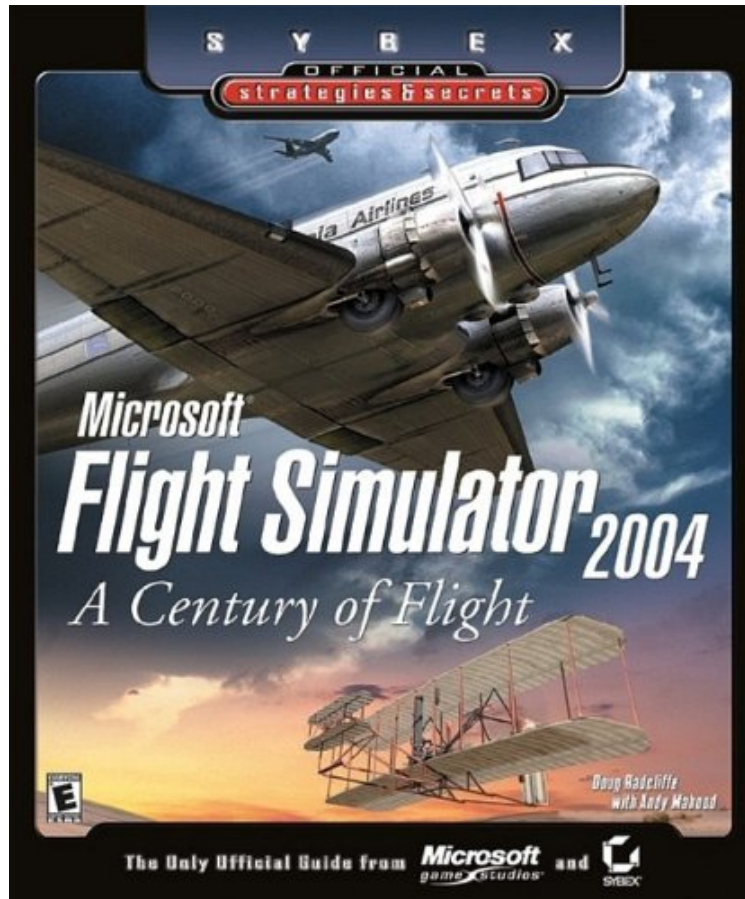


(Free download) Microsoft Flight Simulator 2004: A Century of Flight: Official Strategies Secrets

Microsoft Flight Simulator 2004: A Century of Flight: Official Strategies Secrets

Doug Radcliffe

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Doug Radcliffe : Microsoft Flight Simulator 2004: A Century of Flight: Official Strategies Secrets before purchasing it in order to gauge whether or not it would be worth my time, and all praised Microsoft Flight Simulator 2004: A Century of Flight: Official Strategies Secrets:

0 of 0 people found the following review helpful. Good book for getting your flight feet wet By Rich Duisenberg While it is somewhat dated, Microsoft's Flight Simulator 2004, A Century of Flight, is a good hands on introduction to using the FSX program. I am writing this review in June 2014, and the book is 10 years old, which as we all know is eons ago in the computer world, but it still has a great deal of valuable information about flight and how to use the program. My favorite parts are the challenge flight scenarios the author gives for the reader to try. Several great challenges that teach loads about the actual process of flying and being a pilot in several different situations, from flying a 737-400 to a de Havilland Beaver pilot. Great scenarios. Well worth the money. 0 of 0 people found the following review helpful. Useful reading for simmers. By K. Izzi A big segment of the book contains mere listing of aircraft statistics and performance figures of the stock models that ship with the base installation of FS9, and available from the help section

of the simulator, certainly useful reference but not life threatening. Other chapters include very useful tutorials on navigation and instrument landings which are innovative and cleverly written after a good hands-on experience. That is the most useful part of the book in my humble opinion. It is outdated now and therefore heavily discounted, making it a good investment if you are a serious simmer. 0 of 0 people found the following review helpful. Great reference for flight instruction

By Hos This is a great book, well organized, and provides just enough detail to give you the confidence necessary to start the game and at least appear as if you know what you're doing [inject humor here]. My idea was to familiarize myself with the controls and game features before starting the game, and that has worked so far. I'm building my way up to more complex flights and planes. The only thing I wish was different is the binding. It is bound like a typical glued binder. It would make much more sense to design this so it lays open and flat; spiral bound maybe. Regardless, as a reference it serves its purpose.

Flight Simulator 2004: A Century of Flight lets pilots of all ages and abilities experience history in the cockpit of such famous planes as the Wright Flyer, the Spirit of St. Louis, and the Douglas DC-3. This official strategy guide, written with the full cooperation of Microsoft Game Studios, will help you deepen your knowledge and enjoyment of every aspect of flight, whether you're trying to land that Comet in a crosswind or request take-off clearance from ATC so you can get that 737 full of passengers to Chicago on time. Inside you'll find: Detailed specifications, statistics and flying tips for all the historical and modern aircraft. Exciting flight challenges so you can apply concepts and techniques, such as difficult navigation and approach procedures. Thorough coverage of all flight aspects, from taxi and takeoff, to in-flight navigation, to approaches and landings. Fun role-playing scenarios that let you become a bush pilot, airline pilot, or aerobatic pilot. Details on the Flight Simulator community, with dozens of great add-ons and Internet resources. Exclusive designer tips straight from the Microsoft's Flight Simulator 2004 team.

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About the Author Doug Radcliffe is one of the most respected authors in the business, having written acclaimed guides for high-profile games such as MechWarrior 4 and Age II: Conquerors Expansion.