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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

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

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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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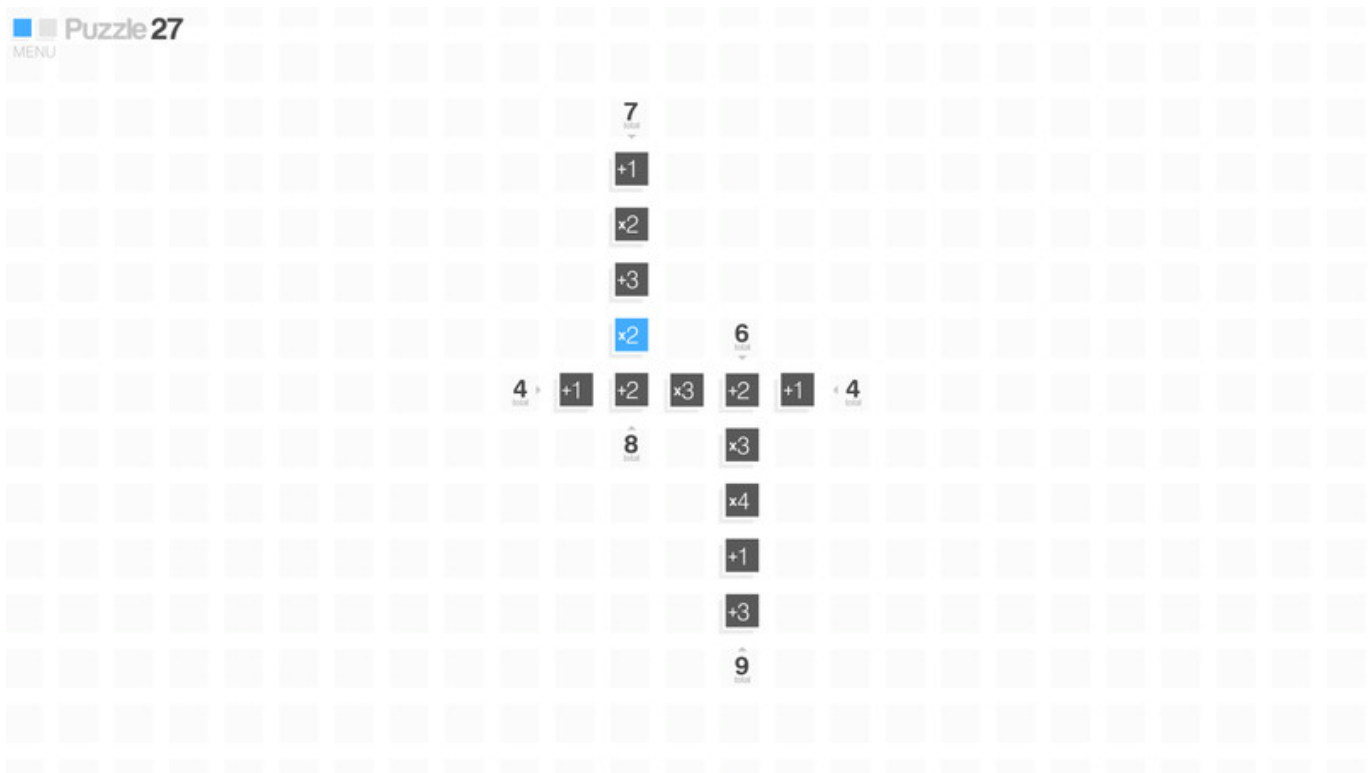
English

## Engineer Traps

Use the in-depth hydraulics building options to build sophisticated automatic traps







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What? How on earth this game hasn't received more attention? Great art style, good music, nice touch of humour and level design that actually makes you think! Seriously, what's not to like? Recommended for all puzzle game fans! (difficulty so far has been just right, I try to remember to update my review when I've completed the game)

#### EDIT

Ok now I completed the game and it took me 7 hours of pretty intense gameplay. Still I've got a couple of achievements, that give me good reason to return to this game in the future! Hmm, where could that barn party be at...

I would say that the difficulty is just right, a little incostistent maybe. There are some hard levels that make you think and took me about 40 tries, some levels you might get on the first try. I don't consider that as a big negative point, important thing is that there are those harder levels that force you to think properly. The 3 boss levels are different, they don't require thinking so much but a little bit of practice and skill, which is very nice contrast to all other puzzle-type levels!

Really nice and refreshing game, I recommend! Especially good for those late evenings that you are too tired to play shooty-bang-bang games, but don't want to go to sleep either.. I first played this game at PAX West in 2016. It was absolutely one of my favorite games of the whole con. A friend of mine and I played this for a solid half hour and got to talk with the devs as we played. Random people were coming up to the booth as well and as we all took turns playing rounds, you could hear the laughs a cheers throughout the indie section. I had waited for this game to come out on steam and realized I missed it by a couple months. I am so glad I found it again and I am so excited to break it out when we have friends over at our place. Im glad someone is bringing back quality couch co-op games.. complete cancer spend £6 on premium and then it doesnt log in to the premium account and i get error messege so i got to the esea website i i think maybe i have ti have my steam account that i bought it on linked to the esea account i wish to play on keeping in mind that the account i purtchest on does now have csgo and i already knew that esea use unqiqe id so i could use it on my other account that owns csgo so after switching and it not working i try to switch back to the account that has csgo on esea and they only allow 1 unqiqe id change per month and i only bought it for a month i cannot refund and cannot play esea just gave them free money for a service they cannot even provide GG. The level designs are pretty simplistic but actually moving your body to get around the level is a cool idea. I played this on the Oculus Rift and did not have any issues, other than my playspace being a bit too small.. I really do love stealth games though I understand they can be rather polarizing as they test patience and can be unforgiving. Turnover is a particularly unforgiving game and has pushed my patience with the short amount of time that I have spent with it.

