I am an Air Traffic Controller 4
ぼくは航空管制官4

User manual

Starting I am an Air Traffic Controller 4

About the game menu

Start the game

1. **The Title screen is displayed after the flying logo, so click the [START] button to start.**
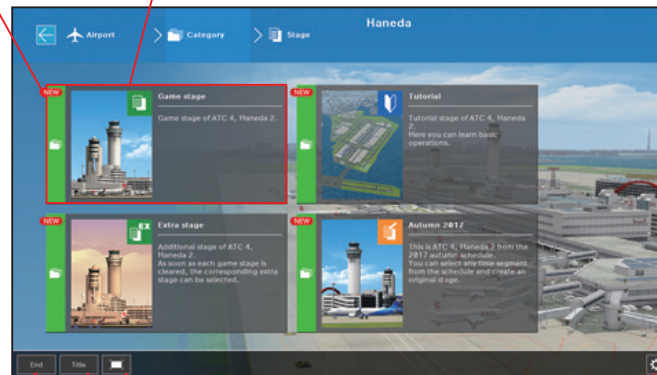
2. **The airport selection screen is displayed. Click the [Haneda] panel.**

Game menu functions and names

NEW
New panel.

Panel
The panels can be rearranged.
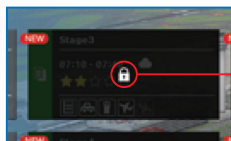To move the panel, click, hold, and drag it.

End button

Title button
Returns you to the Title screen.

Screen mode switch button
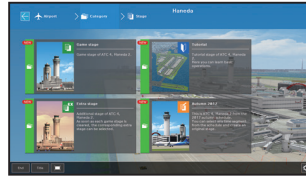Switches between Window and Popup in the menu screen display.

**[Configuration] button**
See page16 for Configuration.

Locked state
This panel cannot be selected unless certain conditions are met.

Start the game

1 If you are new to the game, click [Tutorial]. If you want to start the game, click the [Game Stage] panel.

2 The Stage screen is displayed. click the [Stage] panel. A locked Stage cannot be selected without playing and clearing its preceding Stage.
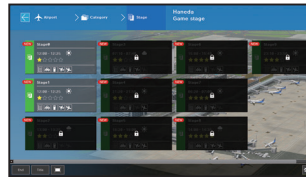
**3** The screen to confirm the details is displayed. Click [START] to start the game.
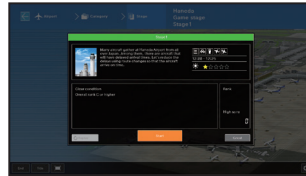
*Extra Stage can be selected by clearing the corresponding Game Stage.
 Ex) Extra Stage / Stage1 can be selected when you clear Game Stage / Stage1
*You can select [Create New] of the original Stage "Schedule / Autumn 2017" when you clear Stage1 of Game Stage.

Basic ways to play

This game software aims to "make aircraft passage safe and smooth as an air traffic controller would." Give quick and accurate directions so as not to interfere with scheduled operations and so avoid the possibility of collisions between aircraft.
Select an aircraft and click the Direction buttons, and the aircraft will be operated as directed. At the end of the assigned time, the Stage is cleared if the clearing conditions of each Stage are achieved.

General flow of air traffic control
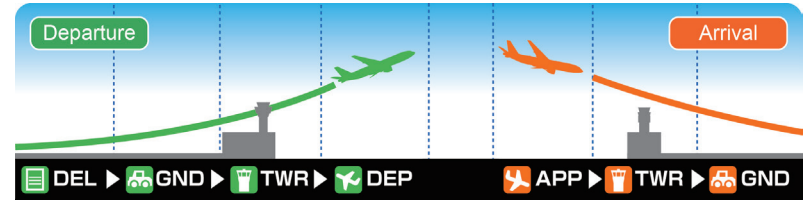
DEL (Delivery) Departure approval section	**DEP (Departure)** Departure section
GND (Ground) Ground section	**APP (Approach)** Entry section
TWR (Tower) Takeoff and landing section	

Basic rules

If you give appropriate directions to the aircraft in your charged section, the score will be incremented. At the end of the assigned time of each Stage, if the clearing conditions such as the Efficiency Index and the Risk Index have been achieved, the Stage is cleared. However, the game will be over in the following situations.

