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Microsoft® Combat Flight Simulator 2: WW II Pacific Theater: Inside Moves (EU-Inside Moves)



Synopsis

Thank your lucky stars that MICROSOFT COMBAT FLIGHT SIMULATOR 2: WWII PACIFIC THEATER: INSIDE MOVES is on your side. This essential flight-survival guide gives you the advanced tips, tactics, strategies, and advice you need to survive this furiously realistic simulation. You get memoir-style sidebars about the deadly air war in the Pacific, plus vital details about its environment and terrain, aircraft, airfields, and carriers. You get in-depth information about combat flight school, how to play the game over a network, and how to customize planes, missions, and scenery. And the "Enemy Order of Battle" foldout gives you diagrams of the key combat aircraft used by both sides in the Pacific so that you can quickly see who's on your side in the heat of battle.

Book Information

Series: EU-Inside Moves

Paperback: 336 pages

Publisher: Microsoft Press; 1 edition (November 11, 2000)

Language: English

ISBN-10: 0735611769

ISBN-13: 978-0735611764

Product Dimensions: 7.4 x 1 x 9.2 inches

Shipping Weight: 1.7 pounds (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars 10 customer reviews

Best Sellers Rank: #2,755,646 in Books (See Top 100 in Books) #49 in Books > Science Fiction & Fantasy > Gaming > Strategy #2290 in Books > Computers & Technology > Games & Strategy Guides > Strategy Guides #4418 in Books > Computers & Technology > Programming > Graphics & Multimedia

Customer Reviews

author bio coming soon

The book is an excellent step-by-step overview of the flight simulator software. It provides a great deal of information on the individual aircraft, their performance and limitations and offers suggestions on how best to use their advantages in combat. There is a section that provides the user with the rules that the "Enemy" aircraft fly by under computer software control. It's like looking into the mind of the opponent that you are flying against. The book I purchased was used and in good

condition. I found many passages highlighted and was surprised at how often I thought to myself that those sections were exactly the ones I would have marked. The index is quite good and helps you find information quickly. The one shortcoming with the book is in the graphics or screen shots. They are not as clear as one would like and in many cases, you can not see the details that the author is trying to point out. I expect that this is a limitation of the size of the graphic and the printing process. Regardless, the text is understandable enough to guide you through the steps that will lead you to a solution. The graphics displayed when the software is run are exceptionally clear and crisp so you can bounce back and forth between the book and the software and see exactly what the author was trying to explain. I found the book to be a great reference guide to the software. The used condition of the book in no way decreased its value to me.

nice

I actually ordered the item by mistake, which was my fault,. It turned out to be a very happy mistake, I enjoy the book & history contained within. I have no regrets, the service was great, not a mark on the book. I only wish all my mistakes turned out as well. Thanks

microsoft puts together a nice game in combat flight simulator fun to play and many options . the book is detailed and has a tremendous information but for ww flight simulators il 2 offers a lot more

CFS2: WW II Pacific Theater is a very informative addition to CFS2. I recommend it highly. I have some experience with CFS2 and have studied the tactics and plane specs closely. I found CFS2: WWII Pacific Theater very informative. The author is a pilot and obviously has a great deal of knowledge and insight on the tactics he describes. I only wish chapter 7, Combat Maneuvers and Aerobatics, had more depth. Chapter 5, Takeoffs, Landings and Advanced Flying goes into great depth including several demonstrations of concepts that you can fly through. If the same depth had been given to the Combat Maneuvers chapter the book would have been unbelievable. As it stands the Overhead Attack and High Side Attack merit only one short paragraph. I find these two maneuvers of particular usefulness and the lack of analysis is a letdown. Another area where the book is somewhat a letdown is in "tweaking" CFS2. The book flatly states you can not fly AI aircraft. This simply is not true - you only have to make a minor modification to add these wonderful aircraft to your inventory. Still the author devotes a good deal of attention to these aircraft and if you choose to fly them you will find good advice in the book. I just wish the author had devoted some time to the

tweaks in CFS2. If you play CFS2 you simply must have this book. Even with its shortcomings it's well worth the price.

Of all the Microsoft Combat Flight Simulator Games, this one is my favorite. The graphics are very nice and the variety of aircraft is good as well. I'd highly recommend someone buying this game have a good graphics card and plenty of RAM on hand as it will take it all for you to fully enjoy the game. On my old Dell computer running XP with 512 MB of RAM, the game wouldn't load due to the lack of RAM. Some of the missions can be really challenging, so get ready. If your computer's up to snuff, you'll like this game.

I first got a copy of this manual in 2000, and have never since found any literature that comes close to being as complete as this. If you're buying CFS2 in 2013, you probably were frozen in ice during the first decade of the new millennium, but I would still recommend it for anyone interested in learning advanced pilot skills for WWII simulation fighters, even in new games such as DCS P-51 mustang.

This is my favorite Combat Flight Sim. Considering the graphics technology when this sim was introduced, it is excellent. Scenery is accurate. Aircraft are a little "fuzzy" looking. The ships and carriers need to look more realistic. Combat is fun. In the manual, advice on how to handle dogfights is given by fighter Ace Joe Foss and a few Japanese pilots of the time. Flying this sim enticed me to read Greg "Pappy" Boyington's book, THE BLACK SHEEP. Carrier landings are challenging. It's a good sim, buy it.

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