallest control tower in North America.

Title: Tower!3D Pro - KPHX airport
Genre: Indie, Simulation
Developer:
FeelThere
Publisher:
FeelThere
Release Date: 14 Dec, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: 64 bit Windows 7 Pro / 8 / 10
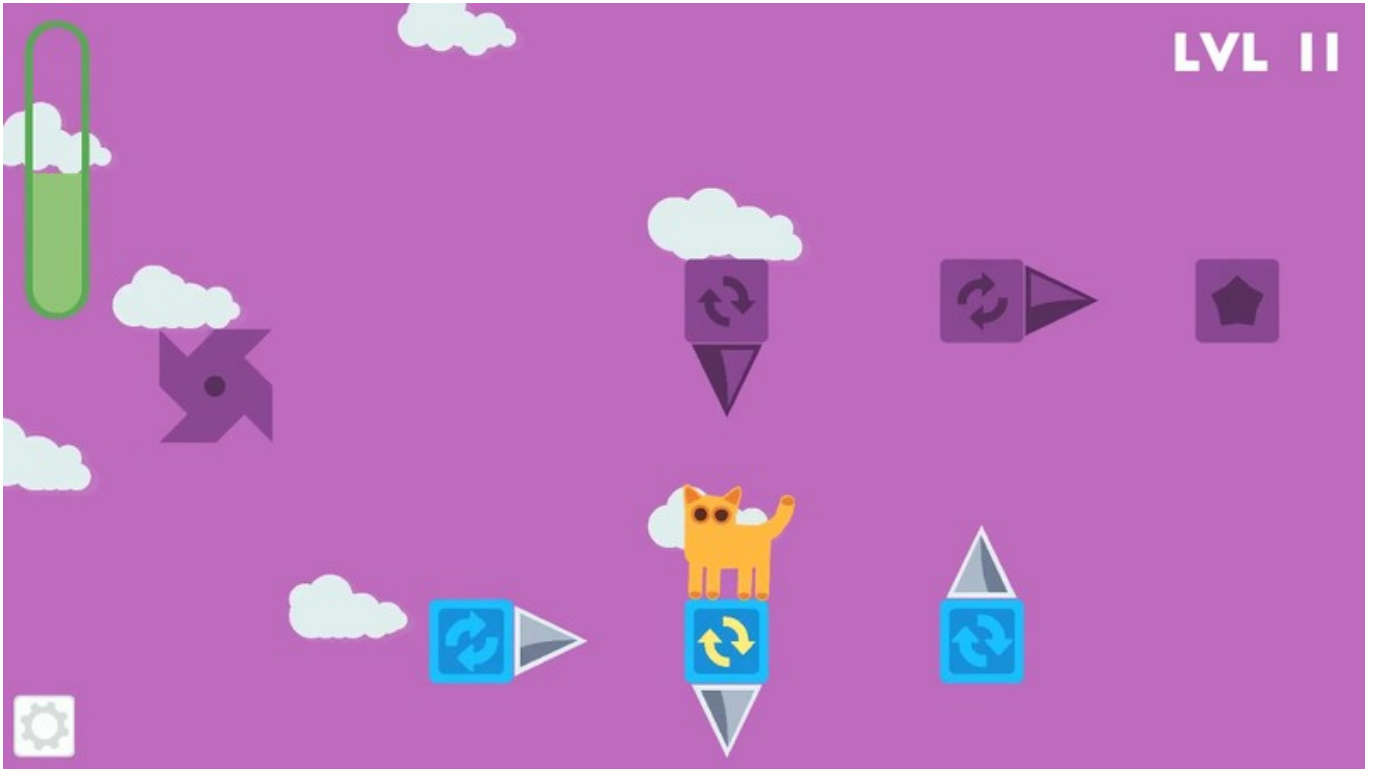
Processor: 1.2 GHz

Memory: 4 GB RAM

Graphics: 1GB dedicated video card

Storage: 700 MB available space

Additional Notes: Requires Tower!3D Pro

English

Trauare

"Hahaha... What exactly did you take me for?

Verdict: For me, this game would be a 7/10. Recommended, but wastes a lot of potential.

As a game designer I can see two issues with this game which make it look bad after just a few minutes of play time. But I think one can endure both of them.

First Problem: It's kinda slow unfolding and seems to be very hard. It's old school. Save a lot and try missions more than once if you fail the first time. You got destroyed when you took the left route? Then try the right route or hire merceneries. Don't get demotivated by sudden deaths.

Second Problem: I see and feel a big lack of immersion in this game. I never felt as a part of the game world, nor did I care about the story or characters. That makes the small mistakes in the game machanic even more apparent.

