

# AirportSIM

# What is "AirportSim"?

"AirportSim" is a first-person perspective (FPP) simulation game. The title is based on real airports, machines, and difficulties experienced by airport workers in real life. The player must take care of the safe and efficient operation of the airport and face various problems and challenges.



# Why simulator games?

Simulators are games that sell millions of copies. This is quite a specific branch of games because they attract people who are strongly interested in a particular topic. They gather fans of such areas as agriculture, automotive, DIY, or of course airplanes and everything related to them.





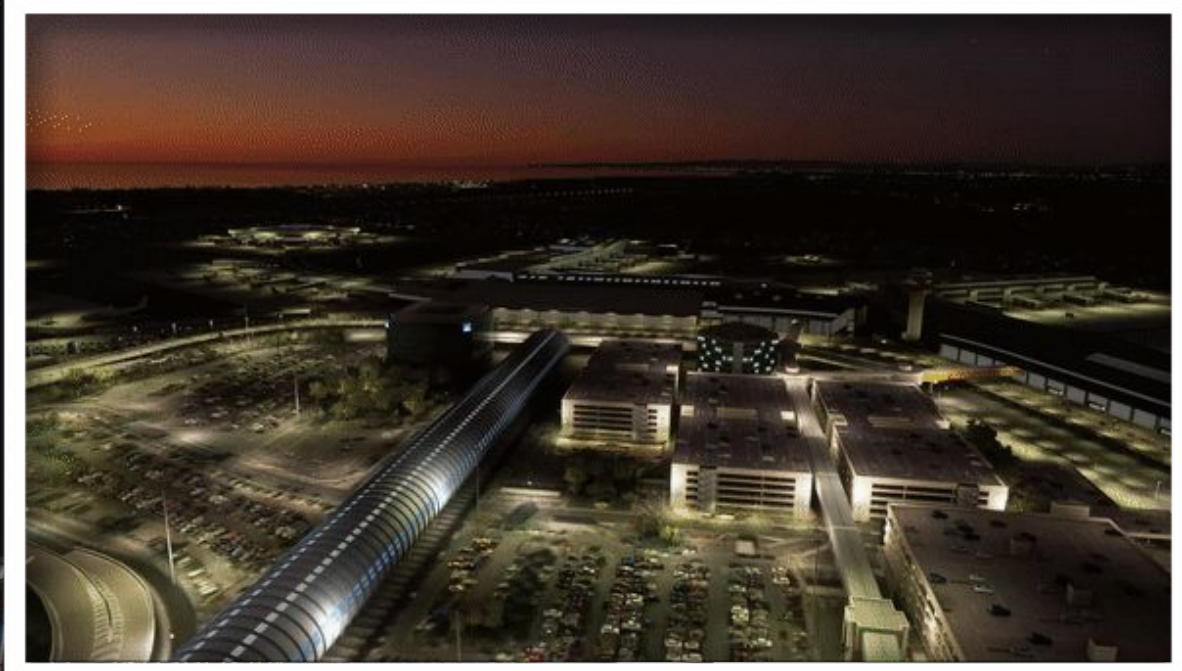


# We work with the best!

Our partner "MK Studios" co-creates some of the most successful simulation games. They are responsible for the visuals in "Microsoft Flight Simulator", the world's most popular flight simulator with over 2,000,000 players.

Their work complies with international aviation standards, as well as large areas of development such as mesh, infrastructure, special effects and other custom solutions.





# “AirportSim” road:

PRE - PRODUCTION

MAIN  
DEVELOPMENT  
PROCESS

“AirportSim”  
ANNOUNCEMENT

GAME  
RELEASE

I stage

II stage

III stage

IV stage



# Features of "AirportSim"

- Experience real airport work. Taking care of security, refueling massive planes, managing luggage, and battling weather conditions.
- Realistic airport equipment. Tools, specialized airport employee equipment, vehicles used on the airstrip, and much more.
- Possibility to play specially prepared scenarios or "Freeplay" mode that allows players to play according to their creativity
- -The "hangar" mode allows the player to see each plane up close, something special for people who love planes.

Where we're going:



STEAM®



XBOX





We are MS GAMES. Since 2018 we have put our hearts and souls into Video Games, the thing that we enjoy the most! Our team is composed of young and ambitious people who quickly became experts in what they do... In production, we always say quality over quantity.



### **MATEUSZ STABRYŁA | HEAD OF STUDIO**

Associated with the games industry since 2013. He started by creating his own brand MK STUDIOS working on DLC for simulators. He cooperates with, among others, Aerosoft GmbH, ORBX Ltd. Since 2017 he has also supported professional flight simulators based min. on Lockheed Martin Prepar3D. During this time (since 2017) he created 35 DLCs, which sold in 80 thousand copies and MK STUDIOS was in the TOP 50 manufacturers according to Simmarket (including TOP10 in 2019). Since 2018, the owner of the MS GAMES brand, where he combined the functions of Producer and Product Owner to create two games: Land of War, and Road Builder.





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