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About This Content

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

This terrain pack makes VFR flying in this beautiful region more realistic. Mountains, valleys and lakes are where they should be, resulting in a more immersive simulation experience. Developed by Toposim, this add-on is a must have for any GA simmer who visits this region regularly.

This pack includes terrain mesh for the following countries:

- Iceland
- Republic of Finland
- Kingdom of Sweden
- Kingdom of Denmark (including Faroe Islands)
- Kingdom of Norway (including JanMayen Island and Svalbard)

Please note this pack corrects the default terrain mesh (landclass data) and does not include any textures.

Title: FSX Steam Edition: Toposim Scandinavia Add-On

Genre: Simulation

Developer:

Toposim

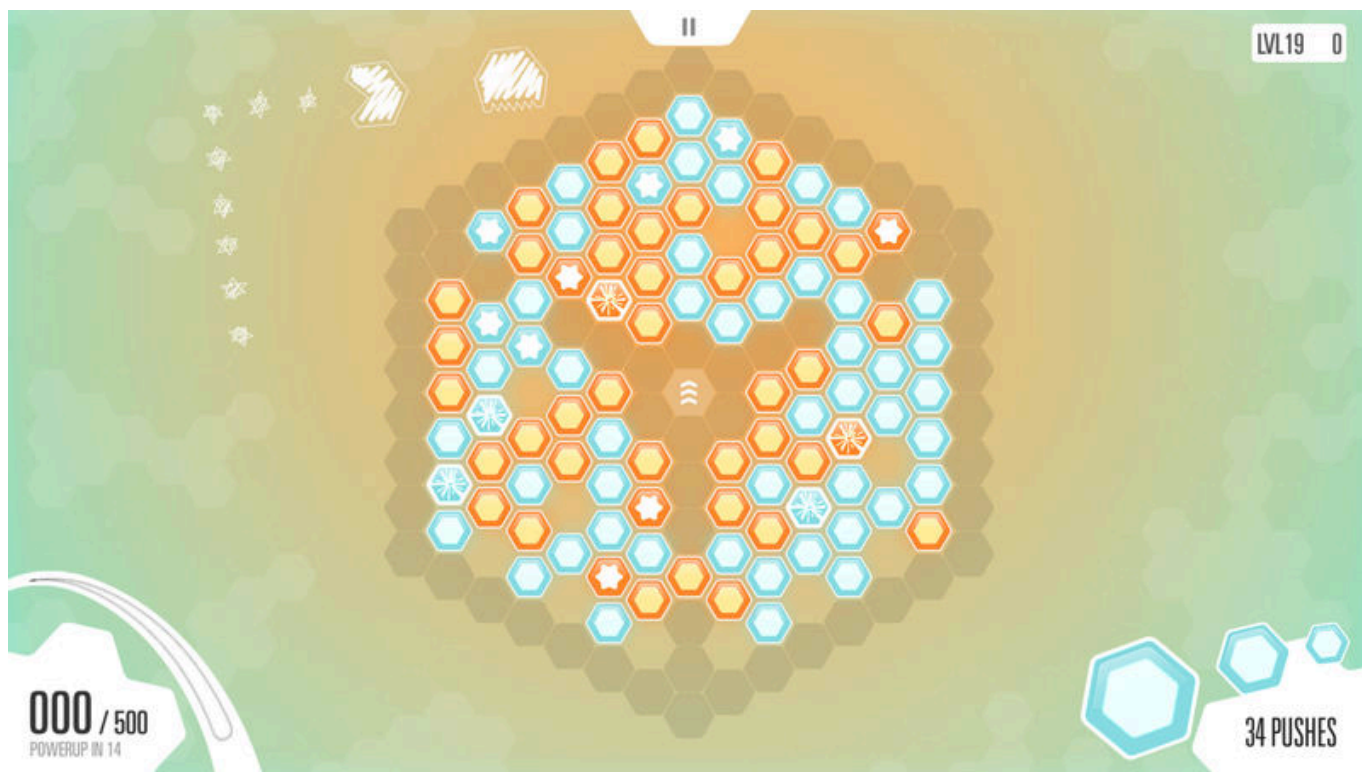
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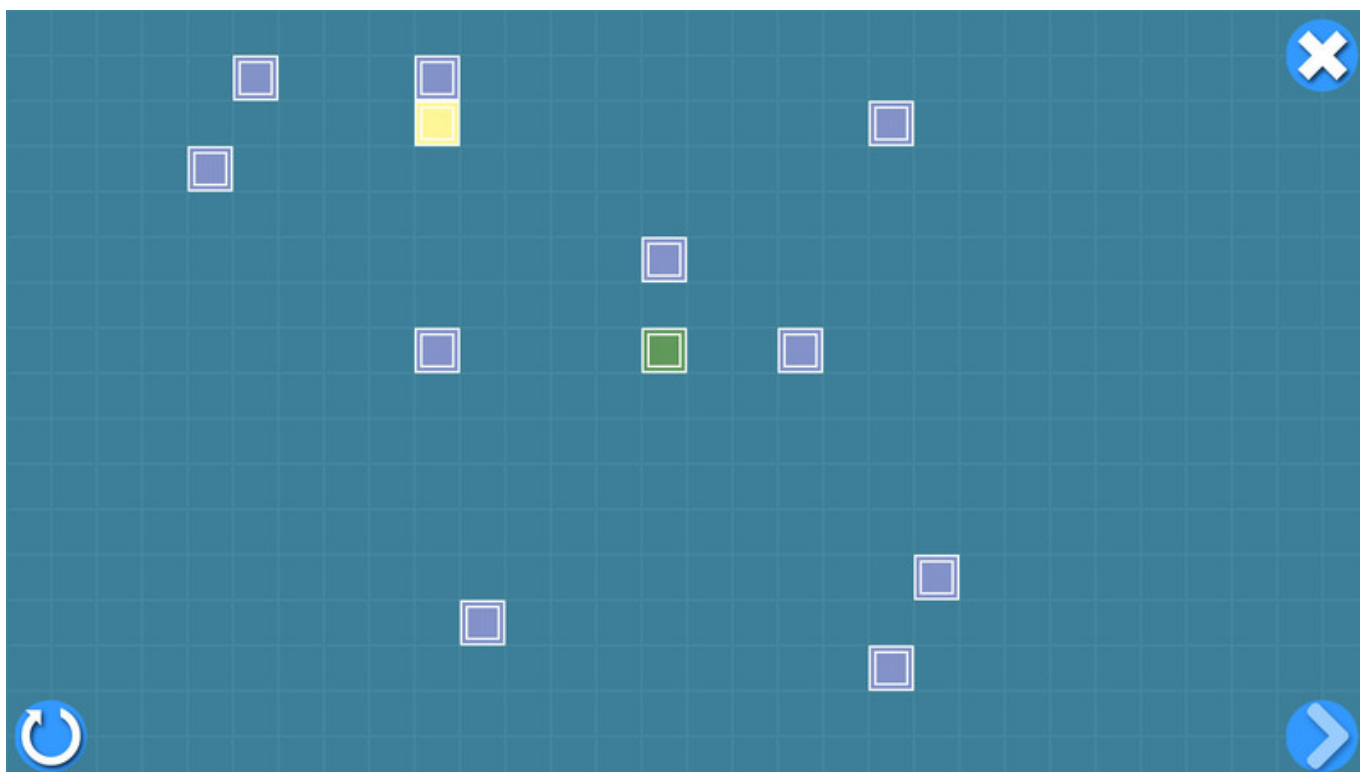
Dovetail Games - Flight