One can definitely have fun with this game, but you have to embrace it's old school style.. I don't mind having not much of an objective when playing a game, but close-to-none is a bit too much, especially when the playability is not on the table and the gameplay so repetitive.. great plot and amazing ending.

I strongly recommend that game :). This game is also known as....squats. man o man....
I think Devs really deserve some props on this one. What a great game. Excellent creativity.

Why is it so many games that are FREE are so much better then games we have to pay for?

BRAVO DEVS BRAVO!!!
and
Thank you!. no one playing it. Good game.
Like snake.
You can earn achievements.
And you can get trading cards.. Zamasu as a Intstructor, what can I say.... I'd recommend the game. It's a decent price for the experience. They did an epic job on the sound which I love and also the attention to detail the put into the foliage movement makes it a lot more intense!

The game does start out slow just as an FYI but it will pick up as you progress within the first 5 minutes or so.

Here's my first time gameplay video:

https:\/\/youtu.be\/tjHY2Q57azw

Very fun game, not that much content, but the jokes and memes is super good, i realy enjoyed it WORTH IT.. Don't know what to make of this one.It does not like my bog standard everybody has one Sidewinder Precision 2 joystick and sort of acknowledges it in set up but not when the game starts.Ok the fault could be mine not the games,I could be missing some vital clue perchance but all my other flying games I can calibrate no problem.Tried it on key board nah not for me... Pity looks like it could be a fair to reasonable game if only the set up wasn't such a hassle.. One of my favorite game soundtracks. Extremely catchy, even the 14-second "UNKNOWN HUG" manages to be worth your time. A real eyecatcher about the soundtrack is the fact that it also contains quite a few awesome wallpapers from one of the game's previous developers (who has since left to work on new projects). Just don't look at the wallpapers too close if you don't know Spooky's backstory yet, because two or three of them can completely spoil the game for you if you haven't found the arcade cabinet easter egg-type thing. Either way, great soundtrack and beautiful wallpapers from a skilled artist. It's also a nice way to donate to the developers if you liked the game so they can stop procrastinating with updates to the HD Renovation.. Granted, at the time that I'm writing this I have very little gametime in, BUT based on what I've experienced so far, the game feels fresh, arcadey, & fun. Unlike most racing games I've seen on Steam that are rooted in modern day reality & are sims, this is fast paced & arcadey, & feels like I'm playing a game like F-Zero with weaponry that, for me, brings Mario Kart or Wpeout to mind. All this being said, if you wanna play a racing game but don't feel like playing a sim, you can't go wrong with this.. REVIEWING PC VERSION
Luna is a really specific piece when taken from the point of view of the PC gamer. It's a game made out of poetry. Because of it, writing of this review wasn't simple. Read further to find out more - TL;DR and conclusion at the very end.

When I was buying this game, there were plenty of reviews concerning the VR version of it but I didn't find any review about the PC version. Therefore, I made a flip-a-coin decision after which I decided to buy the game, even though there were some cons speaking against the purchase: short story, repetitiveness, lack of replaybility, lack of challenge plus no VR experience for which it was made previously and actually no "easter-eggs" or special game concepts in PC version. The price of 10,5 Euros could have been also taken into account by some gamers but when it comes to independent developers, I close my eyes and just buy it.

The game itself is a complete dream, poetry made into the game. It's just a contemplative piece, although there isn't even a single word spoken. The story's still heartmoving somehow as you are playing as the Bird (Nightingale?) finding his way home. The quests are made as puzzle which may be easily solved on the computer. However, cons stated in previous paragraphs still count. Therefore I recommend every PC player to think the purchase twice. The player must know he's a poet in his heart and he didn't come to play this game but to have an aesthetic experience with some interaction. For better experience, it's good to play the game in the evening or during the night which actually helps to achieve the contemplative feeling effectively. If you just want to have solid gameplay experience and aren't interested in poetry of the game at all, just don't buy it (for PC, VR experience may be different but I can't have an opinion on that now).

TL;DR (REVIEWING PC VERSION)
Pros:
+aesthetic experience (but reduced because of NO VR)
+heartmoving story of the Bird when finding his way home
+interesting game concept and environments
(may be added) +independent developers

Cons:
-lack of replaybility
-quest-repetitiveness
-short gameplay
(may be added) - price

As you see, it's very hard to make a conclusion from equal number of pluses and minuses. Nevertheless, personally I recommend this game but only to those who are poets somehow, as I stated before and I still think there may be some poet PC gamers which may be disappointed by the game. Other types of gamers will probably dislike the game as a whole.. VR support with hand tracking would be some next level♥♥♥♥♥

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