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About This Content

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

VFR flying over Africa has never been more realistic with lakes, mountains and ground undulations all where they should be. Please note this pack corrects the default terrain mesh and does not include any textures.

This pack includes terrain mesh for the following countries:

- Eritrea
- Ethiopia
- Djibouti
- Somalia
- Kenya
- Uganda

-
- Mozambique
 - Tanzania
 - Malawi
 - Zambia
 - Zimbabwe
 - Madagascar
 - The Comoros
 - Mauritania
 - Mauritius
 - Seychelles

Title: FSX Steam Edition: Toposim East Africa Add-On

Genre: Simulation

Developer:

Toposim

Publisher:

Dovetail Games - Flight

Release Date: 21 Dec, 2016

b4d347fde0

English

STRESS: 60%



JAS

Lynn? What on earth are you doing?

BACK SAVE SKIP AUTO PREFS



CHI HARU SIDE



unreal game for just \$9.95 10/10
stuff needed.....
more content
more maps
more options...player.....easy-hard-medium
more hot chicks :). revisiting stuff in my library that I hadn't really played much...

this game would be a fun if not exceptional shmup, if it didn't continually freeze up on me at random times. game just completely locks up, no way to get out except windows key or ctrl+alt+del. can't recommend it due to that.. The software is amazing im sure that in a 1 years times everybody will forget about the rpg maker series the only thing that i think this software does not have nd that the rpg maker series does is the character generator i think the developers should really think about inputing a character generator which should allow us to make our coustom avatars and monsters if that existed than the game would gain much more diversity and allow people who are bad at drawing and people who cant use modeling software like maya or blender to make there own creations /original characters other than that this is an amazing game builder for people who are looking to make there first game. A fun addition of expansion size to Rising Storm/Red Orchestra 2. Set in the western front area of the war you will fight through french towns an wide open countryside lovingly created and crafted by the devs. Has all new voices (even some returning US voices cast from rising storm!) and a new faction! the British Forces. **THIS GAME IS**

DO NOT WASTE YOUR TIME. this game is pretty cool I really love the atmophere, and while there isnt a ton to it, I still appreciate it quite a bit, music is awesome, guns feel solid, enemies are cool, overall a very decent experience.. first time play this type of game, so far so good.

although it is ok to play alone, having one or two stable teammates may be easier to occupy shelters in dangouer areas. However, it is difficult to find a teammate, unless you play with your friends.

and enter game later, most shelters are occupied, and the protection time is pretty long.

the only thing i dont like, but make sense, is that if you died after log off, you never retrieve you stuffs that on your bag.. BossConstructor is this weird mish mash of different ideas that probably shouldn't work together but come together beautifully. You explore the world map in a system by system, fighting your way accross the galaxy salvaging parts to create a bigger and better ship to fight an existential threat to the galaxy

One of the things that stood out for me when I was playing BossConstructor is that the game was clearly a labour of love by the developer. It was dripping in character, it was dripping in attention to detail and it was well put together despite it's flaws, I found myself loving the game. But I can't really adequately explain why I found it so engaging.

Perhaps it was the roguelike starting conditions, where you choose from a few options that dictate the pace how you approach first the missions. On the other hand it could have been the sandbox nature of this odd little game, letting you choose your path and how you approach each challenge put before you or whether even to do that challenge at all. It could even have been something as simple as being able to share my ships through the steam Workshop, aswell as use my friends and other people's ships to test out ideas and learn how the game's systems work. Maybe it was the storyline, which despite the occasional flaw, drew me in but didn't bog me down in exposition. It was just there, like a sprinkling backdrop of space opera. It, it could even have been just the simple exploration, salvaging, and construction gameplay loop where you take down enemies for new parts and you start out in a little tug boat but by the end of the game you have this massive ship with arrays of guns on swivels with shields and lasers flying in every direction.

Regardless of what made me love the game I found myself making decisions from a cost benefit standpoint, but every now and again I saw a system being attacked and I helped it even though it didn't really serve my strategic goals. That was profound to me. Now... I don't wanna be pretentious over what is essentially a fairly simple, and somewhat silly little space game but I really enjoyed this game and the game spoke to me and I think it's worth looking at. So at the very least if I can't recommend the game to everyone, I can say it worth looking at and making the decision for yourself especially if you're into exploration, customization and 2d space combat.