Release Date: 15 Nov, 2016

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English







Just finished my first playthrough, and, while I loved it, I don't think I'll play it again. I'd much rather just wait for the sequel, however long that takes (An interview with the author says this one was 7 years in the making, so...see you all in 2024?). If you're not a big fantasy reader (and I mean an ACTUAL fantasy reader, one who doesn't complain about jargon or glossaries), I dunno if you'd like this, but if you enjoy stuff like Eragon/the Inheritance series, Beyond the Hanging Wall, and other fantasy novels, I think you're really going to enjoy being a part of one of your very own.

Joel Havenstone has created a truly unique fantasy universe the likes of which I haven't seen before, in the form of a story that forces you to make truly difficult and defining decisions. If you're interested in playing any of the Choice Of games and you like reading fantasy, give this one a shot.. Definitely worth a look if your computer can run it, and if it does everything it promises to do, it could end up being one of the best RPGs on Steam.. Great game! Really enjoyed it.

It's like "Don't Starve" but with less emphasis on survival (food heals you, but is otherwise not necessary to live), more emphasis on combat. More emphasis on recipes/upgrades for weapons/armor/food/etc and no actual base building.

So you start with nothing and end up with glowing armor/weapons mowing everything down.

The game world is interesting, at the beginning I thought it would get stale quick, but it didn't. The story is engaging - though again at the beginning I didn't pay much attention, but it's ties to the game world are really well done in my opinion and there was this one moment that really cemented the story and the game world together... awesome :)

I've seen some criticism of "simple" combat - but to me it's actually far more interesting and engaging than given credit for. Ok so you do basically just swing - but because of weapon and enemy variety - there are various tactics and approaches to combat, it was varied enough to keep me very interested.

