ILÂ¤2 Sturmovik demo

Saturday 22 August 2009 05:41

I think the most time I spend flying around in a game was in Elite. The difference with earthly second world war flying is that there is gravity and it's nearby big planet to fly into. Like Elite it probably takes a while to get the hang of it, but even in the beginning it wasn't as frustrating as Blazing Angels. My issue with in–game flying is that I easily loose track of what's up or down and orientationally I don't know what I'm doing. The whole 3D stuff is then mapped to using the controls to move your crosshairs over your screen onto a target and the connection with flying a plane is lost. And that's sad because Sturmovik is really about flying planes, using gravity and other details of combat in the sky. And it looks great. So that's a good combination to fit any learning on a nice curve.

by Roland van Ipenburg http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/08/22/il–2–sturmovik–demo/