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There are a lot of different flight simulators floating around the web - from the high-quality "trusted" payware titles, to games from lesser known developers, to gaming websites which you have to pay for. One such title is Topograph 98SE. The gameplay of this one is pretty similar to Microsoft Flight Simulator or X-Plane in that it features a varied assortment of airports and aircrafts - some more heavily modelled than others. If you're interested, check out our complete review here: <http://www.airgamesbloggersnetwork.com/topograph-review-98se> The graphics in this title are a mixed bag. Although the in-house textures in the terminal areas are a touch better than some of the other mockups, there is noticeable "muddiness" to some of the worst textures, especially on windows near the ground. The overhead views of airports were also pretty poor to begin with - but that has been fixed in recent updates. In terms of certain things like night lighting and high-resolution texture packs, this one isn't really up to par with MSFS or X-Plane yet, although they have been improvements since release. The night lighting in-game can seem pretty washed out, so users may wish to use a custom scenery pack. There are also occasional bugs with certain types of aircraft, most notably with the original LearJet model - it doesn't have any passenger windows, nor does it have any lights on the wings. A number of different scenery packs are available for this title, including some that are intended to be used with Microsoft Flight Simulator X. The most noticeable of these (the only one which has gotten reviews on simulation websites) is the "Pacific Northwest" scenery pack made by David Bader. David has created a number of scenery packs for this title, but if you want to search Google, you probably need to find the Pacific NW pack first. I haven't been able to test the Pacific NW scenery myself, but it certainly looks nice. The more conventional scenery packs are also available, some of which are created by the designers of the game itself - while these look more "realistic" than their generic designs in game, they don't seem to be anywhere near as detailed as some of the better-looking paid-for options on Google. The altitude 400 pack has a similar custom-made appearance to Flight Simulator X, although the MEL version of the plane textures shows its use as a shiny new plane. From a gaming point of view, this one is a very good value for the money. It probably won't be as popular as newer games from Microsoft or X-Plane, but for those with older computers and those not interested in being able to play some of the latest titles, Topograph 98SE is a solid alternative. If you're looking for some free alternatives which may be more up to date than this older title, check out our list: <https://www.simcodernity>.

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