Great game! Great job devs!. Conjure milk. EVERYWHERE.. Okay, so you've got to get your mice from their hamster wheel to the cheese by positioning various kinds of blocks and avoiding obstacles. There's no time limit so you can sit back and carefully consider all the possible ways of achieving that goal.

The levels start out very easy and get more challenging as you progress. You'll eventually find yourself staring at the screen, running possible permutations through your head until.... "eureka!", you figure it out and feel a right smarty-pants... until you see the next puzzle.

Different kinds of Tetromino-shaped blocks are introduced throughout the game to keep it fresh and interesting. These include jelly, explosive and electric blocks. There are also water and acid hazards to add to the challenge.

The game is addictive. When I finished it I wanted to go back and gold-star every level. And when that's done there are a bunch of Achievements to be had as well. Most of them you'll get playing through the story mode, but there are others to aim for, too, like frying 10 mice!

For one of the Achievements you have to make your own puzzle in the Level Editor. You know, Nintendo are really pushing level design in games like Pushmo World, Mario vs Donkey Kong, Smash Bros and soon, Mario Maker. Well, you can do it in MouseCraft, too. It would be nice if levels could be shared via Steam Workshop instead of in the forums, but it's a minor gripe.

Overall, I really enjoyed Mousecraft and wholeheartedly recommend it to puzzle game fans.. I only have 2.4 hours in the game as of this review. Tomorrow, May 7th, marks the end of Early Access and the beginning of a new life for Descenders with the multiplayer update going live. This is a good time for Descenders, if the game is any good, that is. So is it? As a downhill mountain biker myself, I wondered if they could possibly replicate the thrill of hitting a perfect line, pondered whether the controls could even be done in a way that felt right. Could they have possibly achieved these challenging goals? I can tell you they have. Descenders is an incredible game with fun around every corner. And there are lots of corners here. As you progress through five unique zones with larger and tougher obstacles than the last, you become immersed in this world where all that

matters is that next huge backflip or snappy tweaked 360, just craving your next perfect run. For a downhill mountain biker like myself, it feels like home, in a digital sort of way. But you don't have to be one in order to enjoy Descenders. Just like the generations of kids who grew up on games like Tony Hawk and Skate, you can enjoy it if you've never felt the physical and emotional agony of crashing out of that last trick in a complex string of insane things no human should really be doing on a set of wheels. No, Descenders is for everyone. So stop reading this over-the-top review that doesn't actually offer any specific details about the game and just buy it already, because this rather seasoned rider has just told you to, and after all, he would know.. I really wanted to recommend this game but i cannot for one main reason:

The dev could not be bothered to put info regarding how to use special weapons or what to press on keyboard etc. There is just no way to go look at controls under options. So if you miss the irritating HUGE popups while you play to tell you what to do then sorry, you missed it.

Why there is just no proper info button or help button that explains all is a mystery, why must it popup while you play and then its so big you cannot see half of what is going on on your screen.

So basically no proper instructions that can be viewed later.

So still do not know how to fire any of the special weapons because i still see no instructions for this.

Also the game says press right mouse button to fire main gun, yes RIGHT mouse button, but its actually the left mouse button.

The instructions are not even giving the right information.. I accidentally walked in on my roommate and his girlfriend having sex; fortunately they didn't see me for almost 10 minutes.. Nice low res platformer.

It is actually very asthetical, with a few quips as you play and groans from the robots you bounce of on your board. I like that there is no limit on respawns, you just keep playing a level until you solve it then move onto the next.

Pacing in the first few levels is nice, as it introduces how the move, then move on the board, and the environment and enemies change to make a more and more fun and challenging game.

I have been playing this game since it came out and it's been great, now that it's on steam even better.

It still needs some features to be optimized, but it still a great game. So this is what its like to have friends.. This was a nice game, nice time spent playing this, and then... Owners deleted the game!

It would be nice a big company to buy and continue developping it.

Receiving new caracters and develop them to be stronger.. destroying your oponnents with speed accuracy and strategy... By watching this it inspirating me to be stronger and road to my goal in the future :). This game has cool style. BUT!!! I really can't understand why weapons change, how they change, what happens???

. This is not a music sequencer, it just plays random notes while the game looks pretty and is extremely boring. What were they thinking? It would make sense if it was anything like EVERY EXTEND, which by the way is *free* because that game at least isn't terrible This *is* terrible. Bought it for 1 EUR, regretted it.

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