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A typo created a 212-story monolith in 'Microsoft Flight Simulator'

The building soars like a Tower of Babel over a quiet Melbourne suburb.



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In this article: video games, OpenStreetMap, pc, flight simulator, asobo studio, airplane, personal computing, Microsoft, news, gaming



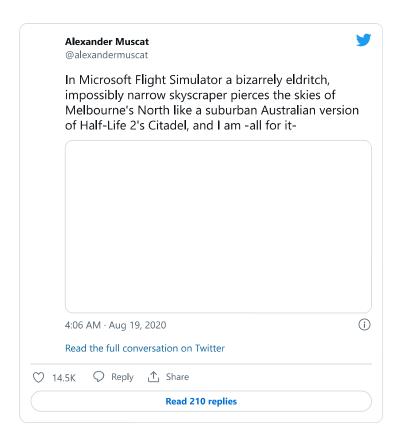
Engadget / Ei Ito

Microsoft's latest <u>Flight Simulator</u> entry doesn't do anything small. It's a title that comes on <u>10 DVDs</u> and allows you to explore the world in almost its entirety. It turns out that scale even extends to its accidental inclusions. *Flight Simulator* users recently found an unusual landmark: a 212-story monolith towering over an otherwise nondescript suburb in Melbourne, Australia.

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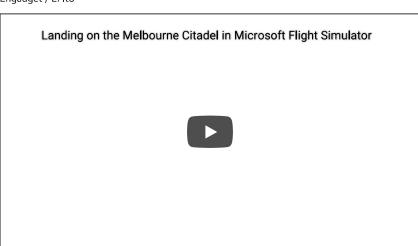


After some sleuthing, the title's community found what had caused the tower to appear in *Flight Simulator*. When developer Asobo Studio built its detailed recreation of the globe, they pulled data from OpenStreetMap, a free map of the world to which anyone can contribute. About a year ago, a user named "nathanwright120" added a tag that said this one building in Melbourne had 212 floors instead of two. Based on their other contributions, it appears the edit was a simple typo, not them trying to mislead anyone. The error was later corrected by another OpenStreetMap contributor, but not before it made its way into *Flight Simulator*.

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We've reached out to Microsoft to find out if the company plans to remove the building from *Flight Simulator*, and we'll update this article when we hear back. Based on the title's dedication to realism, there's a good chance it's not long for this world. So if you own a copy of *Flight Simulator*, board your favorite plane and visit it before it's gone for good.

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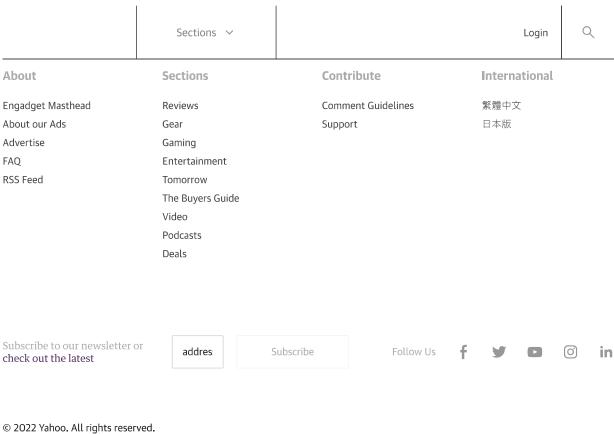
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