24–84 Hour Timer Rule

Pilots · https://wiki.simfly.io/docs/24-84-hours-rule/

Managing Flight Time and Pilot License Rewards on SimFly

Purpose of the Rule

The 24–84 hour rule was introduced to ensure a fairer system for awarding **XP** and **PAX Tokens** to all pilots. The goal is to reward even those with limited flying time, without penalizing frequent flyers, while preventing excessive reward accumulation from extended flying sessions.

This rule **does not limit** the number or duration of flights—you can fly as much as you like.
It only affects the amount of **XP** and **PAX Tokens** awarded based on the flight time accumulated within two rolling time windows: **24 hours** and **84 hours**.

How It Works

Personal Timer

Each pilot has a personal timer linked to their profile if no license is active.
When a Pilot License is activated, a dedicated and separate timer is assigned to that license.

Time Zones

The system does not follow a universal time. Each timer starts from the **exact moment a flight lands**, ensuring fairness across time zones.

The Two Timers

24-Hour Timer

- Starts at the moment of landing

- Fully recharges after 24 hours
- Determines the number of minutes available each day to earn XP and PAX Tokens

84-Hour Timer

- Also starts at the moment of landing
- Fully recharges after 84 hours (3.5 days)
- Provides a broader window that overlaps with the 24-hour timer

Once the countdowns are active, available minutes are automatically recharged at the end of the indicated time.

XP and PAX Tokens Assignment

XP (Experience)

- 1 minute of flight = 1 XP
- If the minutes exceed the available limits, the extra time earns **reduced XP** based on the license grade
  (Example: Cadet = 20% of the excess minutes, as shown in the summary table)

PAX Tokens

- Awarded **only** for minutes that fall **within both** active timers (24h and 84h)
- If **either** timer has no available minutes, **no PAX is awarded**

Practical Example

Initial Situation

You hold a **Grade 1 Pilot License (Cadet)**.
You haven’t flown for several days, so your timers are fully recharged:

- **24-hour timer**: 60 minutes available
- **84-hour timer**: 120 minutes available

First Flight

- **Flight Start**: Monday at 14:00
- **Flight Duration**: 90 minutes

At Landing:

- 24-hour timer: depleted (60 minutes used)
- 84-hour timer: 60 minutes remaining (120 - 60)

XP Earned:

- 60 minutes = **60 XP**
- 30 minutes exceeded = **6 XP** (20% of 30)
  Total XP: 66

PAX Tokens Earned:

- Only the first 60 minutes fall within both timers → **PAX awarded for 60 minutes**
- The excess 30 minutes → **no PAX**

Timer Recharge:

- 24-hour timer resets on **Tuesday at 14:00**
- 84-hour timer remains at 60 minutes and will fully reset on **Friday at 02:00**

Second Flight

- **Flight Start**: Tuesday at 15:00

- **Flight Duration**: 120 minutes

At Takeoff:

- 24-hour timer: 60 minutes
- 84-hour timer: 60 minutes

At Landing:

- Both timers are **fully depleted**

XP Earned:

- 60 minutes = **60 XP**
- 60 minutes exceeded = **12 XP** (20% of 60)
  Total XP: 72

PAX Tokens Earned:

- 60 minutes → **PAX awarded**
- 60 minutes exceeded → **no PAX**

Timer Recharge:
Since the 84-hour timer has now expired, the 24-hour timer is also **fully recharged** at the same time: **Friday at 02:00**

During this overlap, **both timers will display the same countdown**, making the system easier to understand visually.

Summary

- **PAX Tokens** are awarded **only** if both timers have available minutes
- **XP** is granted in **full** for minutes within the timers, and in **reduced form** for excess minutes

- If both timers are **exhausted**, no full XP or PAX is awarded—only **reduced XP** (if applicable)

SimFly Graphical Interface

In the pilot dashboard, SimFly clearly displays:

- The **countdowns** for both the 24h and 84h timers
- The **remaining minutes** available in each window
- The **recharged minutes** ready to be used for earning XP and PAX

Summary Table of Limits

This table shows the maximum limits (in minutes) for the 24- and 84-hour timers.

It also includes the percentage of **Experience Points (XP)** awarded when the timers are exceeded.

Pilot License	Rank	24 hours timer	84 hours timer	XP Percentage upon Exceeding Limit
N/A	N/A	30 min	60 min	10 %
	Cadet	60 min	120 min	20 %
	Student Pilot	90 min	180 min	30 %
	Private Pilot	120 min	240 min	40 %
	Commercial Pilot	150 min	300 min	50 %
	First Officer	180 min	360 min	60 %
	Senior First Officer	210 min	420 min	70 %
	Captain	240 min	480 min	80 %
	Senior Captain	270 min	540 min	90 %

Final Note

These rules are designed to promote the fairest possible experience for all SimFly pilots, taking into account the varying time availability of each player.
Pilot Licenses allow you to extend your operational limits and enjoy the flight simulator in the way that best suits your personal style.

For more details, watch Tutorial Video #4: **How timers work?**

Embedded media: https://www.youtube.com/embed/f0YMD5Tfgas?list=PLXAjh7rU1h5f28zHxAMgZkiGIdrP4vU93