

Work in Progress - Last updated December 17, 2025.

HANDBOOK

Turboprop Flight Simulator

Authored and maintained by **TFS Gathering**

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Preface

This document contains a handbook of the game **Turboprop Flight Simulator**,¹ authored and maintained by **TFS Gathering** which is a Discord server run for and by players of the game. You can join the server using this link:

<https://discord.com/invite/ASfjSA5YAv>.

This guide contains information about every aspect of the game, ranging from airports, aircrafts, vehicles, the map, and so on. Blue-prints have been designed and included for each airport. This is a work in progress.

Editors at TFS Gathering

¹TFS is an offline single-player flight simulator game created by **AXgamesoft**.

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CHAPTER 1

Introduction

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CHAPTER 2

Islands

Turboprop Flight Simulator comprises of two islands, namely the Main Island and the Archipelago. The Main Island is a substantial landmass featuring varied terrains, including mountains, hills, and coastal areas. It hosts several airports, such as Field Airport, Hill Airport, Mountain Airport, Gulf Airport, Shore Airport, Main Airport, and Factory Airport, each having its own, unique characteristics.

To the north-eastern part of the game lies the Archipelago, a collection of four large islands accessible for 1,200 coins. These islands present a mix of flat and mountainous terrains, with some connected by bridges and full of wind farms, cities, and residential areas. The Archipelago includes airports like Midland Airport, Cliffs Airport, Terminus Airport, and Beach Airport. Cliffs Airport is notably challenging due to its perilous approach surrounded by mountains.

The landscape of these islands changes with the seasons, showcasing snow-covered grounds in winter and greenery in other seasons.



Figure 2.1: Model of the PV-40 utility vehicle.

§2.1

MAIN ISLAND

Main Island is the starting location of the Turboprop Flight Simulator. The northern part of the island is dominated by a vast mountain range. Near the southeastern corner, the mountain X nm (Y meters) in height, is the highest peak on the island (and possibly in the entire game). The southern region is primarily made up of hilly fields. At the time of writing this, the game does not include any natural vegetation. A river (0 nm (0 meters) above sea level, connected to the sea at both ends) crosses the island and splits roughly halfway to the north. The splitting branch ends at a large dam, which blocks water flow from a mountain lake. This lake, situated at X nm (Y meters) above sea level, is currently the only lake in the game.

There are two major cities on Main Island: Shore¹ and Main¹ (the capital), as well as one village, Field¹. Multiple windmills can be found in the southern areas, particularly between Field and Gulf Airports.



Figure 2.2: A labelled photograph of the Main Island.

The primary industries on Main Island are electricity and airplane exports. A significant portion of the workforce is also involved in services,

¹Named after the nearby airport.

as evidenced by the large office skyscrapers in Main.²

The island's infrastructure consists of three major bridges³, the dam⁴, a road network⁵, and several airports. Two bridges cross the river: one connects Hill to Gulf via a road, and another links Shore to Main via a highway. A third bridge connects Factory to the Mainland, bypassing the mountain range. The dam, located in the south-southwest corner of the lake, is X nm (Y meters) meters high and X nm (Y meters) meters long. A road runs across the top of the dam, linking Mountains AP to Main. The road network includes one main highway that connects Main, Shore, and Gulf, following the coastline along the southern coast and parts of the eastern and western coasts. Several smaller roads branch off from the main highway. There are seven airports on Main Island in total. Six are civilian airfields, while the Factory Airport is dedicated to testing (featuring an extra-long runway) and exporting/importing parts and products.

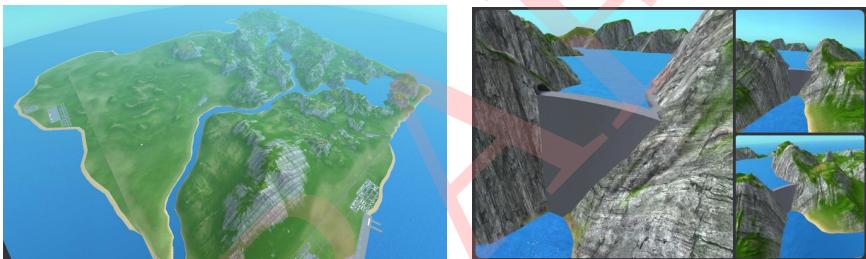


Figure 2.3: (a) main island captured from above; (b) dam

²Please note that facts mentioned in this paragraph are not confirmed and are based solely on observable details in TFS.

