Game logic:

1. Player first time enters the game can set his own nickname in this game.
2. Player has his level, high level can get high level agreements and buy high level airplane。
3. This game is a simulation game, so we do not have lose and win. Just build a airport.

Basic Logic:

1. Buy airplane to start flight. Higher level has higher destinations, player own flight use fuel and passengers and he will get exp and money. Higher destinations use more fuel and passengers and get more exp and money.
2. Player use money to buy higher airplanes, some important buildings(ground control and so on) and level up runways, level up terminal, level up repair center and so on.
3. Every flights has its stars task, send more airplanes to one flight can get stars. To get higher level flight not only need user level also need star level. And more stars also means airport is more popular, and passengers will come faster and other airplane companies’ airplanes will come faster.
4. Other companies’ airplanes’ level will depend on player level. Other companies’ airplanes have no cost(fuel and passenger) and they can take fuel and passengers to player’s airport.

Special Buildings:

1. Runway:

Higher level runway can be used on higher level airplanes to take off and land.

How many runways can buy is limited by player’s level.

1. Stand:

How many stands player has how many airplanes they can buy.

How many stands player can buy is limited by control tower’s level.

Before player buy stands he must buy the terminal section.

Stands can not be leveled up, neither of terminal section.

1. Control tower:

Level up control tower can buy more stands.

Control tower’s highest level is limited by player’s level.

1. Ground control:

Ground control does not have level, it just automates the servicing of planes.

1. Repair center:

Higher level airplanes need higher level repair center to repair.

Repair center’s highest level is limited by player’s level.

1. Terminal

Terminal is the whole of all terminal sections, terminal sections can not be leveled up but terminal can be leveled up.

Higher level terminal can raise the upper limit of number of passengers who can grow automatically.(The passengers who come from landing airplanes can also add to passenger number even it is over the upper limit of number of passengers who can grow automatically)

Terminal’s level is limited by player’s level.

1. Fuel station:

Player can buy fuel here.

Fuel also can get from other companies’ landing airplanes.

Higher level fuel station can buy more fuel in the same time.