That said, from each death I learn how to better navigate the game as Turnover has very solid and consistent mechanics. Each level takes me a few deaths\runs to understand where to expect encounters and available paths and how to get through, but getting to the end is wonderfully rewarding and I feel like I really deserved it.

Long Division, LLC is also very open to feedback and is responsive which will make this great game even better with time.. The game was fun, but I feel like by the time I figured out what I was doing it was over. It needs a tutorial.. simple but touch

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Prison Boss VR is a crafting/trading game set in the prison, with a day/night cycle. In the day, you can trade your resources, while at night time is where you craft your stuffs while trying to not get caught by the passing guard (you will have to hide all the items before he walk past your cell door or else he will confiscate your items). There is also a clock whereby you can speed up to the night time (if you are in day time) or speed up to the next day (if you are at night).

Each day, the resources cost are different, so the basic trick is to buy low and sell high to maintain your warchest. If the rate isn't favourable you should consider just skipping to the next day. The crafted items usually fetch more money than the based resources. There are also prisoners' request which you can complete, but their reward for your work is miserable. However, clearing their requests is the only way to build up your reputation to clear the stage.

As said before, you can use the clock at night to switch to the next morning, which resulted in an easy exploit: if the guard is approaching your cell door and you do not have enough time to hide all your items, you can just use the clock to switch to the next morning and thus no penalty. You can also have an oven where you can use to craft (bake) cake and cookie, but for some reason having them in the oven with the oven door closed doesn't count as hiding.

It took me about 10 hours to clear all 4 stages, so the game time is definitely there. The game was glitchy before, but still functional (the hinge of the cabinet for example, will goes crazy) but the dev has mostly fixed them.

Can't say I have much issue but overall its a well build title.. Better artwork than similar games. Plenty of race and class combos. Deck can be modified to make each game feel different and provide meaningful decisions.. Alright let me just make this known. About 90% of F2P games have some kind of P2W element to it. So what makes a F2P truly P2W. Lets say 2 players went into a battle and one had better equipment then the other, but the other player was better. If the player who had better equipment wins then thats truly P2W in my opinion. From playing this game I can say that the player whos better with worse equipment will win most of the time.

So technically this game is P2W just like most F2P games, but this one is skill before money.. Another indie puzzler, that is both fun, and frustrating, some levels will be easy to just breeze through whilst others will require some extra effort to make it through them.

The gameplay is rather simple, it's a puzzle game that require some strategic thinking to get through it, it really is fun and enjoyable. The levels are really colorful and neatly done making the game visually very appealing which really is nice especially considering that this game isn't expensive , especially consider what it offers. You will have hours of fun and frustration to beat the levels.. I really enjoyed this game. It was a little different from alot of the hidden object-point & click games. The differences were a welcome change. Would recommend this game to any one who enjoys these type of games.. I've owned this game since mid 2016, so I guess it's about time I wrote this review:

Congratulations! you've just stumbled across my favorite game on steam, but before I nerd out about how amazing this game is, let's get a few things out of the way.

First things first, don't expect to master this game within a few months of playing. There is a steep learning curve. Not that that should scare you, but this game is just by it's very nature complicated, so you'll probably have to take this game one system at a time. You'll have to be about as patient with the game as you are with this review. Take the game system by system, and you should have a decent understanding within a month or so.

The second thing is this is still the alpha stage, so sometimes a mechanic you design an entire fleet off of is rendered obsolete by an update or removed entirely (pre-2018 frag shells come to mind) but half the fun of the game is that there is always something for you to learn. I'm 500 hours in and there are still things I don't understand about the game (granted, I'm a bit of a slow learner here) It's similar to real life where sometimes you just have to incorporate the new tech.

This game is also primarily about building fleets. There are 4 different RTS style campaigns, but while you can probably finish a campaign within a few weeks, a well built ship can take months. (eventually you'll have a few pre-fabricated hulls\weapons\engines and the like and it gets faster) If you don't enjoy building, and aren't interested in the sense of accomplishment when you complete such large projects, this may not be the best game for you. However, if the absolute control of the qualities of your units and the ability to customize weapons clear down to the individual warheads of each missile excites you, there is no better game I have yet discovered on steam. (and you probably either are, or are going to be an engineer one day



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[like me getting my BS in aerospace engineering!])

One last thing, Don't listen to anyone's "five rules of FTD" or anything like that. There's room for dozens of building styles and strategies in this game (ranging from railgun armed superships to swarms of wooden submarines [yes, that's a thing]), so figure things out yourself, and don't let anyone turn you away from a good strat. Sometimes people just can't understand things that are too unorthodox. Hope you enjoy it like I have.. The shooting range has been a lot of fun. I see a lot of potential for a really fun game to play with your friends, but I've been unable to join any games.

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