Real-World Airports

Airports · https://wiki.simfly.io/docs/real-world-airports/

In the immersive world of SimFly, every real-world airport is accurately represented. Initially, these are offered at Level 1 by the SimFly Bank. However, it is up to the players to increase an airport's level over time through the accumulation of takeoffs and landings.

On SimFly's Marketplace, players have the opportunity to buy or sell airports, aiming to maximize their earnings.

Airport Categories and Specifications

Airports are divided into seven categories. Grass fields belong to Category 1, while the most prestigious and busiest airports fall under Category 7. Each airport features a detailed profile that includes a satellite image, ICAO code, category and level, name, altitude above sea level, and other specific details.

SimFly has classified airports by primarily considering the estimated flight traffic, and secondarily, the geographic area and the infrastructural characteristics of the runways. This was done to prevent assigning high categories to airports with low expected traffic, thus avoiding airports with little traffic interest from having disproportionate costs compared to the expected revenue.

Activating New Airports

Purchasing a new airport from the SimFly Marketplace, directly sold by the SimFly Bank, temporarily lists the airport under "Settings" in the "New Assets" section. To make it operational in-game, activation through the "Activate Now" button is required. Upon activation, visible under "Settings" in the "Active Assets" section.

Generating Income

Once activated, your airport will be ready to handle takeoffs and landings. Every time a pilot performs a movement at your airport, you will earn both PAX Tokens and XP points. The airport profile provides access to a detailed log of all flights carried out at your asset.

The higher the aircraft's category and the airport's level, the greater amount of PAX earned.

Rewards and Progression

For every rotation at your airport, you will receive 1 XP point and the corresponding PAX Tokens. These are calculated based on the airport's category and level, the aircraft's category, and the linear flight distance.

Note: *Flights with a linear distance of less than 50 nm are always considered as 50 nm. For instance, if you take off and land at the same airport, the flight distance will still be calculated as 50 nm.*

Weekly Cycle

The Weekly Cycle runs from Monday at 00:00:00 to Sunday at 23:59:59. Each airport has a maximum number of paid movements in PAX Tokens and XP per weekly cycle, depending on its category and level. Each movement adds 1 to the weekly counter, which resets at the end of the cycle.

Movements Beyond the Limit

When an airport reaches its maximum movements limit for the weekly cycle, it will no longer generate additional PAX Tokens or XP until the next cycle. However, the flights will still be recorded in the airport log.

Extra Bonus

The **Weekly Cycle – First Movement** bonus is an **exclusive reward granted to active airports**, not to individual pilots.
However, if the airport owner has set up a **profit split**, the **Pilot License** involved will also receive a **percentage of the bonus**.

The bonus is **not awarded per pilot**, but rather **per Pilot License**.

For example:

- If you use **Pilot License A** and land at **KJFK**, and the airport has an **active split**, you'll receive the *Weekly Cycle – First Movement PAX* bonus.
- If you land there again with the **same License A**, you won't get it again.
- However, if you fly with **Pilot License B** and visit **KJFK** for the first time with that license, you'll earn the bonus again for that same airport.

It doesn’t mean that if you land first at a certain airport, other pilots won’t get the bonus — **they’ll also receive it** if it’s their **first visit to that airport with that specific Pilot License**.

Note: The bonus is not applied if the pilot is also the **owner of the departure or arrival airport**.

Aircraft Category Limitations

Certain restrictions apply based on the airport's category:

- Airport Category 1 --> Aircraft Categories **not allowed**: 5, 6, 7
- Airport Category 2 or higher --> **No restrictions** on aircraft categories

If an aircraft not permitted under these restrictions performs a movement, it will be logged but will not generate PAX Tokens or XP.

Flight Operation Logs

Each airport has a section that chronologically records all its flight operations, including date and time, aircraft details, destination or origin, and, if relevant, the landing rate.

This log remains intact even after a change of ownership. Filtering functionalities allow for data examination based on various criteria such as period, aircraft, pilot, or destination.

This log is crucial for assessing the airport's attractiveness to other players, both past and present, and these details, visible on the Marketplace, influence the airport's market price.

Purchasing Airports from Other Players

You can also acquire airports from other players. In such cases, the flights previously recorded remain associated with the airport, and the current level of the airport is retained.

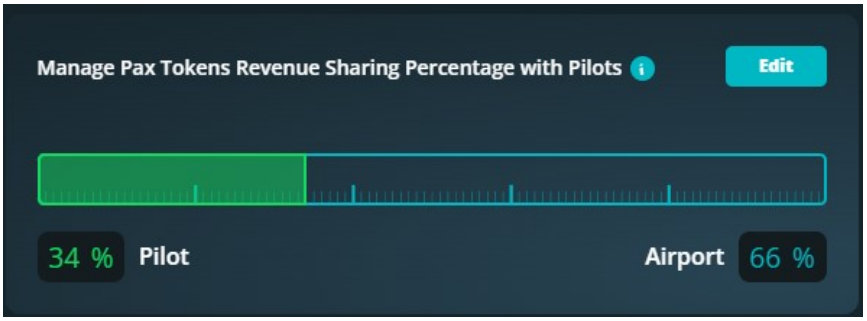
Benefits of Level Upgrades

Upgrading your airport's level provides several advantages: increased earnings with higher PAX per rotation, additional missions assigned (feature coming soon), an increased weekly rotation limit, and a higher resale value in the Marketplace.