³Two crossing the river, one on the road connecting Hill to Gulf and another on the highway connecting Shore to Main, and one connecting Factory to Mainland, bypassing the mountain range.

⁴The dam's dimensions are listed where applicable.

⁵The road network includes one major highway and smaller connecting roads.

§2.2

ARCHIPELAGO

Archipelago Island, on the other hand, located at the north-east (between heading 40-50) and far from main island about 30 miles.

This island was divided into 4 small islands (Terminus, Midland, Beach and Cliffs), but Terminus, Midland and Beach are connected by bridge, but Cliffs doesn't, making it difficult to get there by normal vehicle transportation (except planes and boats), also Cliffs has no cities, just cargo transportation.

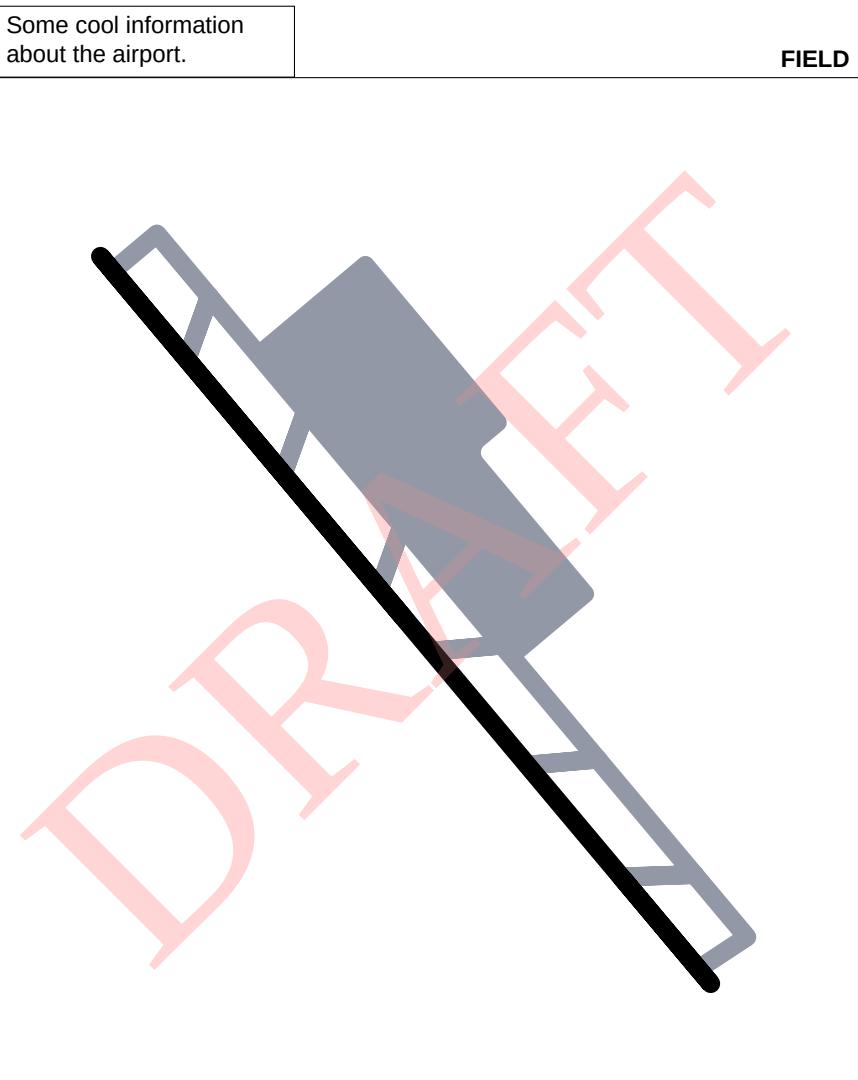
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CHAPTER 3

Airports

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§3.1
FIELD



Turboprop Flight Simulator

Field Airport is a main airport in TFS, also the starting airport where has several parking planes making it can contain 7 main planes.

Field Airport is small airport in Central part of Main Island. It is on hilly field area, next to the river and mountains. It serves passenger and supply traffic to Archipelago Island (Cliffs). Field airport has a runway long around 1.1 miles. At the end of runway 33, there's mountain so taking off at heavy payload may a bit challenging, but most planes often take off at runway 15 so it'll be much easier.