I love the game, now that said I do have a couple of things I want to criticise the game on here and the big one that stands out for me like a sore thumb was the ending. I wont spoil it, but I felt it was underwhelming. It was a pretty big let down and it met none of my expectations. Now whether that was my expectations being miscalibrated or the game's failing I can't say for certain but I can say I didn't like how it turned out. I didn't like the ending. It left a mark on the experience that I kind of have to take imaginary reviewer points away because of it. Another thing was the variety of the content available. Five to Ten hours into the game you're going to be hitting that "Another Day at the Job" zone where you've kind of seen it all before and the game has no surprises left to give you. Which is fine when you consider the scope and scale of the game and it's development but I feel I would be dishonest by endorsing this game without airing my biggest gripes about it.

Now in spite of the that there is still loads to do here. You could easily spend hours, evolving ships in the evolution mode or trying to optimize your times on the challenge levels but those are not the meat of the game.

The conclusion of all this is I recommend this game for people who enjoy story lite, rogue lite, space ship building and combat games. If you're looking to pick up a 15\$ or €15 game that ticks all those boxes and get 5, 10 maybe 20 or more hours out of it then this is a good option. If you like the look of the game but you're unsure, wait til its on sale and big it up at a reduced price. If none of the above sounds good to you, avoid the game, its not for you and ultimately its a niche title in my opinion.

I also made some let's play content for the game.

<https://www.youtube.com/watch?v=uX65PTxeYGU&t=565s>

I do plan on coming back to this game and playing it again once it's fully finished [Still a little bit of development left] and updating this review.. If you can get over that your character runs like a girl ,and you liked the Hitman series, then you'll probably like this game. I am a huge Hitman fan, and this game reminds me a lot of it. Imagine Bloody Money in WW2, and you have Dead to Spies: Moment of Truth.

. This game drips polish and is harder than it looks! Clever mechanics and increasing difficulty keep you playing. Well worth the couple bucks. <3

waste of 5 bucks. I thought this was jigsaw Mania - different name, different software. This version does not let you create your own puzzle, or load your own image and is limited to 12x12 size pieces, and has window size that is smaller than your monitors resolution.

I never thought I would feel ripped off having spent only five dollars, but these guys managed to put that ripped off feeling into me. AVOID - DO NOT BUY - RIPOFF!!!!!! The SteamPlay icon says this game runs on Macs. It lies. Okay, technically it **does** run on old Macs; the system requirements list "OS:OS X version 10.5.8". That doesn't mean "or newer", that's *just that release*. So if you're still rockin' Leopard it's a good game and probably one of the few that will run on a system of that vintage. Or it's great if you have a PC, which is where all my play has happened. Newer Macs, don't waste your money. Thumbs up for the game itself, thumbs down for the misleading labeling of supported systems.. An addicting beat 'em up game for all ages! I recommend it for anyone, even if they've never seen a single episode of OK KO in their life!. A fun layroom style game, good for 30 mins and great to show off to guests wanting to try your vive. Good, creative puzzle game. Admirable how it communicates its rules without words, even when making you figure out how the controls work. Not too long.. This review is for both Part 1 AND Part 2 of The Watchmen: The End is Nigh. The game spans about 6 hours, so don't let my playtime fool you. For whatever reason, this game is split into two parts with separate steam store pages.

Gameplay:

This game is a bit clunky at first, I will admit that. However, the clunkiness does not kill the game, and after a while you get the hang of it it actually becomes quite enjoyable. There have been some criticisms that the game is repetitive. At some points, yes it is. Very much so in fact. However, the story (especially in the first part) is good enough to keep the player wanting to move forward. There are a few glitches to contend with, but nothing game-breaking and nothing that makes it unfair for the player. The combat is fluid and well balanced, and once you learn how to chain together moves and heavy and light attacks it gets very cinematic at some points. The combat system in this game is great for what the game is. It is an arcade-style beat 'em up with comic book-like cinematics in between levels. You should NOT buy this game if you're wanting Batman-style combat, because while you can tell that this is in the same vein as those games, it pales in comparison to the combos and high-flying action of a Batman action sequence.

