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About This Game

You asked for more airports

Airport Madness 3D: Volume 2 brings you eight new airports, new aircraft, more gates, and sharper detail. Like the first volume, we offer players a 3-dimensional air traffic control experience, from a control tower perspective. Push traffic as quickly as you can, while avoiding midair collisions. Choose good weather or bad, adjust the tower height to your preference, then do your best to manage jet traffic into and out of eight different real-world airports. Listen to human pilot voices as the aircraft obey your every command. Scan your radar screens for potential conflicts between aircraft, or use "Sky Cam" to observe the airport action from any perspective.

Volume Two offers the following airports:

- New York John F. Kennedy
- Toronto Pearson
- Miami
- London City
- San Francisco
- Lukla Nepal

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- Hong Kong
 - Chicago O'Hare

In addition to a UI refresh, the big change since *Volume 1* is the all-new *Career Stats page*, which lets you track your ongoing performance history across all eight airports. We've added some minor goodies, such as "flight mode" to the sky cam, giving it the control feel of an actual aircraft.

It feels real!

Our terrain is built from real-world earth data. Airport designs are based on real-world layouts. Game play has been designed by real-world air traffic controllers and commercial pilots. Even the aircraft flight characteristics are highly realistic.

Title: Airport Madness 3D: Volume 2
Genre: Adventure, Casual, Simulation
Developer:
Big Fat Simulations Inc.
Publisher:
Big Fat Simulations Inc.
Release Date: 22 Nov, 2017

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Minimum:

OS: Windows 10, Windows 8, Windows 7, Windows Vista, Windows XP

Processor: 1.0 GHZ

Memory: 512 MB RAM

DirectX: Version 8.0

Storage: 200 MB available space

English







tl;dr: I have spent far too much time playing this game but it's addictive.
The graphics are not too nifty, you don't have voice controls and planes just pick the runways you want.
That does not change the fact that it's highly enjoyable and get really stressfull.
Highly recommend. Fun challenge.
Did not find the tower view helpful, did not nee the interior view from the plane.

Bugs:

Occasionally, planes will get stuck. This mostly happens when you trying to squeeze in to many planes and haven't understood the best possible flow of the airport. Trying to fix that can totally throw you off your game, especially of you don't catch a last minute arrival hell bent on that runway you use for departures.
On one occasion, a 747 landed with full throttle on one wheel, glitched through the airport, tried to taxi to it's gate and crashed into another plane. I got the achievement I wanted before that, so. I've played most other games in this series, from the original to the first AM3D, and have always enjoyed them. This game does not disappoint, with some new very enjoyable levels. Lukla in particular is very fun, with it's one way runway. However, there are a few small issues. The main one that at larger airports (O'hare, Toronto, etc) not all runways are available for planes to taxi too. It seems the reason is due to the lack of space. Perhaps, at these airports, the individual runway buttons could be shrunken down to smaller sizes, like in AMWE. Aside from that, I just hope more airports are added. In particular, EWR would be really nice. There are some negative reviews for the game, but I think most of these come from people who came in expecting a incredibly realistic ATC simulator, which is not what these games are meant to be, although there is definetly a lack of realistic ones. All in all, I would give this game a 9/10.
P.S: openscope.co is a good 'realistic' ATC sim if thats what you're looking for.. I haven't played the first game, so I can't comment on how little it has changed from its first installment, but Airport Madness 3D V2 is a pretty neat game, if you're into hectic time management mechanics.

It won't win any prizes for its visuals and it is far from up to standard in terms of technical aspects, but all the same, the gameplay is kind of of addictive.

You might want to watch a few videos before purchase though, the screenshots aren't really able to give off the gameplay feel at all.. Crazy addictive game. I enjoy the continuous mode and the ability to change traffic rates during gameplay. Easy to learn. I love it!. This is great until you realize there will be no military funerals performed on the runway.. Sure, why not...it's an entertaining way to pass time for a few hours at a time. Graphics are terrible but the whole game installation is only a few hundred MB. Got it free from WinGameStore during Black Friday sales.. This game i see would be fun fro a specific number of people. (e.g You like aircraft or like playing as a flight controler) But this game makes it a VERY specific number of people. I was into airports and flying and wanted to try out this game. Then i immediatly got bored in 1 hour. It really isent fun if youre not the number of VERY specific people. Dont reccomend wasting \$20.. See my full review at <http://gamingandfamily.com/game-reviews/airport-madness-3d-vol-1-2-review/>

Vol. 2 is even better than Vol. 1, mainly because of the better selection of bigger, more challenging airports. Give it a try. You will not regret it!. Good. Fun to Play.

