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The Ka-50 Black Shark helicopter

[New Flight Sim to Ship Next Year - DCS: Black Shark](#)

The game is being co-developed by studios The Fighter Collection and Eagle Dynamics for PC

Two studios, The Fighter Collection and the Eagle Dynamics, have confirmed that they will be releasing a new PC air combat simulation title in 2008. The game is entitled Digital Combat Simulator: Black Shark (in short DCS: Black Shark). Basically, the game is a simulation of the Russian Ka-50 attack helicopter, set to become the flagship title of this new DCS series. According to the piece up on gamershell.com, DCS: Black Shark follows the success of the Flanker series and Lock On: Modern Air Combat, shifting the focus to introducing one aircraft at a time at a high level of detail. Also confirmed by the two companies is the fact that - following the Ka-50 Black Shark - TFC/Eagle Dynamics will introduce additional aircraft modules to the DCS world like the A-10A Warthog, AH-64A Apache, as well as other aircraft at the same level of detail. Each of these aircrafts will be available at retail outlets and online. Gamers will be able to purchase them as stand-alone simulations or integrated with other modules. Purchasing each aircraft as an add-on at a reduced price for consumers that have already purchased a DCS module is also an option.

Basic features of the DCS:

- Advanced helicopter and ground force AI that creates a realistic combat environment
- Detailed modeling of 330,000 sq km of the western Caucasus region
- Twice the ground detail of previous TFC/Eagle Dynamics simulations
- Head-to-head and cooperative multiplayer
- Powerful mission editor with advanced scripting capability
- Campaign system with a moving front line that depends on mission results

As for the first aircraft to be included in the DCS universe, **the Ka-50 attack helicopter**, it will feature the following, according to the same report:

- Highly-detailed six degrees of freedom cockpit
- Unrivalled flight physics system
- Realistic damage model and system cascade affect
- Mouse-clickable cockpit
- Detailed modeling and control of engine, fuel, hydraulics, electrical, navigation, radio, fire suppression, sensor, and weapon systems (casual game play modes also available)
- Advanced weapon physics for missiles, rockets and cannon rounds including ricochets

Remember - DCS: Black Shark Internally is due out for its PC launch sometime next year, being co-developed by studios The Fighter Collection and Eagle Dynamics. [Here](#)'s the game's official website for more information.