Type	Commercial Airport
Environment	Field
Number of Runways	2

§3.2

HILL

Hill Airport is a small regional airfield situated on elevated terrain, surrounded by rolling hills and uneven landscape. Its location gives it clear visibility over the surrounding area but also exposes it to wind and turbulence.

The runway is modest in length and width, favoring turboprop and light transport aircraft rather than large jets. Approaches can be tricky due to elevation changes and limited flat terrain, requiring controlled descent and precise alignment.

The nearby region is sparsely populated, with scattered settlements and road connections rather than dense urban development. In-game, Hill Airport serves as a practical stop for regional missions, cargo runs, and training flights that emphasize terrain awareness and approach discipline.

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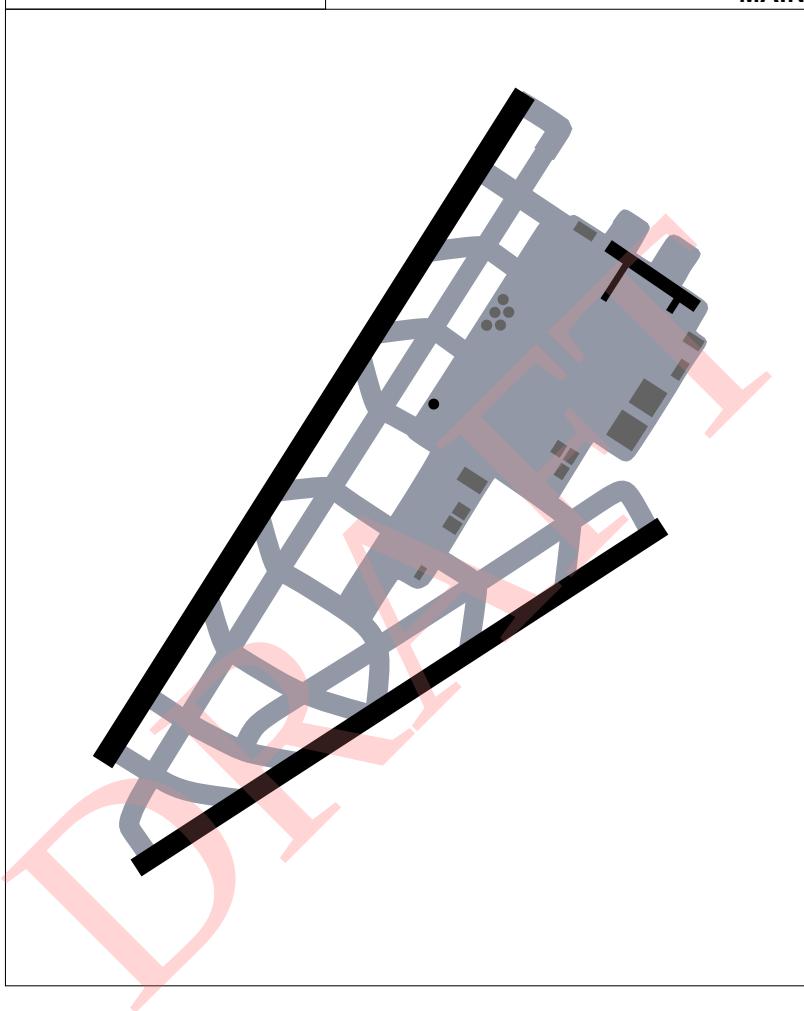
§3.3

MOUNTAINS



Some cool information
about the airport.

MAIN



Main Airport is the primary and most developed airfield in Turboprop Flight Simulator, situated alongside the game's largest city and functioning as the central hub of activity. Its urban setting, dense infrastructure, and expansive layout distinguish it from the more isolated or specialized airports.

The airport includes long runways, wide taxiways, and multiple aprons capable of accommodating every aircraft currently available in the game. This scale supports frequent operations, large missions, and extended free-flight sessions, reinforcing its role as the main operational base.

Adjacent to the airport is a large seaport, featuring docks and cargo facilities. Notably, a destroyer warship model is present at the port, representing a naval asset that is still under development. The unfinished yet detailed model suggests planned future expansion and adds to the sense that the Main Airport–Port area serves as a showcase zone for evolving game assets and upcoming features.

