

# Airline Tycoon – Hints and Tips.

**At first, we all thought that managing an airline was easy and fun. After a few missions, it seems a bit trickier, right? You'll find out that being a tycoon isn't easy and that the road to success isn't an easy one.**

**In this guide you'll find hints and tips that should help you out. This guide is not meant to be an exhaustive walkthrough of the game, it's rather a list of good habits that will help you beat the game.**

## **General Advice**

There's one best way to earn money in the game, and it's, er... well in fact there isn't. Each player has their own style, and there are specific constraints in each mission. That said, some tactics can prove useful.

Try to open as many branches as possible and call them everyday. Now and again you will find the occasional \$1m order flight among other surprises.

Try to build a route network as soon as you can, so you won't have to care about travel agencies - your planes will be profitable without the hassle of micromanaging it all over again everyday.

Use your stock wisely. You can win or lose millions depending on your policy.

Don't underestimate your advisors. Some are more useful than others. For example the help of the bodyguard, the finance analyst and the order consultant are invaluable. The others are a bit less useful. Try to take the most talented folks right away. There's a BIG difference between a good and an excellent advisor.

Explore the airport. You will find many surprises... Examine each screen. Each time the cursor turns green, you can act. You will find many "hidden" items: the spider, the bra, the horseshoe... just figure out what their use is, you won't be disappointed.

On to the missions!

## **First Missions**

### **A New Job.**

It's your very first mission. Consider it a tutorial. Just keep listening to what Belinda tells you and you shouldn't run into any trouble. Since you have tons of money, just try everything that you like, explore the airport... And try to optimize order flights on your Filofax. Get orders at the Travel Agencies, then go back to your office to build your flight plan. You will notice that not all order flights are profitable... If you hire advisors, they'll tell you!

### **Let's Go!**

This new mission looks a bit like the first. It's not overly complicated - all you have to do is work a bit on your flight plan and you should crush your opponents! If this mission gives you any trouble, you should try the first mission until you beat your three competitors quickly and soundly.

### **First Problems**

In this mission, you now have a profitability objective. It's not about winning at whatever cost now. You must watch your margins!

There are several ways to achieve that.

- reduce costs: wages, maintenance... just don't overdo it or you'll have to deal with strikes and

air crashes.

- Try to establish a route and work on it make it profitable
- Try to open branches (bulletin board in the director's office). They can get you very beneficial orders.

### **New York, Rio, Tokyo**

The difficulty of this mission largely depends on your home airport. It is easiest with Berlin and hardest with the smaller airports, because some destinations will be out of reach of your airplanes. You will then have to open a route between your home airport and a better-connected airport, and make sure it's sufficiently occupied so that you can open other routes from that airport.

### **Rich and Famous**

This mission is not only longer but also more difficult than the first three. In order to succeed, you will have to open as many branches and routes as you can, and invest all profit in advertising. Little by little, your reputation will increase... beware of sabotage and your level of service as these could ruin your reputation.

### **The Last Frontier**

In this mission, you will have to buy something (surprise) in several installments. The idea is that this something costs several millions in total. The only solution is to build a complete air empire and sell everything in the end to buy the thing all at once. Do not waste your money by paying installments as soon as you can, as you can't get your money back.

Your first aim is to open a large number of branches and routes to avoid the pain of micromanaging everything. Try to buy extra planes as soon as you can and invest in advertising. Keep one plane for travel agencies orders and branches, as some orders can get you a lot of money. Good luck...

### **Second Campaign**

#### **Almost Bankrupt**

This mission is quite similar to *First Problems*, but it's simpler. Indeed, you can sell your planes to repay your debts. You can nail your competitors if you do so.

#### **Flying Crates**

This mission is a bit like *Let's Go* but with cargo. Take advantage of this easy mission to understand how cargo works in the game.

#### **The Earthquake**

This mission introduces a new concept - you'll have to last a certain number of days. To win, you will have to fly relief flights at your own expenses and enough commercial flights to ensure the survival of your company.

A few tips:

- ~ On the first day, get a big loan from the bank. You can also reduce the salaries or try to hire cheap staff.
- ~ Try to get commercial orders that match your relief flights, so the planes can return to your home airport at a profit. If you can open a branch in the city of the earthquake, this mission will be a walk in the park.
- ~ Every morning, be sure to be the first to enter the freight hangar. Otherwise, all the interesting relief flights will be taken. Avoid the impossible flights (too far, too much load) and the associated penalties.
- ~ If you still can't complete the mission, try to select another home airport.

### **Miles Or More**

This mission, albeit long, is somewhat easy. You will be judged on the number of miles that you cover, but actually, you should try to do as many flights as possible. An easy way to win is to get a route that matches the range of your planes and assign them to that route full time. Your competitors will never come near to your mileage... Without routes, you will have a real challenge. Like in "The Earthquake", you will also have to survive, but for 30 days this time. Try to open branches and to do as many flights as you can, even for next to nothing, as long as your company stays in the black for the next 30 days...