A+A+A+

As a true airport madness player at heart, this game continues to blow me away. I want to recomend a sort of airport carrer were you progressively make your own airport.. Wonderful game, although I wish there were a bit more options available, like being able to select the active runways and being able to open and close (change) them during the game.

. This is a great game and the developer is very responsive, I cant wait for night operations and would love to see a range ring and undockable radars that can be moved to another screen. I also hope that the developer can implement the ability to click on an aircraft in the air radar windows and have its label pop up. This would be ideal for IMC conditions. Great game especailly love SFO its a real challenge, well done to the developer. Really fun game! I 100% recommend you buy it if you have not already.. There are a lot of improvements from Volume 1, such as seeing where planes are, the tracks they are going to take to land, etc. but I can't recommend the game because there is a bug that makes it VERY unfair to play. About once in every 4-5 games a plane will refuse to go to a gate and just sit on the runway. All the other planes back up behind it. ALL gates are empty yet planes don't go to the gates, so it's impossible to get a decent score.. I absolutely love this game. The graphics are awesome and the gameplay is fantastic. It's has been great watching the progress of this game throughout the years. Thank you Big Fat Simulations.. I really enjoyed Airport Madness 1 and was surprised when they brought out the second one I wish they just added the Airports to the first one nothing has changed graphically or what I can make out so far.

If you enjoyed the first one then you will enjoy this one but it is a bit pricey I recommend this game I have a feeling that the first one is going to be abandoned.. The game does everything it says in the description.

This probably doesn't justify it's asking price.

If you are keen for an air traffic control simulator, and have a spare \$20 and no other games you want to buy, this is probably fine.

If not, pick up a much better game.

https://youtu.be/F_XV8bU7MBE

Update 1.123 Available Now!:

Thank you so much for playing Airport Madness!

Fixed "stuck aircraft" issue at terminal parking;

Removed aircraft tag boxes to reduce clutter;

Minor performance improvements.

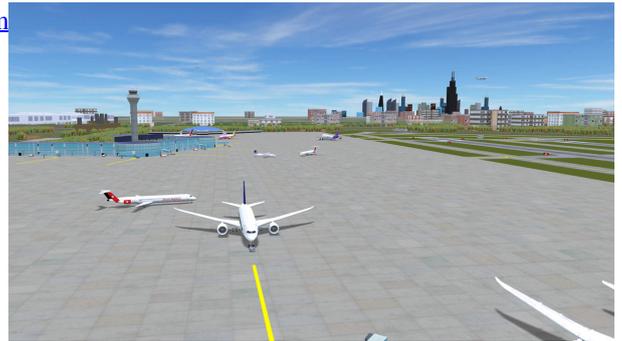


. Update 1.133 Available Now!:

Thank you so much for playing Airport Madness! We've fixed some big bugs. Please try our latest update:

Fixed "circling aircraft" on ground issue;
Fixed "stray aircraft" issue on runways;
Fixed issue with aircraft refusing to park;
Added space between aircraft at London City;
Adjusted rotation point at London City;
Modified JFK terminal appearance;
Fixed control conflict with "s" key;
Fixed aircraft "tilt" when on ground
Tree trimming at Lukla;
Added measures to prevent windows overlapping radar;
Minor performance improvements;

If something isn't working, email me at support@bigfatsimulations.com



. Update 1.100 Available Now!:

Thank you for playing Airport Madness! This update brings the following:

Vastly improved radar system;
Fixed incorrect aircraft panel issue;
Fixed sky cam pan issue;
Removed traffic jams at Miami;
Fixed/improved traffic jams across all airports.



. Update 1.302 Available Now!:

We've added emergencies to Airport Madness 3D: Volume 2! This is the feature that Airport Madness has been missing.



Bird strike;
Engine Fire;
Engine Failure;
Crash;
Fire on board;
Blown tire;
Runway excursion;
Medical Issue;
Loose cheetah in cabin;
Pressurization issue;
Hydraulic failure;
Fuel emergency.. **Update 1.010 Available Now!:**

Thank you so much for playing the second volume of Airport Madness 3D. Since the initial launch two days ago, a few issues have appeared. Today we've done the following:

- Reduced file size and minor performance improvement
- Resolved JFK non-responsive aircraft issue
- London City 09 departures tagged incorrectly as '27'.
- Improved view from the cockpit at Lukla, Nepal
- Fixed traffic jam at Lukla, Nepal

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- Added fog to rainy weather option

We hope you will leave us your honest feedback on the Steam product purchase page.. **Update 1.302 Available Now!**
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