



Paderborn, Saturday, June 27, 2009

Aerosoft is happy to announce its partnership with the developers of latest Air Combat PC Flight Simulator. Aerosoft will be the exclusive European distributor for **Rise Of Flight**. In addition Aerosoft will also release this product in the Middle Eastern and Central Europe markets.

Rise Of Flight is the latest in a long list of PC Flight Simulators featuring air combat over the Western Front during the First World War. Together with the Battle of Britain this era is known as 'the pinnacle of aerial combat'. The best pilots from both sides met in the sky, they were matched equally with machines and conditions not favoring either party. Nothing but the pilot's skill determined the outcome. Flight Simulator fans have always appreciated the simplicity of the aircraft and weapons of this period which allowed the pilots to focus on the dog fight and not on the systems.

The best known aircraft of 1917 and 1918 are included (*Spad 13, Fokker D7, Nieuport 28 and Albatross D5 with more aircraft to be made available later*) and each one modeled in great detail and the simulation of the engines and weapons being highly realistic. The world around you is far from being a static backdrop to your flights. Over 100.000 km² of highly realistic terrain (including Lille, Cambrai, Reims and Verdun) complemented with a sophisticated weather model, which creates a perfect stage from where you will engage the enemy. On the ground you will see the tanks rolling towards the enemy and the trains and trucks that supply to the front line. The front line is marked with trenches, explosions and is a dangerous area because of the anti-aircraft.

After completing the training flights you can also fly a single mission to perfect your skills. The career mode is the next logical step and you will join a squadron and participate in one of several campaigns. Of course an advanced mission builder is included so you can make your own mission and share them with your friends. If you so desire you can fight other pilots on the internet or join one of the many virtual squadrons.

As always, we will support the product with community forums, help documents, game servers and we will also have our very own Aerosoft Squadron that will try to dominate the virtual skies.

Rise of Flight is created by the well acclaimed Moscow game developer [neoqb](#) and is based on the new Digital Nature game engine. The years of development created a true new generation of flight simulation that makes the best use of modern hardware (including TrackIR).

The release of the English boxed version is expected in July 2009, the download version will follow in early August 2009. German and Spanish/French versions will follow later.