### **The Luxury Principle**

This mission, like the previous two, will be fairly long. In order to win, you must invest your profit not in new planes, but in luxury equipment for your planes. You won't be able to reduce the salary of your crew because their enthusiasm will be necessary for optimal service quality! To build the perfect airplanes, you will still need a lot of money. Use proven tactics: open branches, optimize your flight plan, and if possible use routes to a profit...

### **Bankrupt!**

There is an way to easily win this mission. On the very first day, it is still possible to get branches in the director's office. If you can get one, call them everyday and get order flights. You will have a definitive advantage over your competitors. If you can't open a branch, the mission can be quite tough. The only solution is through routes and advertising. Some of your competitors will have trouble going the distance and may take big risks with the stock market. You may then buy them out if you have the cash... that's still two extra planes...

### **Catching Up**

There are two winning strategies for this mission. The first consists of accumulating enough money to buy two new planes. That's somewhere between 15 and 20 million. It is long but feasible. The other is about investing all your profits in the maintenance of your existing planes. In both cases, do not use your planes 24 hours a day.

### **Change of Route**

This mission may very well be the hardest in the game, so good luck! It's about raising the value of your shares. You may or may not have used the stock market before to get some extra cash, but here, you're asked to perform financial miracles! To do so, one word: profit. That's what these investors like. Don't issue too many shares at the beginning, but do raise the goodwill of the company (for instance, try to buy new planes). Raise the dividends to a maximum. Buy shares in your own companies. If you still have problems, buy the excellent City Trader and the stock market won't have any secrets for you...

### **No Buts!**

This mission is also quite hard. It is about surviving a long period of time (40 days). Although your objective is to execute all the orders that are proposed, you will soon realize that it is impossible. So, you must take care to minimize the penalties you will have to pay by missing flights. If possible, try to get the flights with big bounties too... I suggest you buy a new plane, especially one with a bigger capacity or bigger range, some of the five daily orders may be used only for planes of this capacity or this range. Don't hesitate to spend lots on maintenance since any incident can have disastrous consequences. However, a well-used sabotage can lead another competitor to bankruptcy in a very short amount of time...

### **Beyond The Last Frontier**

Even if it's longer than the other mission of the campaign, it's definitely not the hardest. As in *The Last Frontier*, you will have to buy a thing in several installments. Just don't try to buy anything too soon and you should be alright. You should need around 200 millions total. Be patient...

**Good luck !**

### Keyboard Shortcuts

Air Travel	T
PetrolAir	A
Bank	B
Office	O
Duty free store	D
Airport manager	U
Freight Center	H
Plane Broker	E
Kiosk/Newsagent	K
Last-Minute-Travel	L
Museum	M
NASA	N (only available in space level)
Personnel office	P
Rick's Cafe	C
Route planner	R
Ad agency	I
Workshop	W
Telescope	S (Not in personal organiser)
To go home	Tab (Can be done anywhere)

Item	Location	Benefit
Alcohol	Duty Free Shop	Cheaper Cleaning Costs in the Warehouse and Permission to take the Oil Can.  <b>Tip:</b> Never remind him that he is not allowed to smoke in the hanger.
Oil Can	Warehouse	Use on the Globe in your Office to Stop it Squeaking
Postcard	Bulletin Board in Uhrig's Office	Give to the woman in the Personnel Office and she'll let you take some pills from her desk
Pills	Personnel Office	Prevents bacteria in your coffee from forcing you to spend time in the Bathroom.
Violin Case	Duty Free Shop	Give to Petrol Air to gain access to the Saboteur
Spider	Air Travel Desk	Give to Advertising Executive for permission to take Disk
Bra	Overhead Compartment at Plane Broker's Office	Go to the airplane broker. Buy up to \$250,000,000 of Boeing airplanes. <b>NOTE:</b> It does not matter which model but the planes MUST be made by Boeing. You can buy them all at once or over time. After this goal is achieved, the overhead luggage compartment will pop open and it will be filled with ladies lingerie! Take the bra and give it to the Woman in the Duty Free Shop

		to gain permission to take the Horseshoe.
Horseshoe	Duty Free Shop	Give to the drunk at the Bar to end Strikes or simply hold on to in order to prevent bombing of your office
Paper Clips	Route Management Notice Board, to the right of Mr. Uhrig's office	Give to Cargo guy in exchange for Glue.
Glue	Cargo Air	Put on ground to stick opponents for a few seconds. Be careful as you can get stuck as well. This is a great trick to be used early in the morning right after the reunion with Mr. Uhrig because it will prevent your opponents from getting to the AirTravel agency before you!
Glove	Arab Air after 10 or more days	Get Coca-Cola from the machine near the Museum
Coke	Machine near Museum	Give to News Agent to get a stink bomb or drink it to get superb stamina and high speed walking
The Candy Box	Duty Free Shop	Without alcohol. Find your female opponent Anita de Lucia and give her the candy box. She will be very happy with you!