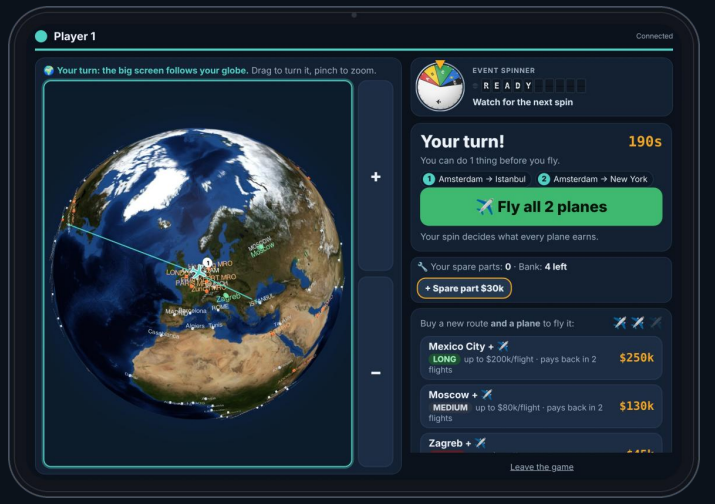
MUSEUM EXHIBIT

Be an airline CEO

Mayday Control: a walk-up airline strategy game. One big screen, up to four visitors on their own tablets, and a coach that explains every move.

maydaycontrol.com





One big screen, four tablets, about nine minutes



Every turn opens with a big banner and voice, so visitors always know whose turn it is.