PAX Profit Split with Pilots

Airport owners can allocate a specific percentage of PAX tokens as rewards for pilots who either take off from or land at their facilities. This reward system does not impact Experience Points (XP), which

are fully retained by the airport.



Each airport can set its own reward percentages, even if they are owned by the same player, ranging from 0 to 100%. For example, a 0% setting means no PAX tokens are awarded to the pilot, whereas a 30% setting allocates 30% of the tokens to the pilot and the remaining 70% to the airport.

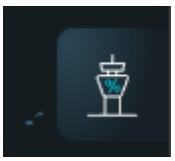
Note: *the change in percentage by the airport owner does not affect flights that are already active. Flights for which departure has already been declared, and if applicable, the destination airport, will maintain the percentage established before the change.*

This mechanism provides a significant incentive for airport owners to promote their airports and boost traffic. A specially designated section clearly displays to pilots which airports offer the most generous rewards. This strategy not only spurs competition among airport owners but also encourages pilots to visit various airports, enhancing the game’s dynamics and engagement. By effectively leveraging this feature, airport owners can greatly enhance their visibility and appeal to pilots, creating mutually beneficial outcomes for all involved.

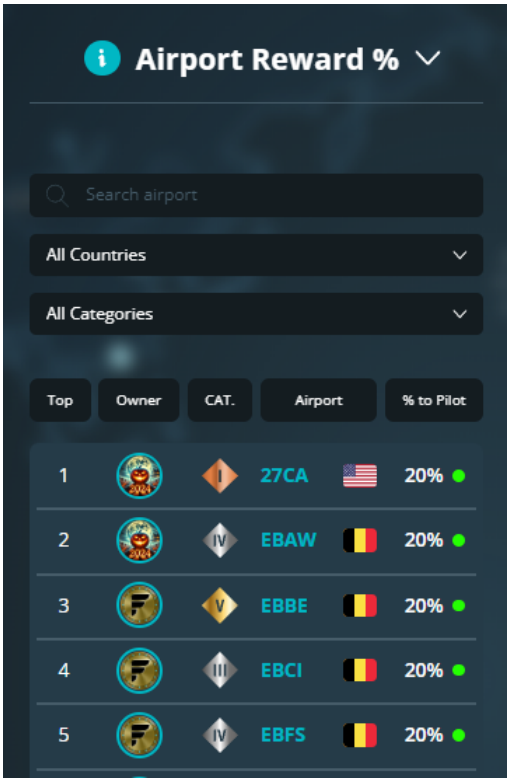
Note: *the 'Test Pilot' mission does not include PAX profit distribution.*

Live Airport PAX Rewards

By clicking on the control tower icon at the bottom right of the map page, you can access a real-time list of airports that distribute a percentage of PAX Tokens to pilots.



The list can be filtered using various search criteria and is sorted to show airports offering the highest percentage to pilots first. If two or more airports offer the same percentage, those that have most recently updated their distribution percentage are shown first.



This feature helps pilots easily identify the most rewarding airports and plan their flights accordingly to maximize earnings.

Maintenance Costs and Inactivity (Future Introducion)

Airports incur fixed monthly management costs, payable in PAX, with an option for a discounted annual prepayment. These costs cover the daily management of the airport. Failure to pay results in the airport becoming "Inactive," still accepting takeoffs and landings but not generating PAX or XP until the debt is settled. An "Inactive" airport can be listed for sale on the Marketplace, where the airport's status and reactivation costs are clearly indicated.

Note that failure to pay fees will lead to the accumulation of charges over time, up to a maximum of two months.

If the maintenance costs of an airport are not paid, regardless of how long the payment is overdue, the airport will remain under the ownership of its rightful owner.

Deactivation and Compensation for Airports in SimFly

If the owner of an active airport, which is to be decommissioned in the future and also removed from flight simulators, decides to deactivate their airport in SimFly, the platform will deactivate the airport

after verification.

Subsequently, SimFly will issue a voucher to the owner equal to the sale price of an airport of the same category. The voucher will be valid for 60 days from the date of the airport's deactivation.

Concluding Insights: Mastering Airport Management

In conclusion, SimFly offers a dynamic and comprehensive approach to airport management within a flight simulation environment, merging real-world accuracy with the engaging mechanics of web3 gaming.

Players are given the unique opportunity to own, operate, and trade airports, replicating the complexities of real-world airport operations. From activating new airports to managing daily operations and navigating the marketplace, SimFly cultivates a detailed and interactive experience.

The platform's integration of PAX and XP as rewards for managing flight operations introduces an economy that incentivizes strategic gameplay and investment. Additionally, the maintenance of accurate flight logs and the importance of airport attractiveness highlight the depth of simulation offered by SimFly, making it an engaging platform for flight enthusiasts and digital asset investors alike.

Through careful management, strategic trading, and a keen understanding of the SimFly economy, players can maximize their earnings and enjoy a richly rewarding flight simulation experience.