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About This Content

Toposim Western Europe for FSX: Steam Edition provides LOD 11 / 19m Multi-LOD terrain mesh for the whole Western Europe region, improving the accuracy of the default terrain mesh and offering a marked improvement to the landscape profile.

VFR flying has never been more realistic with twice the default terrain elevation detail throughout the coverage area, bringing peaks to a sharp focus, as well as enhancing the subtle undulations of flatter regions.

Please note this pack corrects the default terrain mesh only, and does not include any textures.

This pack includes terrain mesh for the following countries:

- Portuguese Republic
- Azores
- Madeira
- Spain including Balearic Islands
- Principality of Andorra

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- Canary Islands
 - France
 - Corsica
 - Belgium
 - The Netherlands
 - Germany
 - Czech Republic
 - Switzerland
 - Austria
 - Italy including Sicily and Sardinia
 - Malta
 - United Kingdom
 - Isle of Man
 - Ireland

Title: FSX Steam Edition: Toposim Western Europe Add-On

Genre: Simulation

Developer:

Toposim

Publisher:

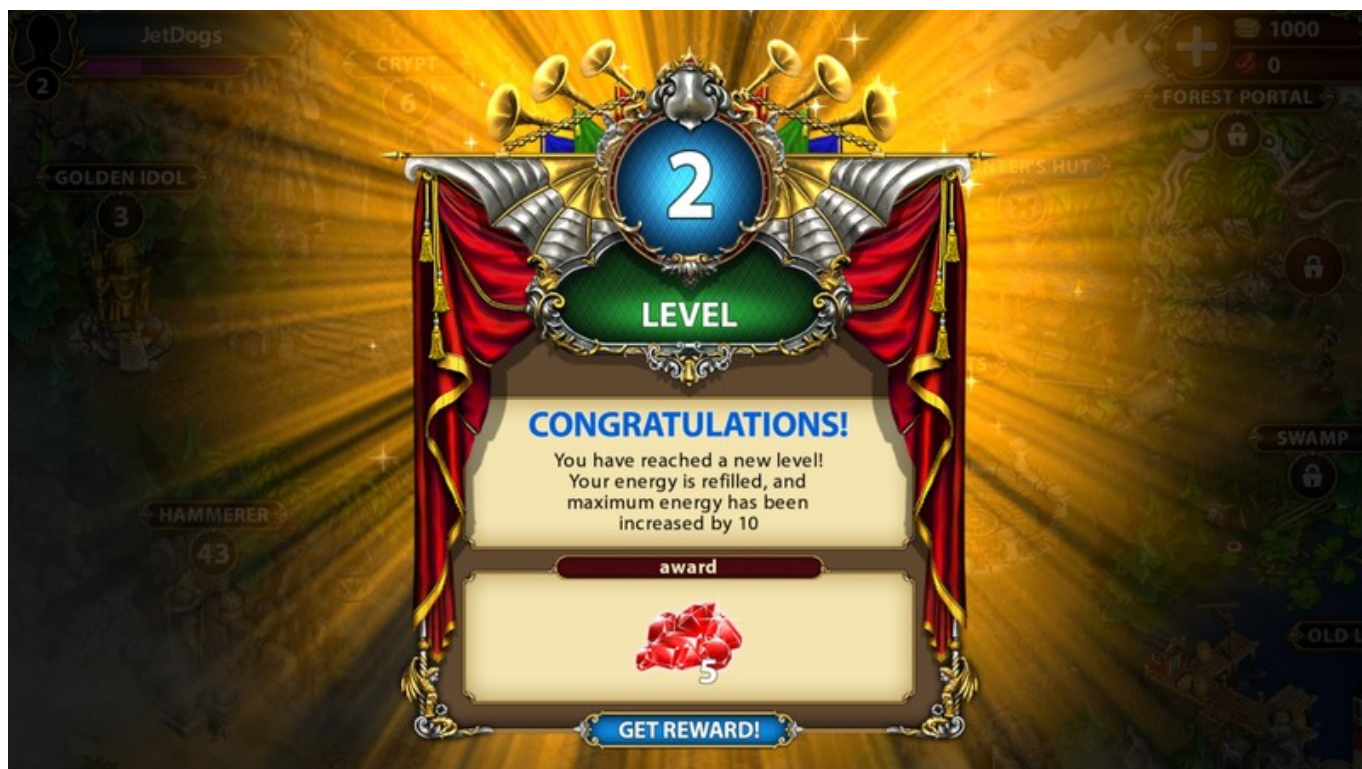
Dovetail Games - Flight

Release Date: 7 Dec, 2016

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English







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Sneak Thief is an amazing game created by a dedicated dev. The game is fun and exciting, and honestly allows for much more intense stealth than I expected. The game encourages a quiet approach, but you're able to attack each level in multiple ways. For example, in the Home Invasion level you can either open the garage with a lever on the side, disable the security alarm, go in through the back door, or wait for the home owner to come home and follow him in. That's just the first, easiest level in the game.

Performance-wise, the game runs decently well with occasional framedrops. I HIGHLY recommend checking the minimum system requirements on the game and compare it to your computer's hardware before your purchase, as the game can be somewhat demanding at times and can even be unplayable if your computer is too 'slow'.

In terms of community interaction (which is important for early access games), the dev constantly checks the forums and responds to questions, contributes to community discussions and posts updates daily. He even releases patches to fix individual's problems, which shows a lot of dedication to his fanbase.

All in all, Sneak Thief is great. It's not too hard and can be breezed through in a few hours, and it doesn't have many amazing features (yet), but it's still damn good. Looking forward to see what this great concept turns into later on down the track..

Game Information

Azkend 2: The World Beneath is a *Match 3* game that was developed and published by 10tons Ltd.

