



THE GAME

Landing on a flight deck is one of the most difficult things a navy pilot will ever do. The flight deck only has about 500 feet (about 150 meters) of runway space for landing planes, which isn't nearly enough for the heavy, high-speed jets F/A-18 Hornet. Like a Top-Gun pilot enjoy afterburner, tonneau, loop. You will be the pilot of F/A-18 Hornet and F-14 Tomcat aircraft flying in virtual environments with a stunning graphic. You will have the possibility to see again your performances with 20 seconds REPLAY function with the possibility of changing the point of view switching between several cameras and immediately share personal screenshots on Facebook and Twitter!

And when you will reach your best score let share it in the GameCenter. For a worldwide challenge! Happy landing!

Includes:

- Multi-camera replay function.
- Missions: Gameplay Engine with six different missions. Enjoy Start your flight from carrier, learn to land on the ground airbase, go for patrol and photo reconnaissance.
- Carrier/Airbase landing with advanced weather conditions settings (wind, rain, fog) and different scenarios (day, dawn, overcast, night).
- Comprehensive Tutorials.
- Free flight mode.
- Multi-touch controls.
- F/A-18 Hornet and F-14 Tomcat cockpit view mode.
- I.F.L.O.L.S. approaching system.
- Controls Simulation mode.



A new realease for a real experience

The flight Simulator's iOS compatible with iPhone 3GS/4, iPad 1/2, iPod Touch 3rd/4th has been further improved. After having gained the first places in the Apple Store the Ferrari of the flight, the highest flight performance expression, came back for a new landing experience.

The graphic improvement has been realised by F18 Carrier Landing developer, a pilot, after having carefully listened to users requests: to give them not a game, not a simulator, but a new exciting experience with a stunning new graphics and an interface that run perfectly on the new Resolutionary lpad as on Smartphones with iOS and Android operating systems.

The second great news is that the developer chose to give to players a new aircraft, the F-14 Tomcat, a plane we have all seen flying in Top Gun and new game modalities and training tools.

F18 Carrier Landing have improved also tecnical features for a better flight experience (as an exemple the airplane lost of control on the highest altitude is now extremely realistic). Precise flight controls, landing lights, a quality virtual environments that absorbs the user in the game.

A landing experience that the player can live more than one time. With a replay 20 seconds function with the possibility of changing the point of view switching among several cameras and immediatly share personal screenshots on facebook and twitter.



Technical improvements

Multy-camera replay

New realistic controls behaviour mode (simulation mode) allow you to perform every kind of figure

New external camera banking mode

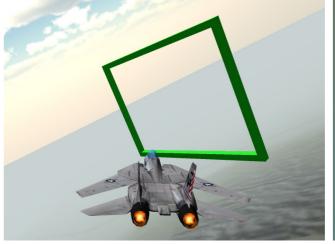
Accurate aircraft performance and behaviour

New scores and trophies modality (medals, honors even)

New and comprehensive tutorials

New training modality and "Rectangles" challenge

New training modality and "Rectangles" challenge







A Social Game for Worldwide Challenge

The new version also evaluates the player performance by assigning a score that can be shared in the Game Center or on social media. For a worldwide challenge!

Lets begin the challenge: players can interact with each other in dedicated Apple platforms and share screenshots of their best landing and their score on Twitter, Facebook.

F18 Carrier Landing assigns also different rewards depending on players achievements.



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