

Here's what they say about why they fly:

The experience—Just like real pilots, virtual pilots have the challenges of bad weather, dangerous approaches and other airplane traffic that make each flying experience a unique one.

The community—The community that surrounds *Flight Simulator* makes flying online fun! Interacting with other virtual pilots and simulated air traffic controllers makes flying online always exciting.

The dream—I can command one of those "big boys." With *Flight Simulator*, you can hop in that left seat and fly a big Boeing 757 or a small Cessna Skyhawk all over the world.

The realism—Whether you're learning about the basics of flight, how to make an approach, or even what to do in an emergency, it's all based on real info that real pilots use.

Go to www.fsinsider.com to find out more.



Grumman
G-21A Goose

© 2006 Microsoft Corporation. All rights reserved. Microsoft, DirectX, The Microsoft Games Studio logo, Windows, the Windows logo, and Windows Vista are either trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries. Produced under license from Boeing Management Company 737, 747, MD-90, Jeppesen, Ornel Douglas & Boeing are among the trademarks owned by Boeing. © 2006 NAVTEQ. All rights reserved. © Jeppesen Sanderson, Inc. Pentium, Intel, the Intel Inside logo, Intel, Intel Inside and the Intel Centrio logo are trademarks or registered trademarks of Intel Corporation or its subsidiaries in the United States and other countries. Copyright 2006, ATI Technologies Inc. ATI and the ATI logo are registered trademarks and/or trademarks of ATI Technologies Inc. All rights reserved. GameSpy and the "Powered by GameSpy" design are marks of GameSpy Industries, Inc. All rights reserved.

MAKE YOUR FLIGHT PLAN ONLINE AND IN SYNCH

Flight Simulator X takes off

Experience what it's really like to soar thousands of feet into the sky. Take the role of air traffic controller and be responsible for plane and passenger safety. Perform rescue missions during your time in the sky. You can do all this and more with *Flight Simulator X* from Microsoft®. It's the culmination of nearly 25 years of development and sets the standard for technological innovation, incredible graphics and realism. From classic sea-planes like the deHavilland Beaver and Grumman Goose to the Cessna 172, there is a plane for every terrain and every player.

Flight Simulator X lets players join a connected world through an interactive online experience. With more than 24,000 airports located on every continent, players can explore their home town or a favorite far-off city.

Flight Simulator X is available in stores everywhere. To find out more, go to www.fsinsider.com

Extra 300S



A pilot just like you...

Andrew Steinberg, High School Senior, New York
Hobbies: Fencing, video games, ultimate frisbee



I started to play *Flight Simulator* and got hooked. I found an online community that simulated air traffic controlling all across the world. I began "flying" all of the time. A few months later, I decided I wanted to become an air traffic controller, too, so I learned what real air traffic controllers do. After a few weeks, I was allowed to control by the people I fly with. I've not only learned how airplanes fly, but also all of the operations that go into getting planes from the gate into the air and back to the ground again.

A word from the development team...

Microsoft's Bruce Williams has been a pilot since the mid-1970s. He's also a certified flight and instrument flight instructor and teaches part-time at a flight school. Here's what he has to say about *Flight Simulator X*.



Today, *Flight Simulator X* is being used to help train pilots. The U.S. Navy issues *Flight Simulator* to its student pilots. As part of the Career Pilot Program at the FlightSafety International Academy in Vero Beach, FL, students must complete 27 hours of instruction in a Microsoft® *Flight Simulator* lab. Working under the direct supervision of FlightSafety instructors, students practice running checklists, following ATC (Air Traffic Control) clearances, performing basic flight maneuvers, and polishing IFR (Instrument Flight Rules) flying skills.

Flight Simulator X includes enhanced flight analysis and an instructor's station—and those features make it an excellent training aid. Replay any flight and see both horizontal and vertical profiles. An instructor can monitor another *Flight Simulator* pilot over the Internet or a local area network to offer help, change the weather, or to cause failures in the plane's engine, an instrument, or an aircraft system.

Soar to new heights

Immersive world. *Flight Simulator X* offers players a rich and innovative gaming experience with new technological advancements, incredible graphics and realism, including weather, time of day, and seasons. Pilots can watch moving cars and detailed buildings in cities below, traffic on highways, indigenous houses, farmland and livestock, and wildlife in their natural habitats.

Mission-based gameplay. With more than 50 new missions to choose from, players can compete in the Red Bull air race or bring relief material to the Congo, keeping track of their progress on each mission.

New aircraft. Aviators fly the aircraft of their dreams, from the deHavilland DHC-2 Beaver floatplane to the Maule M7-260C Orion with wheels and skis. Players view the world from 100 to 100,000 feet up.

Connected world. Players choose whom they want to be—from an air traffic controller, pilot, or co-pilot—as they interact with other aviators around the globe by chatting in real time via headset and keyboard.

Interactive airports. More than 24,000 airports feature artificial intelligence-controlled jetways, fuel trucks, and moving baggage carts, allowing players to explore their hometown or an intriguing far-off city.

Some of the people you might meet when you're in the interactive online *Flight Simulator X* community.

Dan C., Age 17, Hobbies—Flying (in real life), *Flight Simulator*, marching band, computers

Matthew L., Age 18, Hobbies—*Flight Simulator*, computers, bowling, sports

Cory M., Age 14, Hobbies—Flying on VATSIM, jazz band, flying (in real life), flying RC airplanes

Nick C., Age 16, Hobbies—Air traffic controlling in online *Flight Sim* (VATSIM), table tennis, football (soccer)

Tyler T., Age 15, Hobbies—Controlling and flying, racing, computers, sports

Ethan K., Age 16, Hobbies—Flying online, TV production, politics, music

Alan F., Age 17, Hobbies—*Flight Simulator* pilot, robotics, air hockey, reading, writing, computer art