The second chapter of the game's series. Previous installment as follows: "Azkend."

Game Visuals

I want to mention that the visuals in the game are nicely done. The visuals can be adjusted in the game's option menu.

Game Audio

I want to mention that audio for the game is well done. Even though the audio is somewhat simplistic and repetitive. The audio can be adjusted in the game's option menu as well.

Gameplay

There are two game modes to choose from: Challenge and Adventure. Both modes do have a timer.

This is a match 3 game, the objective is rather simple, you have to make matches of three or more of like tokens to clear them from the board. There are several different types of match 3 styles: "Swap;" "Chain" and "Group." The "Swap" style is where you have to switch two tokens either vertically or horizontally. The "Chain" style is where you have to link all the like tokens together that goes in any directions. Such as "Up to Down;" "Left to Right" and "Diagonally." The "Group" style is where a bunch of similar tokens are cleared from the board in one move. The match 3 style that is used in this game is "Chain."

There are sixteen different achievements to unlock from playing the game. Each of these achievements does come with some requirements that need to be completed before they can be unlocked. These are in-game achievements only.

Miscellaneous

There are five different trading cards to collect. The game only drop three of those trading cards. There are several ways to get the rest of the trading cards: Purchased from the Steam's Community Market; Trade with friends; Booster Packs and its' Booster Pack Creator.

Final thoughts: I have found the game enjoyable to a certain extent. The replay value for the game is low. I would recommend this game, but not at the game's full price value.. cheap little time sink.. but

no mouseover tooltips or labels

bugged tutorial

low res art assets. I bought Off Road Drive awhile back, and I can honestly say it's the closest to reality out of all other off roading games I've played. It's awesome, almost as fun as off roading for real. But, it's not without it's flaws. The first one I noticed is that despite it's description there is no snow courses in the entire game. Another is that for game modes you have a choice of career or.. career. While you can go back and replay courses, you can't choose the exact track you want to play on, rather you have to play an entire series of tracks. Oh and I should note that if you lose in the series while replaying it will override your previously clearing it and possibly make trucks you've unlocked unavailable. But the biggest flaw is that the game does not have a free roaming mode, and is abosutely humorless if you try and do anything other than drive on the course in the exact way it wants you to.