One feature I quite enjoyed was the constant introduction of gameplay elements through pick-ups. I thought that was a really helpful way for me to keep myself interested and keep fighting through wave after wave of baddie. I wanted that next powerup. Unfortunately, at some points, the pick-ups that seemed to be right in your path suddenly move to something you have to find. At the end game I noticed that I was missing about three or four moves that I could have collected, but nothing in the game told me that I needed to go and look for them. There are also Nite Owl suit batteries and Rorschach cards that you can collect to expand the power-up meter. They're not necessary, and I completed the game without collecting very many of them. If you're a completionist however, good luck, because the level design at times is frustratingly confusing. There were so many parts in the game where I thought that I would find a power-up at the end of this long hallway and theres isn't anything at all. Quite annoying. The second part just gives you all of the moves you missed straight away so you don't have to worry about moving on without your full moveset. They just give it to you eventually.

One thing I thought was odd was the tiny, subtle playstyle differences between Rorschach and Nite Owl. Rorschach is the ONLY one who is capable of picking up weapons and using them against enemies. Nite Owl, for whatever reason, doesn't like to pick up or keep weapons. I think that this makes it more fun, in some ways, to play as Rorschach because theres nothing like smashing a mace across a thugs face. I don't want to give the impression that Nite Owl is useless, however. He has equally awesome moves and I felt satisfied playing as him for the first part. If you're a Nite Owl fan, like I am, you will enjoy this game. If you're a Rorschach fan, you will also enjoy this game.

Story:

I personally enjoyed the story of the first part of Watchmen. If you know anything about the Watchmen universe, and how it differs from our own, you will also enjoy the story. I also enjoyed how Rorschach and Nite Owl converse with each other at numerous points along the journey. They bounce hard-to-grasp ideas off of each other, and each of them have their own opinions that they vigorously believe in. I thought that the conversations between the two main heroes definitely help to make the player think about the pretty complicated concepts that Watchmen like to tackle. The second parts story is lacking, and is very much so the weaker of the two.

Visuals/Sound:

This game is visually impressive for what it is. The environments are done well, and while there is a lot of reusing of materials in this game its not really bothersome. There are some really neat environments and it is fun to see how those environments change the player. An example of this is if its raining in the level, your character will have tiny little raindrops all over them. The visuals are done well and you can tell that effort was put into them. At no point did I feel disappointed by the visuals or art in this game.

Mentioning art, the art direction in this game is excellent. It stays true to the Watchmen movie and really makes it feel almost like deleted scenes from the film. This made me enjoy it all the more.

Overall:

Overall this is not the greatest game to ever grace the steam store. However, if you're a Watchmen fan, like I am, you will really enjoy this game. Part 1 is a really solid arcade style beat 'em up and will keep the player entertained throughout. Part 2, however, feels kind of like an afterthought and because of this it really isn't very good compared to part 1. I found myself pushing to get through part 2 just to get it over with. Some people may even be satisfied with JUST buying part 1. You're not missing anything in part 2.

I really enjoy this game and I think that if you can get a deal on it you should try it out too. On sale, this is a great value for your money. At the time of this review, the first part is 5 dollars, and I think that is a fair price for this game. Bundled together with part 2 it jumps the price up to 10 dollars. I wouldn't pay that for the second part. Get it on sale, and binge on some♥♥♥♥♥kicking Watchmen action.

Final Score:

Part 1: 7/10

Part 2: 5/10. what a great scary game to play. Extremely well done scenery for X-Plane. I have the same scenery for FSX made by Orbx but I really think that Beti-X has done the better job (this being said without me having been at Stewart IRL). With the Beaver from Aerosoft and this AddOn you just can't go wrong. A big thumbs up!. Fun and challenging but not really worth £6. Maybe get it on sale.. Truly a masterpiece, I must give it a 9/10 however because no matter how much I'll play this game, I'll still never have the balls to shoot myself.

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