1–4

visitors at a time; the computer plays empty seats

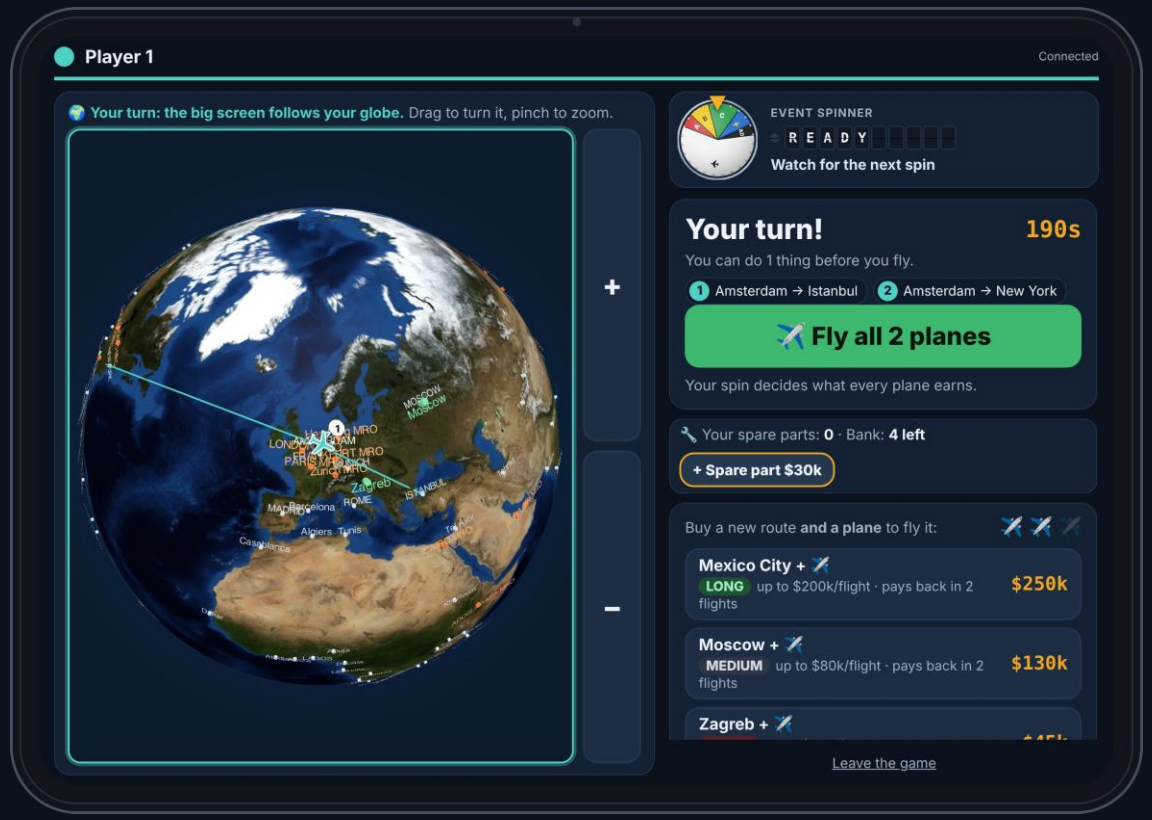
8–9 min

per game: 6 rounds, most cash wins

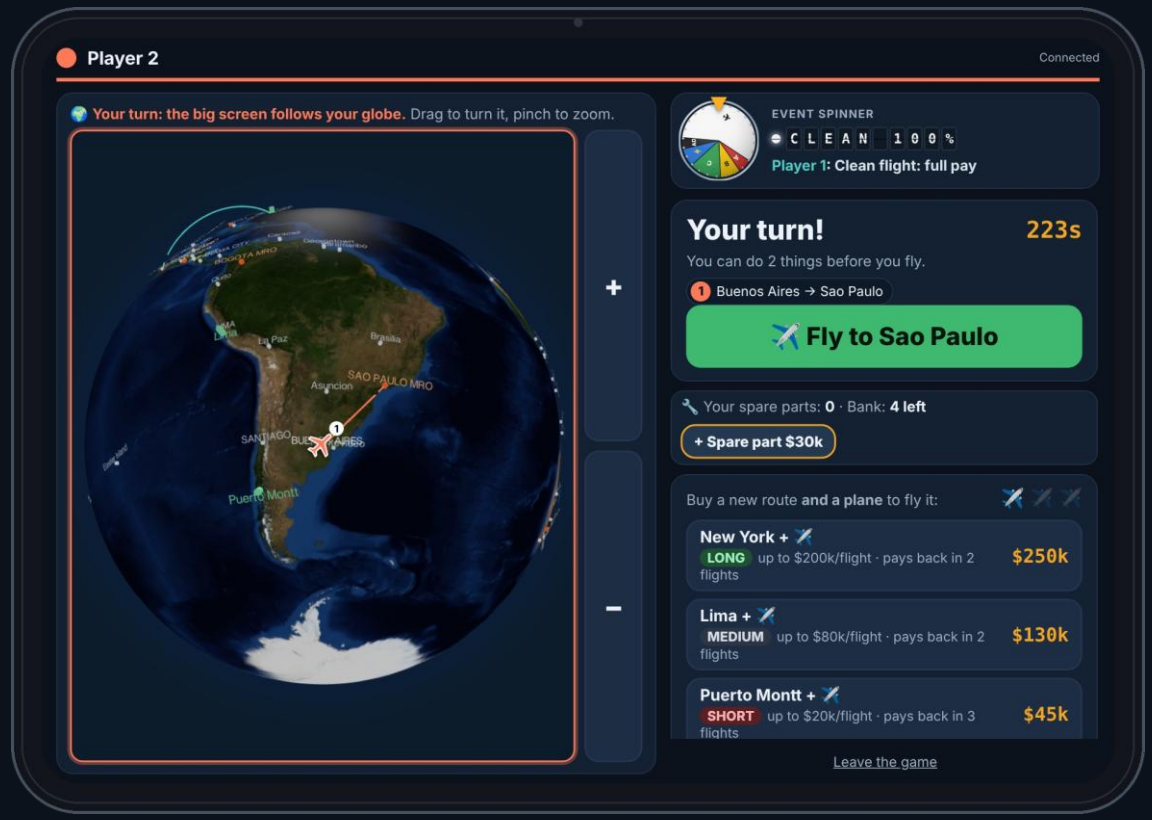
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needed while it runs: games reset by themselves

Every visitor runs their own airline



Player 1 Two planes flying out of Amsterdam, ready to fly both.



Player 2 Their turn over South America: buy a route, a part, or fly.

Each tablet has its own 3D globe. During a player's turn, the big screen follows their globe.

A turn takes a few taps



1. Join

Scan the station’s code and tap Join as Player 1, 2, 3 or 4.



2. Grow or protect

Buy a new route with its own plane (up to 3), or a spare part.



3. Fly

Every plane spins the event wheel: clean flight, fault, storm or safety check.



4. Learn

The coach says, out loud, whether that was a good move and why.

