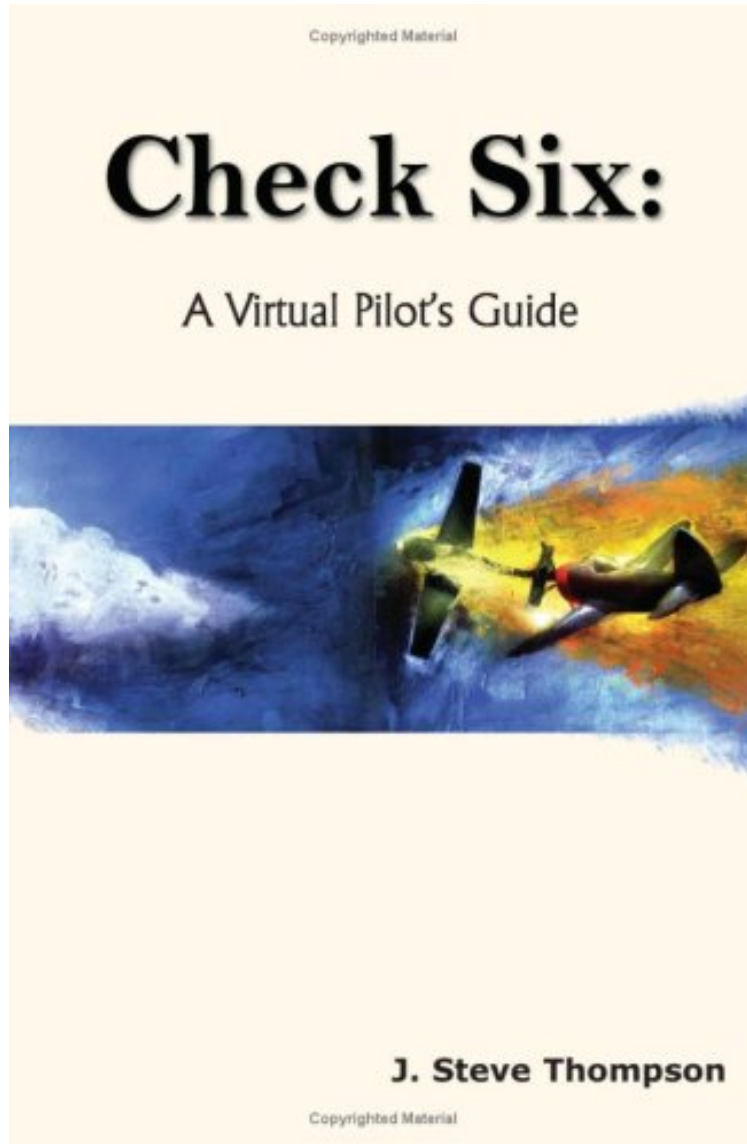


(Ebook pdf) Check Six: A Virtual Pilot's Guide

Check Six: A Virtual Pilot's Guide

J. Steve Thompson

*audiobook / *ebooks / Download PDF / ePub / DOC*



[Download](#)

[Read Online](#)

#2608797 in Books AuthorHouse 2004-07-19Original language:EnglishPDF # 1 9.00 x .48 x 6.00l, .66 #File Name: 1418451932192 pages | File size: 29.Mb

J. Steve Thompson : Check Six: A Virtual Pilot's Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Check Six: A Virtual Pilot's Guide:

5 of 5 people found the following review helpful. Easy Read, Informative, But Needs More PicsBy Oberst Kurt SteinerI'd like to give this book a 3.5. It has some excellent good for virtual ace wannabees. The text is easy to read, isn't overly thick and, mercifully, the pictures/figures referred to in a given passage are actually located next to said passage (you don't know how much I hate when diagrams are three + pages away from passage describing them.) . The

only real problems/things I found lacking are 1) there really aren't enough photos and diagrams 2) the book is a little lacking so far as team/formation tactics go. Supplemented with some studious youtube footage and possibly In Pursuit: A Pilot's Guide to Online Air Combat and you will be off to an excellent start. I do not regret buying/reading the book as it was informative and an easy read. 0 of 0 people found the following review helpful. Not very fancy, but a worthy addition. By Cheesy V. Panini While it might not stand out among the other works, this is definitely worth reading if you're moving to the intermediate phase. Situated somewhere between Air Combat Manoeuvres: The Technique and History of Air Fighting for Flight Simulation and In Pursuit: A Pilot's Guide to Online Air Combat when it comes to level of skill, Check Six looks at several of the topics found in the other works from a slightly different perspective, allowing you to glean a bit more from something you may have thought you had licked. ...or had you licked.

Welcome to the Wild Blue Skies of Virtual Aerial Combat. The purpose of this book is to help you, the new gamer, with the steep learning curve found in flight simulations. The chapters are designed to help you choose the hardware and the controllers needed to fly and introduce the basic maneuvers and tactics used in aerial combat. This book is not the last word on aerial combat simulations. The genre is changing and expanding too fast for anyone to do that. The subjects covered here are common between all Sims but it is the gamer's own desire to learn and excel that will propel him to higher plateaus of excellence. Pilots fly these simulations for a wide range of reasons. Some are drawn to the era or the aircraft. Others are attracted to the virtual squadrons. Some recreate the great air battles of history and still others are here for the intense competition of man vs. man combat. The community is composed of people from all walks of life and levels of skill. Most of the players are male but there are ladies flying too ? Hint! The women are dangerous. Do not take them for granted. Remember, the most skilled opponent you face started at the same level as you. He had to learn the lessons presented here the hard way. Whatever reason brought you here, welcome.

About the Author J. Steve Thompson started his involvement with aviation simulations with the Apple II e in the early '80s. In 1996 he was introduced to the world of online simulations with an early version of Warbirds. He has since accumulated over 6,000 hours of online flight time and served three years as a trainer for Warbirds. His peers in the training staff elected him 'Trainer of the Year' in 2001.