



MAYDAY CONTROL

STRATEGY GAME | 1 TO 4 PLAYERS

RUN AN AIRLINE. FIX THE PLANES. DON'T GO BROKE.

Mayday Control is a game about the part of aviation passengers never see: keeping aircraft safe, legal and flying while the money runs out.

Play in your browser. No download.

WHAT YOU DO

You run a global airline. Buy aircraft, open routes between world cities, and keep your fleet serviceable. Every flight is a gamble: a clean flight pays in full, but a fault, a storm or a safety order can ground a plane and cost you a fortune. Hold spare parts (each one is overhauled and returns to your stock after a repair), pick your maintenance stops well, and outsmart rival airlines that fly the same skies.

2 to 4

airlines, human or computer

4

levels, from Quick Start to Hard

\$3M to \$9M

cash to win, from a \$1,000,000 start

Online

play friends anywhere, or solo

HOW A TURN WORKS

1

Take 2 actions

Buy a route, an aircraft or a spare part, or fly.

2

Fly

Send an aircraft and earn route revenue.

3

Spin the wheel

Six outcomes, then the status board flips to show the result.

4

Deal with it

Fly to an MRO station and use a spare part to clear a fault.



The board: fleet, 3D globe under a real star sky, clickable gauges, wheel and status board.

THEN THE WHEEL DECIDES



After each flight the six-segment wheel spins. The outcomes mirror how real aircraft maintenance works: some faults let you keep flying, others keep you on the ground. A split-flap status board then shows the result.

**Clean flight**
Full revenue

**Red: MEL-A**
No revenue; may only fly toward an MRO

**Yellow: MEL-B**
Domestic only, half revenue

**Green: MEL-C**
Half revenue

**Blue: Thunderstorm**
Grounded one turn

**Black: Directive**
Mandatory safety fix

FOUR WAYS TO PLAY

Quick Start
A game in about 15 minutes. Starts with a route flying; first to \$3M wins.

Easy
Mostly clean flights. A gentle start for first-timers.

Medium
A steady mix of repair bills, groundings and surprises, plus sponsorship auctions.

Hard
The Medium wheel plus swinging fuel prices. Hedge well or go broke.

AFTER THE GAME: WHY DID YOU WIN OR LOSE?

Every finished game can open a **game summary**: where the money came from and went, what each disruption cost, the key moments, and a plain-language note on why each airline finished where it did. Save it as a PDF or download the numbers.

- Play online by room code, link or open-game list
- Turn timers of 1 hour, 24 hours or 3 days
- Email alerts on your turn, and in-room chat
- Tournaments planned each quarter, details to be announced

Built for the classroom too

Universities can run Mayday Control as a class: students play free while enrolled, and instructors get each game summary for the debrief.

SEE IT IN ACTION

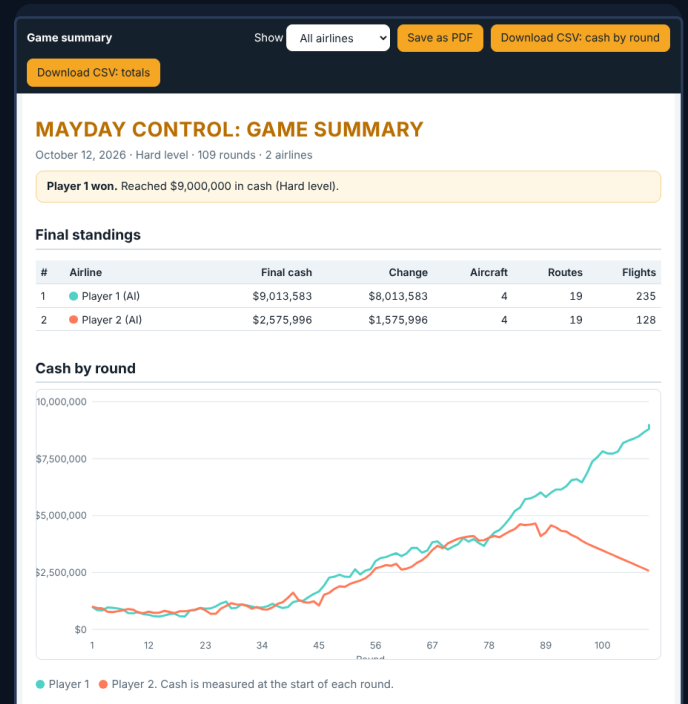
[Guided tour](#)[How to play](#)

maydaycontrol.com/demo.html | maydaycontrol.com/howto.html (8 languages)



Created by Juan Fernando Juliao

Aerospace engineer and senior engineering manager with 20+ years in commercial aviation airworthiness, reliability and maintenance. Career includes Continental Airlines, United Airlines, Zodiac, UPS Air Group, an aircraft manufacturer and Atlas Air (work history only; Mayday Control is not affiliated with them).



A real game summary (sample game)

Play now at maydaycontrol.com

Every level includes one free game, no account needed. After that, membership is \$7.99 per month or \$29.99 per year.

Mayday Control is a game. In-game dollars only keep score; they are not real money. For ages 13 and up (under 18 with parental consent).