

Brisbane Australia

Papua New Guinea Taxi Service (I know PNG has been done before as payware but it's a really challenging area that is good for flight simming)

Situation: You are part of a ragtag group of expats who have formed a small business based at Gurney Airfield in south eastern PNG (AYGN) providing air services to eastern part of PNG. It's 6.30am, the tropical mist is clearing from the runway and you've just picked up your run for the day...

Mission: Transport local villagers and small items of freight between isolated communities.

Route: AYGN.SXH.SAM.VIV.TFI.AYGR.TPI.WTP.AYPY.AYGN. You start off with the easy stuff and do some island hopping. You then head up country and into the hills. After helping goats and village elders in and out of your aircraft all morning you'll be pretty tired when you start gaining altitude. Stay sharp! Depending on aircraft this would take about 2 hours or so non-stop. It's a good day's flying once you add in the cargo element.

Aircraft: Most flying in PNG is VFR with few VORs and a handful of NDBs. Glass panels are superfluous but a GPS comes in very handy! You'll need an aircraft that is short field capable, can carry 2 to 4 pax and a modest amount of freight, and can handle a rough landing or two. Most operators use Twin Otters but smaller GA singles such as the Cessna Skywagon are also popular. The FS or X-Plane stock C172 would be fine. The Caravan would also work well. There's plenty of freeware aircraft for both sims available in this category.

Weather: Using real world weather will add an element of chance and challenge.

Options: Depending on how the coding works here's some things that could happen along the way...

- Weight of freight and pax should be added or subtracted after each stop
- Perhaps add a value to each item of cargo so the player has to decide what is going to give the best profit for the run? See who can do the most profitable run at the end of the day, see who ends up eating baked beans for dinner 😊
- Fuel is only available at a couple of airports. Try to make weight a challenge.
- Make TPI an unexpected stop by triggering an event at one of the previous stops e.g a villager stopping the plane on taxi and asking for a lift or a call from head office to go and pick up a sick villager or special cargo
- Warning of a sudden weather change while enroute to TPI to reduce the amount of time to get in and out (it's a challenging strip in X-Plane)

Scenery: For FSX - Pacific Islands Simulation does a payware add-on called Raw Grit: PNG Bush Flying Extreme with custom objects and 40 airstrips. A quick scan of the documentation suggests all the airstrips listed above are included as are some suggested routes for sightseeing. Not difficult to fix if one is missing - just pick one that's there.

For X-Plane - The freeware VOZ pack covers all of Australia and much of PNG. All of the strips above are included and most have at least some custom objects.