
Squadron: Sky Guardians Download For Pc [Ativador]



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About This Game

“Squadron: Sky Guardians” has been designed in three stages at different time periods (1942, 1981, and 2016, respectively) in the combat flight simulator genre. In 1942, following the invasion of the Allied Forces to Iran during the World War II, USSR and Britain entered the northern and southern borders of Iran, respectively, and advanced into the country. The pilot’s duty is to defend the borders, protect the domestic facilities and support friendly forces. In the second stage (the Iran-Iraq War), the invasion of Iraq to Iran in 1984 leads to a number of flight missions to oppose the enemy forces from advancing into the southern and southwestern borders of country. In 2016, in the final stage, a number of terrorist acts take place in religious cities of Karbala and Samarra by ISIS and the mission is to fly border patrols and identification, defend the country, and to cover the Iraqi forces.

Game features:

- 1-Combat flight simulator through an arcade controller
- 2-An intriguing story at three historical periods (1942, 1981, and 2016)
- 3-More than 10 minutes of documentary narration of historical events
- 4-25 minutes of exclusive music
- 5-10 specific missions
- 6-Attractive graphics and simulation of distinct locations
- 7-Control of classic propeller-driven aircrafts (F-04 and F-14) in World War II
- 8-More than 2 hours of gameplay

Title: Squadron: Sky Guardians
Genre: Action, Indie, Simulation
Developer:
RSK Entertainment
Publisher:
Strategy First
Release Date: 14 Jul, 2017

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Minimum:

OS: Windows 7/8/10

Processor: 2.8 GHz (dual Core) processor or higher

Memory: 2 GB RAM

Graphics: NVIDIA GeForce GTX 730, ATI Radeon 6650 or equivalent card with at least 512 MB VRAM

DirectX: Version 9.0c

Storage: 2 GB available space

English

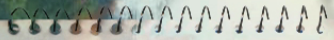




30 APRIL 1983 - TEHRAN

My fellow pilots, all patriots have always dreamed of defending the motherland. Iran is the holiest word for us. However, be aware that patriotism and fighting for one's country are impossible with incompetence and agitation. In order to be prepared to fight for this cause, the first principle is learning the foundations of flight and the capabilities of your aircraft. I am here to help you learn the foundations of flight, so that you will be ready to fly at the right time. Always keep in mind that the key to a successful mission is trust in God, courage, and skill.

Therefore, fly skillfully.



25 AUGUST 1941 - NORTHERN COAST OF IRAN

After only an hour of Allied attack, Russian bombers ruthlessly bombed Northern cities with the aim of invading Iran and terrorizing people and the Pahlavi government. With a bloody massacre and irreparable destruction, they hoped to force Reza Pahlavi to surrender; an aim easily fulfilled in a matter of days with Reza Khan's resignation and the transfer of power to Mohammad Reza Pahlavi. The presence of Soviet forces in the North of Iran lasted until after the end of World War II, when it was finally ended with Iran's complaint to the United Nations.

An interesting game with nice graphic and real historical story from ww2.

According to an indie game flight controls and gameplay is acceptable and fun.

Good graphic and game runs full HD with 60 fps smoothly although there are a few environmental models but its ok considering its price and an indie team.

I like level music\u2019s and generally I enjoyed the game and worth the price.

If you want a low price Action combat fighting game buy this one.

. I like the idea of the Iranian planes, however I 've played thousands of games and this one by far has the worst controls I have ever seen. Graphics average. Music boring. User XP is very bad. Allies and enemies have similar rectangle colors. Sometimes you don't see the aim. You can't lock from far away and you have to get really close. The time window to lock an enemy is just a few ms. The chance to lock an enemy gets even smaller with the high sensitivity of the controls (which can NOT be adjusted). I wouldn't recommend this game to anyone unless they've been paid to play it.. terrible. you can't even customize joystick movement sensitivity. Definitely an amateur using unity or unreal or something of the sorts. the training mission does not save progress. the guide also can't tell the difference between bullets and missles.. An interesting game with nice graphic and real historical story from ww2.

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. Game is not a simulation at all, and not even enjoyable as an arcade at all.

The controls are very confusing. you can not control the speed/acceleration, it is fixed at spesific speeds for different aircrafts. the HUD does not indicate distance, and even with the simple crosshair, it is not where your gunfire ends up! missile lock is hard and plain wierd! you have to fix the small crosshair on the target! map does not indicate anything (hight, heading, relative distance)

Bought the game to support the developers and check the story. all in all the I do not recommend it.. Game is not a simulation at all, and not even enjoyable as an arcade at all.

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