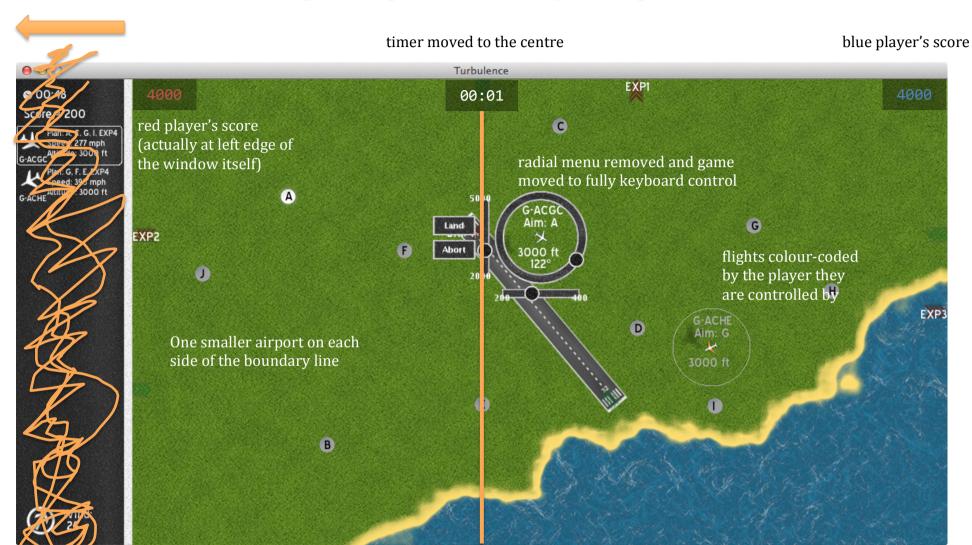
Single Computer Multi-Player Proposal



Airspace divided into two, with each player responsible for half. Planes transfer between the two players automatically on crossing the boundary.

Possibly a slight red/blue colour filter on each side of the airspace to make the distinction even clearer.

Suggested Keyboard Controls

Turning and altitude	WASD	Cursor keys
Increase / decrease speed	Q & E	J & K
Cycle between flights	C & V	, & .
Land / Take-off	В	L