Hints and Tips

- Airlines will generally want to take the best timeslots available, peak times being in the morning and again late afternoon, but they also have to take into account the time of departure from their start point or arrival at their destination. All airports operate night curfews and as such some flights will be restricted to the hours at which they can arrive and leave from your airport.

- Admin buildings are essential to a higher quantity of better quality contracts. Keep them well funded and be prepared to expand as your airport grows.

- You also may want to consider the amount of time the plane is at your airport. Persuading airlines to operate fast turnaround times will enable you to get more flights in, but it might suit you to keep a plane on the ground for 30 minutes longer if that will help relieve a very busy period. Overworking your Air Traffic Control facilities could have disastrous effects.

- Try turning weather off to make your life that much simpler (but also more predictable!?).

- Before arranging for 3 Jumbos to leave within a 15-minute period you should make sure that you have a large and efficient infrastructure. Over 1,000 people trying to check-in together will need enough desks and security equipment to cope

- Cargo has more benefits than costs though make sure the buildings are well situated to service the planestands. Good design is important so that aircraft and support vehicles can keep moving.

- Police are essential to security but don't let them slack or they'll be taken advantage of.

- Risk money upgrading catering and fuel suppliers and your reputation will see the benefits.

- Try building a two-storey terminal and make the entire top floor a retail area so that income flows.

- Don't expand to more than two runways unless you have a good airport maintain building (#3>).

- **How to dedicate a check-in desk:**

  Using the toolbar icons:
  1:     enter your terminal
  2:     find (using the ToolTips) the (green floored) check-in area (may be on the other floor to the one you are looking at if the terminal has two floors)
  3:     find / build a check-in desk
  4:     change to Object Properties mode
  5:     click on the target check-in desk
  6:     click the 'dedicate to an airline' icon shown on the check-in desk's properties screen.
  7:     choose the desired airlines from the list presented
  8:     click on the tick to leave the screen and it is done

- **How to dedicate a storage facility:**

  Using the toolbar icons:
  1:     change to Object Properties mode
  5:     click on target storage facility
  6:     click the 'dedicate to an airline' icon shown on the object's properties screen.
  7:     choose the desired airlines from the list presented
  8:     click on the tick to leave the screen and it is done

- **Things to check if you aren't getting any planes into your airport:**

1. Is your runway open? (check the ToolTip for the runway icon on the toolbar)

2. Have you tried moving the game speed up (you can do this in General Options)? It may be that the agreed flight slot is not for some time…
3. …or maybe it took you some time for you to give the appropriate dedicated facilities and so the agreed flight(s) have been and gone (in time) and you need to wait for them to come around again?

4. Have you given any prerequisite objects asked for by airline's master contracts to the airlines? You can review active contracts by going to the contracts screen (shortcut key = V) and then clicking on the yellow master contracts. Any prerequisites will show up at the bottom of the first page.

5. Have you connected your terminal to the outside world?

6. Do you get planes okay in the scenarios?

7. Remember that some areas are more 'difficult' than others as they don't have many air traffic routes. Try Amsterdam for a location with many potential air routes.

- **How to build a rail crossing:**

1. Simply drag road up to an existing stretch of rail. Now build away from the other side and a crossing will automatically appear at the intersection. You will not be able to form rail-road crossings on bends or in areas where any of the pieces around the desired crossing are touching separate sections of road or rail.

- **How to demolish a terminal:**

1. Select the Demolish tool from the toolbar.
2. Drag out the demolish tool so that every last square of the terminal and its entrance is covered by the green squares
3. Release the mouse and confirm that you want to demolish the selected area.

- **How to link Jetways to your terminal:**

1. Place a jetway next to a <u>two-storey</u> terminal.
2. Enter the terminal and go to the top floor.
3. Find the area adjacent to the jetway and designate it as GATES.
4. The jetway is now linked to the terminal!

- **Regular movements?**

Please remember that due to the limitations of the target machines at the time of release, any vehicle, people or aircraft movements you see are only representative of the realtime movements and calculations. If you look at the speed of the clock during normal play and think how many objects would have to move (and at what speed!) then you will appreciate the impossibility of the realtime movements. This explains why a car park may report to be full but only look half full.