A turn finishes by itself after 20 seconds without a touch, so a visitor who walks away never stalls the game.

The big screen tells the story



Whose turn

A big banner and voice at every turn.

Live map

Routes, planes and cities on a 3D globe.

Event spinner

Every flight’s result on a flip board.

Coach

Plain-words feedback after each move.

Shown here: Player 4’s plane hits a small fault, and the coach explains what to do about it.

A coach after every move



GOOD MOVE

Good move! The new plane earns up to $200,000 a flight. It pays for itself after 2 clean flights, and every flight after that is profit.



LESSON

Player 2 won the credit card deal for $63,000, but with 5 flights left it will only earn about $13,000 more. Bid less than a deal can earn!



EXPLAINED

Plane 2 hit a storm and waits a turn. That is bad luck, not a bad move.



EXPLAINED

That was the last part in the bank! Planes that break now must wait for a part to come back.

Spoken on the big screen and shown on that player’s tablet. Lines quoted from a real test game.

Real airline lessons, in plain words



Grow or save

A new plane costs money now and earns later. Will it pay back before the game ends?



Supply and demand

Only 4 spare parts for 4 airlines. Grab one early, or risk waiting.



Maintenance matters

A fault halves pay or grounds a plane until it is fixed.



Value vs. price

STAR auctions: never pay more for a deal than it can earn.



Luck vs. skill

Storms happen to everyone. Good choices still win over time.



Safety first

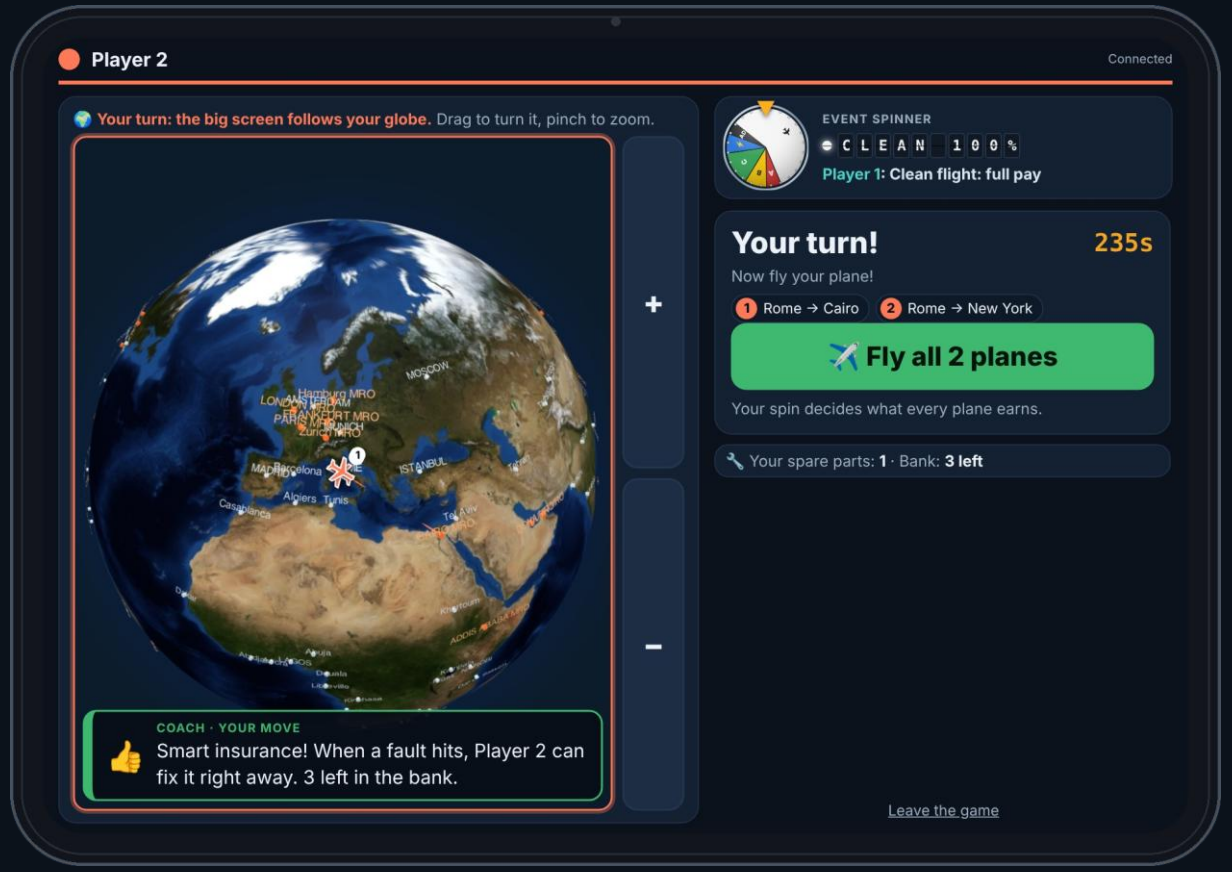
A safety check grounds a plane for a turn, just like in a real airline.

