Pilot License

Pilots · https://wiki.simfly.io/docs/pilot-license/

Acquisition and Use of Pilot License

The pilot license is a crucial element for pilots in the SimFly universe, available for purchase on the SimFly Marketplace.

Interestingly, owning a pilot license is not mandatory to start your journey in SimFly. Beginners can delve into the SimFly experience through the “Test Pilot” mission. In this mode, each flight is recorded, analyzed, and rewarded with Experience Points (XP), credited to the user's profile and viewable in the “Logbook” section. When a user opts to acquire a pilot license, any previously accumulated experience points are automatically transferred to the first activated license, ensuring that no experience is lost.

All missions that require a pilot license also award PAX tokens based on flight analysis, taking into account various factors such as flight distance, aircraft used, flight duration, etc.

Please note:
If you already own a Standard License, any additional Standard Licenses can only be purchased in USD (not with PAX Tokens). This restriction does not apply if your only license is the Junior.

Junior Pilot License

The Junior Pilot License is the ideal solution to start your SimFly experience in an accessible and affordable way. This license grants access exclusively to the "Test Pilot" and “Airplane Rental” Missions, where you can still earn PAX tokens and XP with each flight, improve your rank, and progressively unlock advanced features and higher-level rewards.

Although designed as an entry-level license, the Junior License offers the same PAX token rewards as the Standard Pilot License for the available missions. This makes it a solid starting point for those looking to build their career and eventually aim for the Standard Pilot License.

At the same time, it creates new earning opportunities for existing users, as Junior Pilots help keep the system active and generate passive PAX token flows across the platform.

Important to note:

- *The Junior Pilot License can only be purchased by users who do not own any other licenses*
- *It cannot be purchased more than once by the same account, nor can it be resold on the Marketplace*
- *The only available flight mission are Test Pilot and Airplane Rental*
- *Manual relocations of the Junior Pilot License do not require the use of PAX tokens, unlike the Standard Pilot License*

Levels and Grades of Pilot License

SimFly's bank exclusively issues pilot licenses starting at grade 1-Cadet, level 1.

There are various grades of pilot licenses, each divided into 10 intermediate levels:

1. Cadet
2. Student Pilot
3. Private Pilot
4. Commercial Pilot
5. First Officer
6. Senior First Officer
7. Captain
8. Senior Captain

Upon completing the tenth level of each grade (except for Senior Captain), it's possible to advance to the next grade, subject to a PAX payment. Advancing in grade brings numerous benefits, such as increased accumulation of XP and PAX, unlocking new missions, improved reputation for hiring in VAs (coming soon), higher commercial value of the license, and notably, enhanced paid flight time (24-84 Hours Rule). Important: each pilot license has a personal clock 24-84 hours depending on the achieved rank.

Purchasing and Selling Licenses on the Marketplace

On the SimFly Marketplace, players can buy pilot licenses sold by other players, with the grade and level reached at the time of sale. It is also possible to put one's own pilot license up for sale, setting a price for the transaction.

Managing the Positions of Pilot Licenses

When a pilot purchases a pilot license in SimFly, they must establish an ICAO code to identify their geographic position. Choosing this position is crucial, as it determines the starting point for most flight missions.
The “Unrestricted Flight” and “Tour” missions are not influenced by the license's position and can be started anywhere.

Important: *When you select the “Unrestricted Flight” mission and take off from the airport where your pilot license is currently registered, you have the option to automatically transfer it to your flight’s destination. This allows you to relocate your license through the flight itself, without spending any PAX Tokens using the Instant Relocation feature.*

At the end of a flight (except "Unrestricted Fligt"), the license is automatically transferred to the landing airport.