- When the Risk Index reaches the upper limit
- When aircraft approach each other without sufficient spacing

Screen configuration

Rating gauge
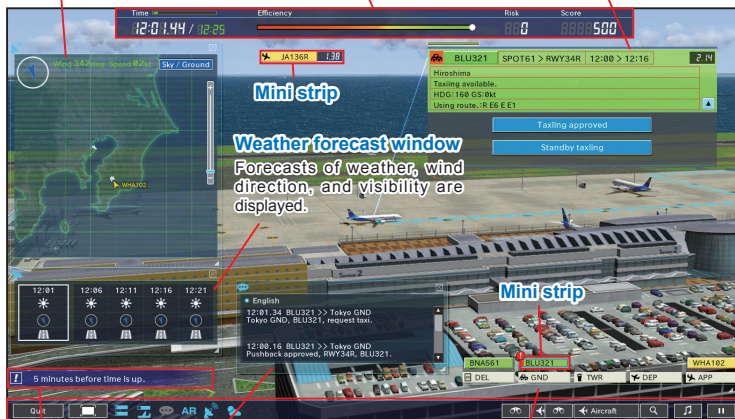Time, Efficiency, Risk, and Score are displayed.

Radar window
Airport information such as aircraft position, speed, and wind direction is displayed.

Strip
The strip (operation ticket) of the selected aircraft is displayed. You can give directions to the aircraft.

Mini strip

Weather forecast window
Forecasts of weather, wind direction, and visibility are displayed.

Mini strip

ATC window
The content of the radio messages are displayed.
*In the initial state of the game, the ATC window is not displayed.

Strip table
Mini strips are displayed in a row in each section.

App bar
The following items can be set: console display, viewpoint, volume, zoom, time control, game end, screen display.

Insert cut
Notifications, cautions, and warnings are displayed.

- Mini strip

BNA561 / BNA561

Click the flight number to open the selected aircraft strip. click again to deselect.

Introduction of each function(1)

Strip

If the selected aircraft is in the "Charge Section", you can give directions. Arriving aircraft are colored orange, departing aircraft are green, and inter-spot aircraft are blue. Semi-transparent applies to "Auto Section" and the directions are given automatically.
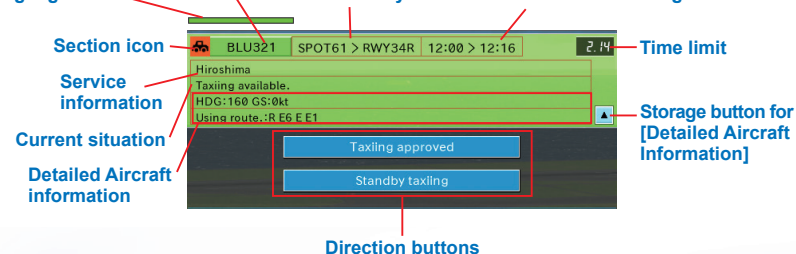*The Auto section is a section that is not handled by the player and so the player cannot give directions to the aircraft.
*Click the flight number to cancel the selection and switch from the strip to the Mini Strip.

Strip description

The direction buttons are displayed according to the aircraft status. These direction buttons cannot be clicked during radio communication. Aircraft waiting for directions will be automatically directed after a certain period of time.

Response gauge | Flight number | Use spot / Use runway | Guidance start time (or appearance time) and estimated end time of guidance

Section icon | BLU321 | SPOT61 > RWY34R | 12:00 > 12:16 | 2.14 | Time limit

Service information | Hiroshima / Taxiing available. / HDG:160 GS:0kt / Using route.:R E6 E E1 | Storage button for [Detailed Aircraft Information]

Current situation

Detailed Aircraft information

Taxiing approved / Standby taxiing

Direction buttons
Directions change according to the situation of the aircraft.