Spare parts make supply and demand real

4 parts in the bank for all four airlines

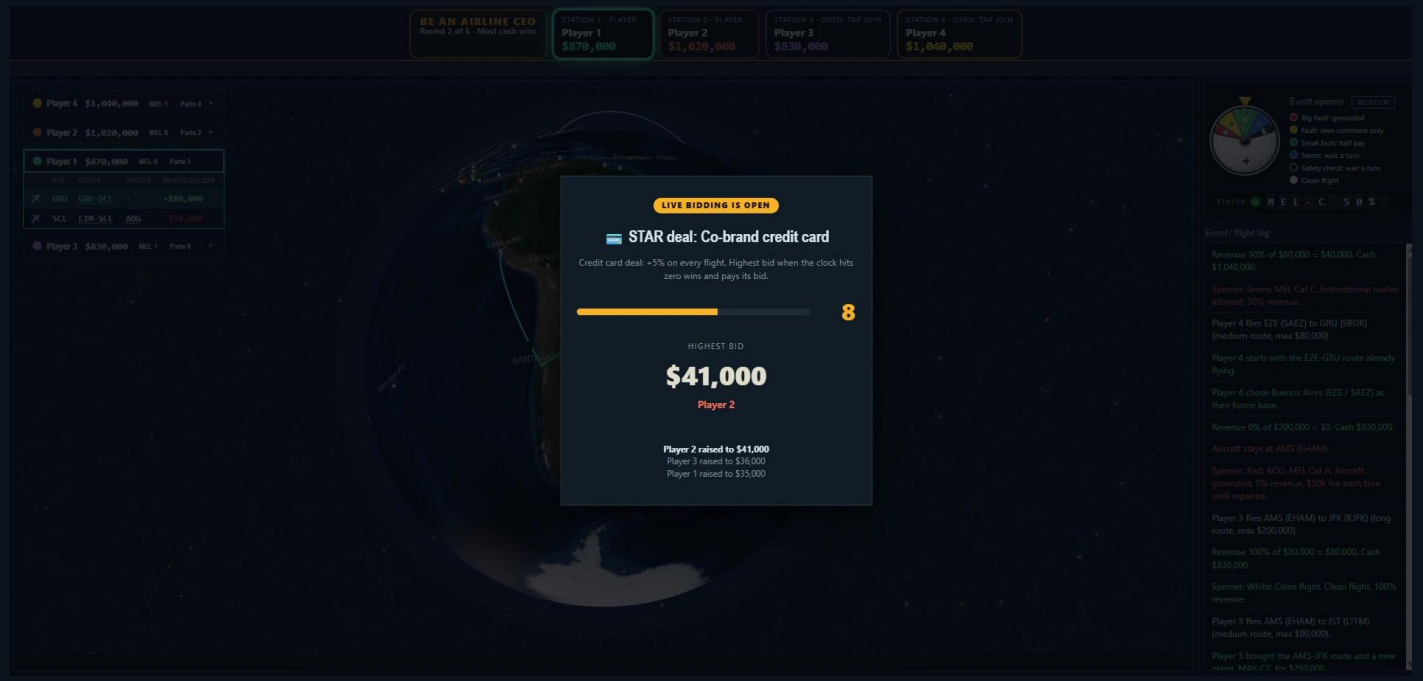
1 part comes back at the start of each round

$30k per part: buy early as insurance, or wait and hope



When the bank runs dry, a broken plane must wait. Kids feel scarcity, and the coach names it.

