DROP SUPPLIES. DEMOLISH TARGETS. KEEP FLYING.

Player Manual



Make careful cargo deliveries, demolish marked structures, and dodge incoming fire. Each mission gives you a new aircraft and two main objectives. Your timing, speed, altitude, and the wind determine where each payload lands.

Your first flight

1. **Choose Start flight.** Read the two objectives and the next payload.
2. **Set your approach.** Adjust speed and altitude; give the parachute room to open.
3. **Press Space to drop.** Watch the landing, avoid incoming threats, and keep flying.

> **Prefer a quiet first run?**
> In Settings, choose **Next run: Calm** and turn **Drop preview: ON**. Then choose Start flight. Calm removes incoming projectiles; delivery physics and demolition remain.

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01 / TAKE THE CONTROLS

Controls & aircraft

Your aircraft crosses the scene automatically. You control its speed, altitude, and the release of the next payload.

ACTION	KEYBOARD	CONTROLLER
Climb / descend	W / S or Up / Down	Left stick or D-pad up / down
Accelerate	A / D or Left / Right: **toward flight**	Stick or D-pad toward flight
Slow down	A / D or Left / Right: **against flight**	Stick or D-pad against flight
Drop next payload	Space	A / bottom face button
Pause / back	Esc	Menu or B / right face button
Advance mission result	Space or Esc	A or B
Navigate menus	W / S or Up / Down	Left stick or D-pad up / down
Confirm menu item	Enter or Space; mouse click	A / bottom face button

Controller names use the in-game A/B labels. The mouse operates menus; it does not steer the aircraft.

Throttle follows the direction of flight
Flying right: D speeds up; A slows down. **Flying left:** A speeds up; D slows down. Direction alternates between missions. Release the throttle to return toward cruise speed.

A different aircraft each mission

The game assigns aircraft automatically from a shuffled fleet of 20. Light aircraft, helicopters, heavy haulers, and exotic craft have different handling, cargo limits, and traits. All 20 appear before the fleet reshuffles. Your **remaining hull percentage carries over**; changing aircraft is not a free repair.

Only hover-capable aircraft can stop when you brake. Aircraft traits operate automatically; there is no separate ability button. Press and release the drop button for each item, and check the next-cargo panel before every drop.

02 / KNOW YOUR DELIVERY

Cargo & targets

The cargo manifest is assigned for your aircraft and mission. Drops use the next item in the queue, so plan around its rules and the targets ahead.

PAYLOAD	CLASS	WHAT TO KNOW
Supply Crate	M	Steady descent; the standard cargo delivery.
Medical Pod	L	Fragile: breaks above 4 m/s impact speed. Leave room for its large chute and reduce sideways speed.
Fuel Drum	M	Can roll after a sideways landing. Slow down and aim near the pad center.
Vehicle Pallet	H	Three parachutes. Needs a wide heavy-duty pad, with the full pallet on the surface.
Habitat Module	XH	Four parachutes and automatic low-altitude retro braking. Needs a wide XH-rated pad.
Science Probe	L	Fast descent; scores only at sensor sites.
Demolition Charge	M	Explodes on contact. Allow space for its 6 m blast.
Bunker Buster	H	Penetrates before its 4 m blast; especially effective against armor.
Cluster Pod	M	Splits into four smaller parachuting explosives, each with a 3 m blast.
Plasma Charge	H	Slow retro descent and a 10 m blast; can trigger fuel-depot chain reactions.

Read the ground before releasing

Green: cargo destination. **Orange X:** demolition target. **Blue + on a shield:** protected building - avoid damaging it. Match L / M / H / XH weight limits and any MEDICAL or PROBE requirement. Weigh Stations marked EXACT need the exact weight class.

Weight classes are L (light), M (medium), H (heavy), and XH (extra heavy). Heavy cargo can buckle an undersized pad. Clear a marked roadblock or shield pylon before using the destination it blocks. A released payload is not a completed delivery: let it land and settle.

03 / KEEP THE AIRCRAFT FLYING

Threats & survival

Watch the edges of the screen as well as the ground. Incoming-threat warnings identify the projectile, its arrival countdown, expected damage, and any jamming effect.

Make room to dodge

Use altitude and throttle together. Seekers track the aircraft for part of their approach; change your path once tracking stops. Jamming can temporarily prevent a drop. A blue warning can indicate a jammer, so do not treat blue as safe.