- Time limit

- White letters `2.13` · · · · The aircraft still has time to spare.
* See page8 for the Efficiency Index.

- Red letters `2.27` · · · · The aircraft is delayed.

- Response gauge
Displayed for directions that are important for control. The quicker you respond, the higher score you obtain.

Introduction of each function(2)

- **Section icon**
- **Flashing**   BLU321 ····   Radio communication in progress
- **Lights red**   RED332 ····   Awaiting directions
            *Does not light up red for directions such as route change or visual approach.
- **Flight number**
- **Red letters**   BNA561 ····   The aircraft is delayed.
- **Red icon**   ⚠BNA561 ····   Dangerous for air traffic control. Risk Index increases.

Rating gauge

Time	Efficiency	Risk	Score
12:14.50 / 12:25		0	16900

Time ·········· Stage assigned time and progress rate to the end. Green letters indicate the Stage end time.

Efficiency Index ······ Indicates the status of the cumulative scheduled operation of the aircraft. The Efficiency Index decreases when a delay occurs for the assigned aircraft, and the Efficiency Index increases when the delay is eliminated. The Efficiency Index is expressed with gauges, with white circles indicating the current efficiency, with the a rea near yellow, an approximate guide to what is required to clear the Stage.
*Yellow position depends on the Stage

Risk Index ····· Rises when a dangerous condition (as in the following situations) occurs due to air traffic control. The game is over when the Risk Index reaches the upper limit.
- Abnormal approach between aircraft
- When handoff is performed automatically
- Go around using pilot judgment
- Takeoff in a tailwind
- Simultaneous use of crossing runways

Score ········· Points will be added for specific instructions to the aircraft. In addition, bonus points will be added under certain conditions.

- **Charge Section and Auto Section**

Each Stage has "Charge Section" where directions can be issued to the aircraft and "Auto Section" where directions are automatically given and the player is not responsible for them. Direct the aircraft in your section to get more flights on time within the guidance time specified for each aircraft on the Strip.
*In the Stage where multiple sections are assigned, the guide time to the section that received the most recent direction is displayed on the strip.

Introduction of each function(3)

Strip table

The aircraft in each section is displayed in a Mini Strip.

Mini Strip — Depress to sort up and down

Change size
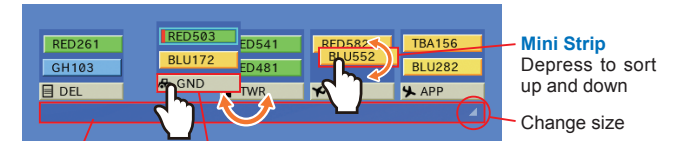
Move position

Section button
Click and hold to swap left and right
*When you just click the [Section] button, you can mute the communication sound.

Radar window

Aircraft in the airspace are displayed on the radar. On the ground radar screen, high-speed taxiways and unusable runways are color-coded.
*You can also select an aircraft by clicking its flight number on the radar screen.

Move position

Wind direction / Wind speed

Your runway may be unusable
*In the insert cut, details such as changes in runway operation are shown.

Aircraft speed in flight
*The number of arrows changes depending on the flight speed.

Hide

Sky / Ground toggle button

Zoom bar

Scheduled runway
Scheduled spot
*If the display is in a red circle, the aircraft is parked at the spot.

Unusable runway

Change size

Wind speed ····· Strong wind. Tailwind runway is not available.

····· Light breeze

····· Moderate breeze
* The wind is blowing in the direction of the triangle.

ATC window

The communication contents of the auto section are color-coded in gray.
*In the initial state of the game, the ATC window is not displayed. The display is selected by the icon on the app bar.

Move position
Hide

● English
08:00.16 GH145 >> Tokyo GND
 Pushback approved, GH145.