I wouldn't have bothered with writing a review if I hadn't noticed that 1c just released a French translation a short while ago, which must mean the developers still care about the game on some level, and perhaps they'll listen to me. Please add a mode where the game doesnt force you back on to the track. Possibly add inverted courses to change it up a bit. And maybe add some snow tracks if the first two things end up being easy fixes. Don't let this game's potential go to waste! :)

TL;DR Game is good if you get into real off roading, but don't expect to have as much freedom as you'd have in an older game like MotorM4x.. Long learning curve ,but worth the time to learn. Good lore + good combat system = good game!

ToA is a game for player who wants challenge. You need to think before each move to make the good one. The graphics are great and the interface is really intuitive. Good job!

Really recommend this underestimated game.

It has 5 levels with a lot of opponents to beat with 3 difficulties, normal, hard and heroic.

Collecting money is needed to buy ingredients for making potions which you can use for example to lower the life of your opponent.

There is also a sort of scrabble board where you can make words with letters you bought in the shop, or sometimes dropped after a battle.

the more words you make on the board, the more your life increases and your energy which you need to use spells

The game looks simple and childish, but it's absolutely a game for adults. Sometimes the opponent makes words I have never heard of and you have to be strategic to win.

This game is really worth the money and gives you a lot of enjoyable hours.. Every time you buy an early access game, it's a bet. Will the game grow to become another good game on steam? Will the devs carry it to the end? Or will it crash and burn? In this case, I lost the bet, which is surprisingly rare. This early access title was dumped into the 'finished' category in the middle of development (maybe a little earlier). It had no reason to be finished, everything is buggy, moreso than your average beta, lots of things unfinished, ect... And that really upsets me. I saw a lot of potential in this, it had some interesting ideas.. rip off of paper mario. Dont buy the full game its garbage.. A cute and well polished little platformer. It's really nice to see the amount of thought that went into creating the levels with many of them including unique mechanics.

It starts off easy, as one would expect, but getting to 100% can be quite a challenge. Still the difficulty never gets completely unfair. Also quite addicting, as I spent much more time in each sitting as I originally planned :P

The dialogs and story have exactly the depth a game of this genre needs xD. It will start up, but it goes to a white screen and stays there for a long, long time

PLZ TELL ME HOW TO FIX IT!!!!!!!!!!!!. I almost hate to write this. I can see Trace Vector being appealing to certain people. I am not one of those people.

Gameplay is a combination of memorization and reflex. As you are shown levels in advance, you can memorize the direction changes necessary during the preview. Or you can rely on reflex, picking your course as you play. You can also perform a combination of the two.

For a game based around fast decision making, the game feels artificially slow. While the section previews allow you to plan your path in advance, they are unskippable and can become annoying. When you add in the other filler of a section title display and the line exploding into particles, it can feel like you are spending as much time not playing the game as playing it.

Direction switching is not instantaneous. If you wait until right before a junction to switch direction, you won't switch direction in time. This can be annoying, particularly if you are relying on reflex.

Levels consist of several sections played back to back. If you fail, or just get bored and quit, you have to start over from the first section no matter how easy it is. Again, this makes the game feel artificially slow. The game is seemingly forgiving in that running into a dead end isn't itself a failure; you simply restart the section with your current fuel. You can force a manual restart as well, again losing spent fuel. But running out of fuel is failure. The whole fuel mechanic feels like more artificial slowness, both in dragging out a run that has crossed into failure and in forcing the game to restart at the first section upon failure.

The game simply feels like a game that wants to be fast, but has a design that repeatedly conflicts with that desire.

As for the music, while other reviewers like it, it does absolutely nothing for me.. Fun as all hell crazy taxi meets THPS bit on the janky side but for that price you can't go wrong.. Good throwback to the original

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