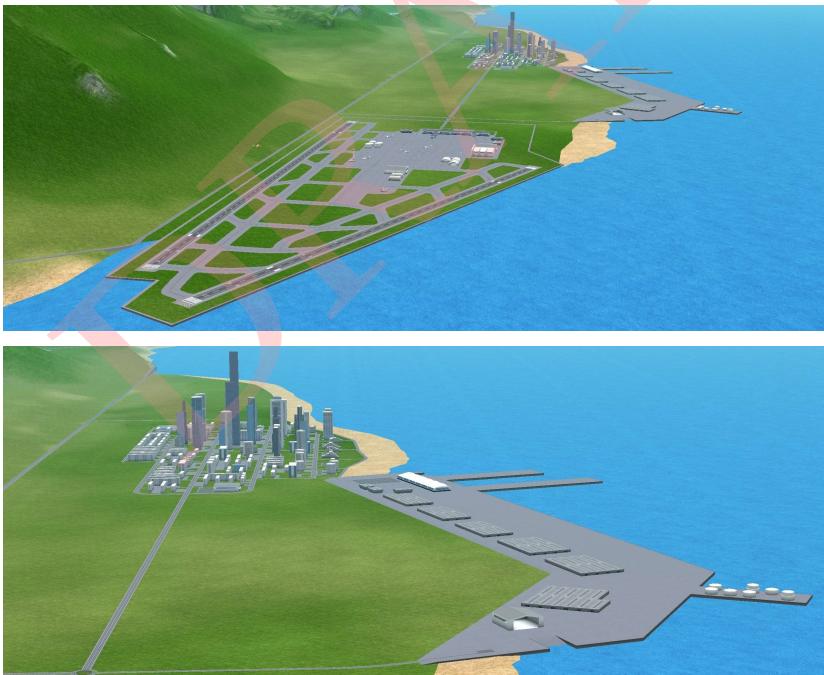


Figure 3.1: (a) Main airport from a distance; and (b) the seaport along with main city near the airport.

§3.7

FACTORY

Factory Airport is a distinctive floating airfield in Turboprop Flight Simulator, built entirely on artificial land off the northeastern coast of the Main Island. Its isolated, man-made setting immediately sets it apart from other airports, emphasising its role as a controlled industrial and development facility rather than a conventional airfield.

The airport operates a single runway, **06/24**, which is notably the second longest in the game, allowing it to handle a wide range of turboprop and experimental aircraft. Three aprons provide multiple parking positions, and a large hangar at the southern end dominates the layout. A single bridge connects the facility to the mainland, serving as the only ground access and reinforcing the site's self-contained design.

Within gameplay, Factory Airport plays a central role in several missions, including “Factory Visit II” and “Factory Visit III,” where aircraft such as the PS-26 and XV-40 are constructed. The location frequently features newly introduced or experimental models, and mockup aircraft can be observed inside one of the hangars when accessing demo scenarios from the main menu. This makes Factory Airport feel like a development hub (both narratively and visually) highlighting the game’s evolving aircraft and environment assets.

§3.8

MIDLAND

§3.9

CLIFFS

Cliffs Airport is a small, single-runway airport located in the Archipelago, adjacent to a cliff, hence its name.

The airport's runway is relatively short, making it suitable for smaller aircraft operations. Pilots must exercise caution during takeoff and landing due to the proximity of the cliff, which can affect approach and departure paths.

The surrounding area is characterized by rugged terrain and coastal features, offering scenic views but also presenting challenges for navigation. The airport's location in the Archipelago provides a strategic point for connecting flights between the islands. In the game, Cliffs Airport is accessible for various missions and free-flight scenarios.

§3.10

TERMINUS

Terminus Airport is a large inland airfield located at the edge of the playable region, designed as a final endpoint rather than a transit hub. Its name reflects its role as a boundary airport, positioned away from coastal or island settings and surrounded by open, undeveloped terrain.

The airport features a long, straight runway suited for heavy turboprop operations, along with expansive aprons and wide taxiways that emphasize scale and clearance. The layout is clean and spacious, making ground movement simple and visually uncluttered compared to more complex locations like Factory Airport.

In the game, Terminus Airport often functions as a destination for long-haul missions and cargo-heavy operations, reinforcing its role as an end-of-route location. Its straightforward design and isolated placement make it ideal for missions focused on endurance, navigation over distance, and high-capacity aircraft handling.