Live STAR auctions everyone can join

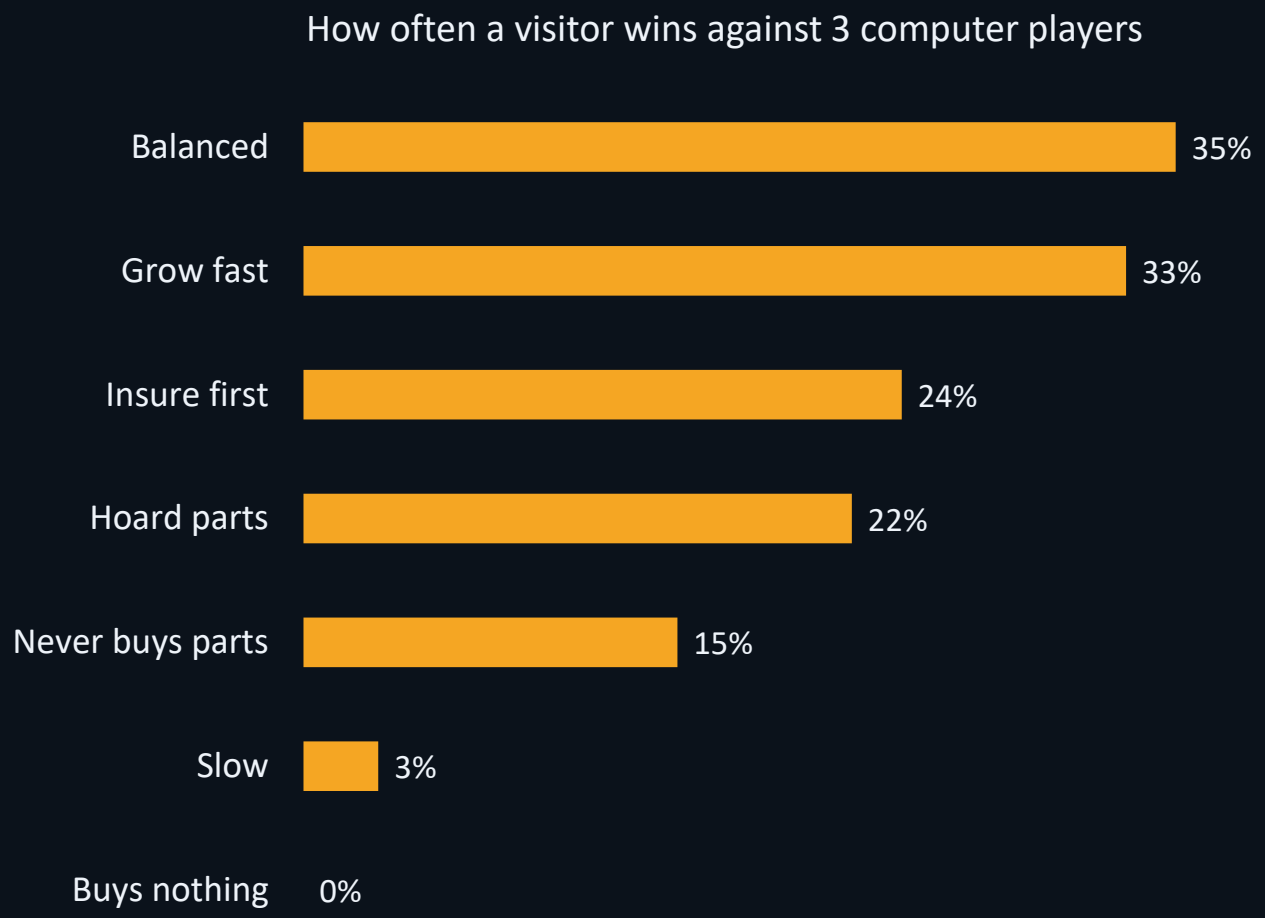


Three auctions a game: rounds 2 and 4, then a $300,000 final prize. Visitors bid with big buttons on their tablet; the clock runs about 12 seconds.



Each tablet shows what the deal is worth to that player, so bidding becomes a lesson in value.

Good choices win, and there is more than one way



25%

is a fair share at a 4-player table. Playing well wins about a third of the time; doing nothing never wins.

Four different styles win, so every game plays out differently, and visitors come back to try another strategy.

From 40,000 simulated games with the exhibit rules (auctions not included).

What the exhibit needs

A large TV and a computer

Chrome or Edge, full screen.

