

AIRPORT MADNESS: WORLD EDITION

INSTRUCTIONS

Crashes are bad. Avoid crashes. However, don't just sit there. Work hard to keep the airplanes moving, and the passengers happy. A good controller can keep everything moving seamlessly in a safe, crash-free manner.

Arriving aircraft will land all by themselves. **NO CLICKING REQUIRED!** However, you will occasionally notice a **TIE** between two arriving aircraft on different runways. A tie is when two planes try to be in the same place at the same time. As a highly paid air traffic controller, it's **YOUR JOB** to make sure that this never, ever happens. Use **SPEED CONTROL** (i.e. fast, slow) to manage such ties. Failing that, assign a new landing runway to the aircraft. You can also cancel a landing clearance by **DRAGGING** the aircraft, which assigns that aircraft a heading to fly. You can also **DRAG** an aircraft to maintain direction and altitude.

Departing planes are different. It is **UP TO YOU** to decide when they should be given a takeoff clearance. Always ask yourself, "What are the consequences?". Look closely to see if another aircraft is about to land, or has just landed and is still exiting the runway. Don't forget to look at the other runways, too. The **BIGGEST FAILURE POINT** in Airport Madness is the intersection of two runways. Taxiing planes to and from parking is simple. They won't crash into each other on the taxiways or the parking apron. If an aircraft needs to cross a runway, you must consider whether or not the runway is being used!

You will notice that not all runways can be used for takeoff and landing. That's just how it is. In real life, controllers establish a 'flow' where certain runways are only used for arrivals, and certain runways for departures.

FREE TIP: Don't be afraid to let planes wait! Crashes aren't cool. Let the planes line up on the taxiway if necessary. Tell an arrival to **GO AROUND** if they are about to crash with another aircraft (done by dragging the aircraft away from the runway).

Arrivals and departures will not conflict with each other in the air, with the exception of aircraft that have been dragged (assigned a heading). Once you interfere with an aircraft's original flight path, you own the consequences of your actions!

RANK: Based on your cumulative total airplanes moved.

EFFICIENCY: Represents how quickly you are moving airplanes.

SCORE: Based on number of planes moved, and how quickly they are moved.

GAME MODES:

- ⤴ **BUILDING TRAFFIC:** Traffic starts slowly, but gradually builds.
- ⤴ **TIME TRIAL:** How many airplanes can you move in 10 minutes?
- ⤴ **CONTINUOUS:** A steady flow of airplanes, unlimited crashes. Occasional runway closures and noise-abatement procedures

If you are playing Airport Madness on a keyboard device, you may use these keyboard shortcuts instead of using your mouse. Runway assignments are not available via keyboard shortcut.

- ⤴ 1 - FASTER
- ⤴ 2 - SLOWER
- ⤴ 3 - EXPEDITE OFF RUNWAY

- ✧ 4 - GO AROUND Q - LINE UP
- ✧ W - TAKE OFF
- ✧ E - IMMEDIATE TAKEOFF
- ✧ R - CROSS RUNWAY (WHEN AVAILABLE)
- ✧ T - DO NOT CROSS