Some threats deliberately burst in the air, and some aircraft automatically intercept incoming shots. An explosion near the plane does not always mean a direct hit. Check the hull display and feedback to see what happened.

> **One automatic repair per run**
> The first time your hull reaches zero, your repair restores **50% of maximum hull** and gives a brief protective grace period. After that, the HUD shows **Final chance**. The next loss of all hull ends the run once falling cargo has resolved.

Repairs reward careful play

Most successful **primary cargo deliveries** repair 5% of maximum hull; Science Probe deliveries and optional deliveries do not give that repair. Completing both primary objectives adds a further 10% repair once per mission. Repairs cannot exceed full hull.

Changing aircraft preserves your remaining hull percentage and does not replenish the automatic repair. Keep watching the hull bar even when you switch to a larger aircraft.

Fly through a drifting balloon

No extra button is needed. Balloons move, and the opportunity disappears after you pass it or its short timer runs out. Missing one carries no penalty.

BALLOON	REWARD
Gold	+300 points
Green	Repair 10% of maximum hull; +150 points instead if already at full hull
Violet	Six seconds of protection

Calm mode: removes incoming projectiles. **Stormy cargo hits:** an optional setting that lets projectiles hit falling cargo during Stormy runs.

04 / MAKE EACH MISSION COUNT

Missions & rewards

Each crossing has two marked primary objectives. Complete both for mission success. Optional targets still earn their normal rewards, but do not substitute for the two marked goals.

A run has no fixed mission limit. Missing objectives reduces rewards but does not end a surviving run. Later missions increase flight pressure; individual aircraft still have their own speeds and handling.

REWARD	REQUIREMENT
Unused cargo: +100 each	Complete both objectives and survive. Each remaining payload earns the bonus.
Clean flight: +200	Complete both objectives, survive, and take no aircraft hits. A shield-absorbed hit still breaks clean flight.
Near miss: +50	Pass close enough to an incoming threat to trigger the near-miss reward.

Optional challenge every third mission

Priority Delivery (+400): supply the gold-marked pad.
Fragile Delivery (+600): land a Medical Pod upright on the gold-marked pad.
Clean Sweep (+500): complete both goals without aircraft hits.
Challenge rewards are awarded at mission end if you survive. Read the highlighted objective before committing your cargo.

MISSION MEDAL	REQUIREMENT
Gold	Both goals completed, no aircraft hits, and no protected-site damage.
Silver	At least one goal completed, without meeting every Gold condition.
Bronze	No goals completed. You can still continue if the aircraft survives.

Protected-site damage costs points and prevents a Gold medal. The separate clean-flight bonus checks aircraft hits; it is not the same award as Gold.

Between missions and at the end

Wait for falling cargo and collapses to finish. When the result appears, press **Space / Esc** or **A / B** to continue, or wait for the automatic advance. The final run trophy is Bronze below 5,000 points, Silver at 5,000-14,999, and Gold at 15,000 or more.

05 / SET YOUR PACE

Settings & saving

Open Settings from the main menu or pause menu. The labels below match the current game.

SETTING	WHAT IT DOES
Sound effects	Turns effects and aircraft engine audio on or off.
Drop preview	Shows the predicted path and contact position of your next payload. Off by default.
Hull percentage	Shows or hides the numeric percentage; the hull bar remains.
Livery	Cycles the cosmetic paint schemes you have unlocked.
Next run	Calm removes projectile threats. Breezy and Stormy introduce increasingly demanding threat combinations.
Stormy cargo hits	Allows projectiles to hit falling cargo during Stormy runs. Off by default.
Menu music	Controls music on the landing page and menus. Flight, mission results, and Game Over are intentionally music-free.

Changed weather? Start a fresh run.
The **Next run** and **Stormy cargo hits** choices apply through **Start flight** or **Fly again**. A same-seed restart keeps the original run configuration.

What is saved

The game saves your personal best, completed-mission total, unlocked-livery progress, chosen livery, and settings. Signature is available from the start; Racing unlocks after 3 completed missions, Arctic after 8, and Night Ops after 15.

An unfinished run is not saved when you quit or return to the main menu. Resume flight resumes an in-session pause only. Restart with same seed and Replay this seed begin the whole run again with its original setup; they are not checkpoints.

For controls at a glance, use the Quick Reference PDF. For launch, audio, input, and bug-report notes, use the Player Read-me PDF. These documents describe the current alpha; later updates may change individual rules.