Up to four tablets

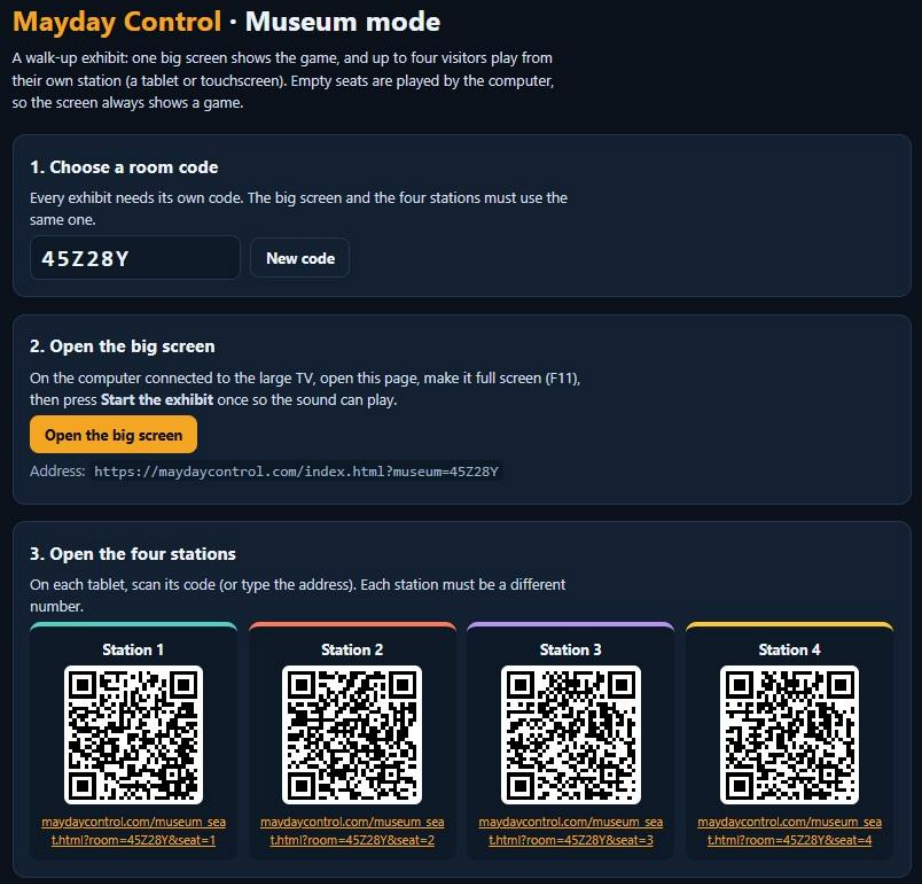
Any recent iPad or Android tablet.

Speakers

For the coach and the announcer.

An internet connection

Or a phone hotspot on trial days.



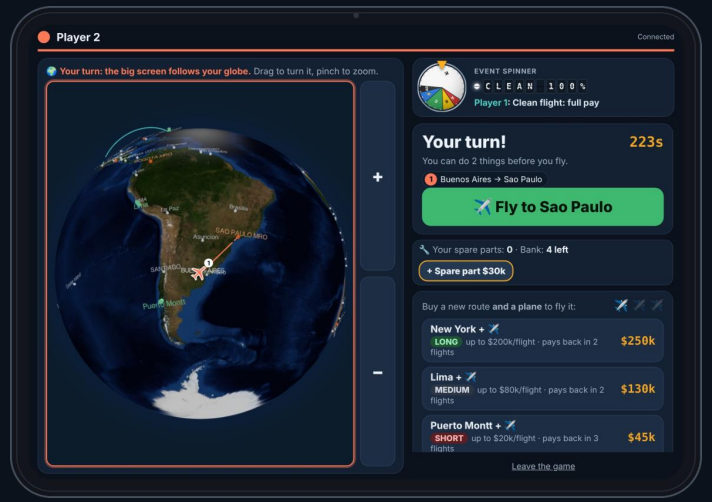
Set-up page: one room code, a link for the big screen, and a QR code for each station. About ten minutes.

OUR OFFER

Free for your exhibit

- The software, at no cost
- Help with set-up and a trial day
- Updates as the exhibit evolves





Every visitor: 2 months free at home. A free membership to the full game at maydaycontrol.com.

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