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CHAPTER 4

Aircrafts

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§4.1

C-400

§4.2

HC-400

§4.3

MC-400

§4.4

RL-42

§4.5

RL-72

§4.6

E-42

§4.7

XV-40

§4.8

PV-40

§4.9

PS-26

§4.10

C-130

§4.11

HC-130

§4.12

MC-130

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CHAPTER 5

Ground Vehicles

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§5.1

LMV-B1

§5.2

APC-H1

§5.3

UTV-C1

§5.4

CPV-C1-C

§5.5

RFV-C1-F

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CHAPTER 6

Times & Weathers

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CHAPTER 7

Systems & Features

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§7.1

SURFACE TO AIR MISSLES (SAM)

SAM is a group of cars that contain missiles which launches when detect a threat like planes example, in each car has 6 missiles and a car will act like a radar.

In TFS, you can add up to 4 SAMs and customize them, missiles are divided into 2 types (Heat seeking missiles and Radar guided missiles):

Heat seeking missiles Missiles those targeting planes depending by heat, so it commonly used to track fighter jets and other planes in the air. Because its tracking by laser infrared heat and low drags, so it can be defeated by flares and maneuvering at High G-load (G-forces).

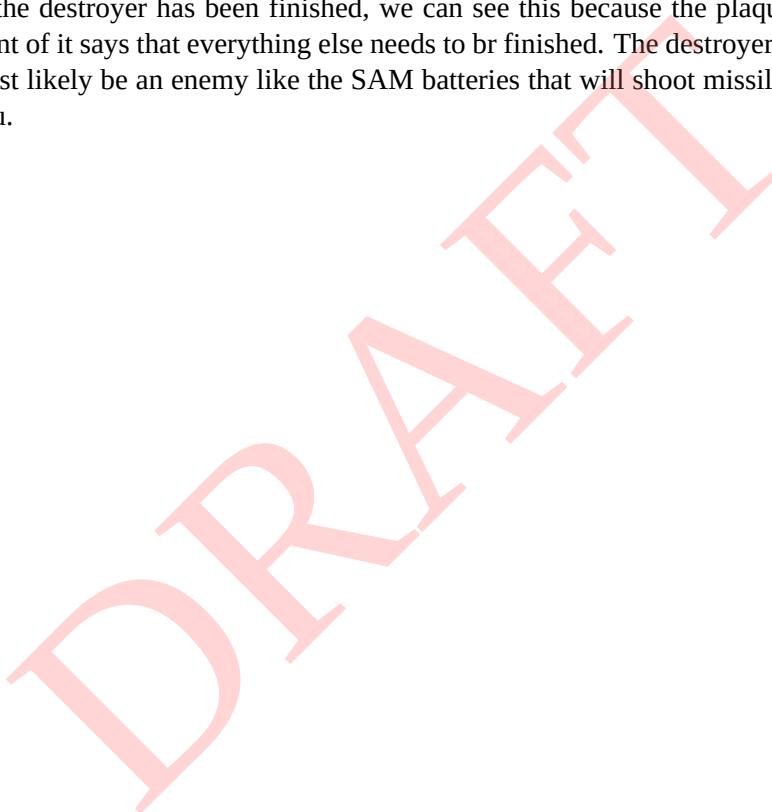
Radar guided missiles On the other hand, Radar guided missiles those tracking depend 100% on the GPS or radar, so it can use for both air to air and air to ground making it more popular and more powerful than Heat seeking missiles, so it often used more widely. Because with its tracking radar, it can be defeated by use chaffs and to maneuvering it, make sure your plane is 90° from the missile and your plane must bank left or right around 90°

SAM can track far away from 15 miles and its max altitude can track is higher than 8000 ft but can't track if there were terrains or something that blocks or affects to tracking systems like radar jamming or lost signal, but unfortunately, it only shoot at our planes, not ai traffic planes.

§7.2

DESTROYER

The Destroyer is a secret in TFS that you can find after the "Play this" button appears, when you wait for the MC400 on the start screen to reach the ramp after it has landed. You must then fly the plane to the harbour where the Destroyer will be (It is highlighted in blue on the map). Currently, nothing in the destroyer has been finished, we can see this because the plaque in front of it says that everything else needs to be finished. The destroyer will most likely be an enemy like the SAM batteries that will shoot missiles at you.



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