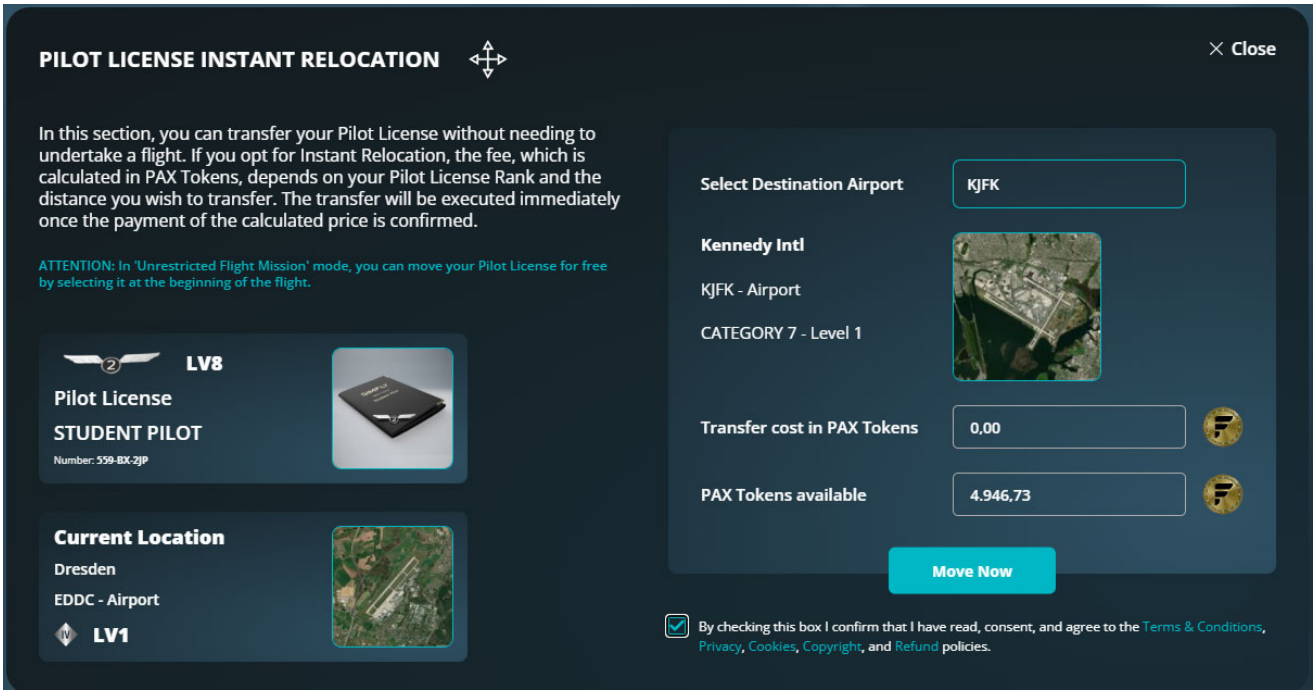
Instant Relocation



This feature allows you to immediately transfer your Pilot License Position from one airport to another, which is especially useful if you want to transfer your Pilot License to start a mission from a new location without having to undertake a transfer flight via the “Unrestricted Flight” mission.

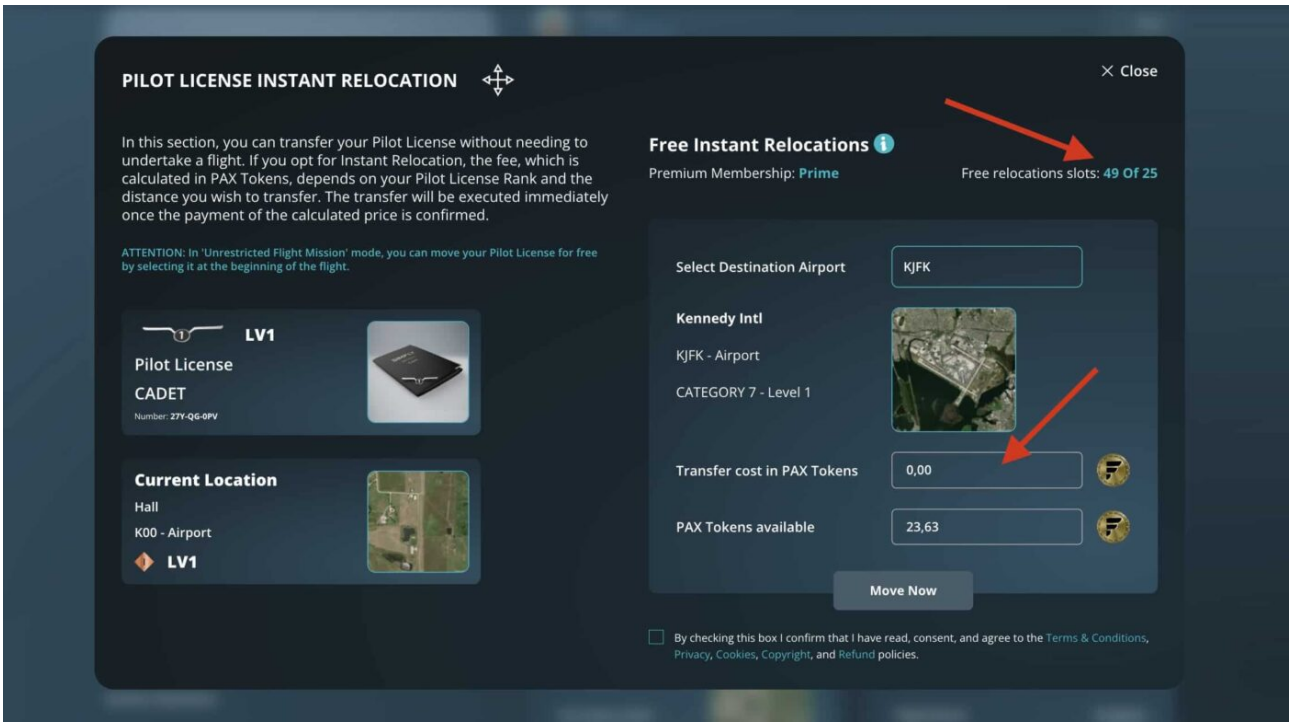
The cost of the service, calculated in PAX Tokens, varies depending on the grade of the Pilot License as well as the desired transfer distance. After approving the estimate, the amount will be charged to your account and your Pilot License will be instantly transferred to the selected airport.

Note that the instant relocation function is not available while the Pilot License is in flight.



Free Instant Relocations

This feature is available exclusively to users with an active Premium Prime Membership. It allows up to **25 instant relocations per month without using PAX Tokens**. The quota resets automatically on the 1st of each month, and unused relocations do not carry over.



Activated Pilot Licenses

Activated pilot licenses include a detailed set of valuable statistical data for pilots, such as level progression bar, timers for 24 and 84-hour, eventscurrent geographic location, information on the last flight, total and average flight statistics, average landing rate, total XP and PAX earnings, a graphical representation of average flight analysis scores, as well as a preview of the most frequently used aircraft (coming soon).



Conclusion: The Value of Pilot Licenses in SimFly

In conclusion, pilot licenses in SimFly represent not just a means to access a wider range of missions and challenges, but also a strategic investment for every pilot. As a pilot progresses through the various levels and grades, they unlock not only new gameplay opportunities but also significant economic advantages.

The increased accumulation of XP and PAX, combined with enhanced paid flight time, makes higher-grade licenses valuable assets. Additionally, the ability to buy or sell licenses on the Marketplace adds another layer of strategy and economic management.

These elements together make the pilot licensing system in SimFly a crucial component of the simulated flying experience, offering a clear pathway of progression and success for pilots within this exciting virtual world.