08:00.11 Tokyo GND >> GH145
 GH145, GND, pushback approved.

08:00.00 GH145 >> Tokyo GND
 Tokyo GND, GH145, SPOT341, request
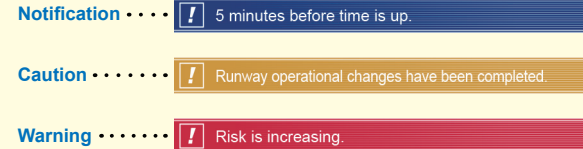 pushback.

Scroll bar

Change size

Weather forecast window

The forecast of the weather, wind direction, and visibility from the current time to 20 minutes later is displayed. You can change from icon display to text display in the environment settings.

Move position
Hide

| 08:00 | 08:05 | 08:10 | 08:15 | 08:20 |

Change size
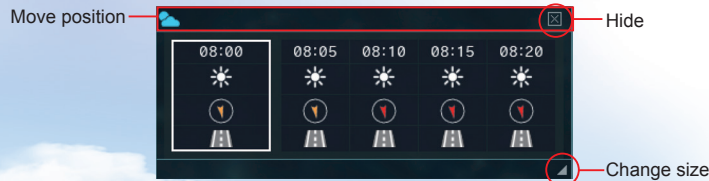
Insert cut

Displays notifications, cautions, and warnings according to the progress of the game.

Notification ···· ! 5 minutes before time is up.

Caution ······· ! Runway operational changes have been completed.

Warning ······· ! Risk is increasing.

App bar

Game end button
The game is over.

Screen mode switch button
Toggles between "Window" and "Pop-up" of the game screen display.

Fixed camera point toggle button
Moves to the fixed camera point set in advance.
*The fixed camera point can be confirmed in the airport guide.

Quit   AR   Tower

Console icon
Shows or hides each console.

Viewpoint switch button
Alternately switches between the "control tower" perspective and the "aircraft" perspective.

Zoom button
Use the Zoom bar to enlarge or reduce the screen.

Volume button
Adjusts the volume of the game BGM.

Time Control
Controls time progress during play.
*Pause / Cancel

Ship Table   ATC window

Aircraft Mini Strip   Radar window

AR AR (visualization of direction and route of aircraft)

Weather forecast window

*In the initial state of the game, the ATC window is hidden.

Introduction of each function(6) / Result

Replay

Shortcut key

You can also operate using the keyboard.

Content	Keyboard operation method
Switching viewpoint	T key
Rotation	W, S, A, D keys
Screen magnification	Page Up key
Screen reduction	Page Down key
Above-ground switching of radar window	Space key
Double speed *Only usable in replay	Tab key
Pause	P key
Game over	Esc key

Result

When the assigned time for each Stage ends, the "Result" screen is displayed.The Stage is evaluated in five Stages of "S> A> B> C> D", and if a clear condition has been achieved, the Stage is cleared.

The content played can be enjoyed by replay. Start by selecting the replay data from [Replay] on the screen to confirm details of each Stage.
*Replay data is updated each time you play the Stage, and can be saved at the end of the game with a name (up to 30 characters).
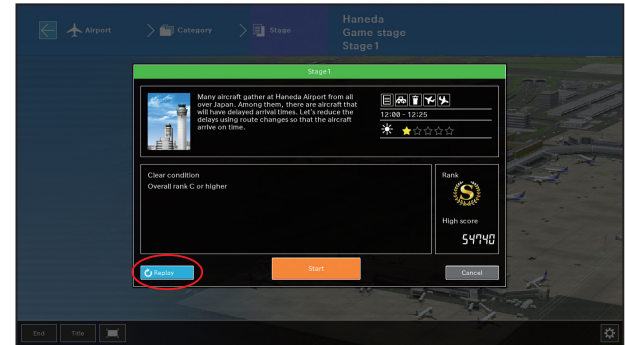
Replay allows you to restart the game from anywhere within its timeline.

[Resume] button

From "Schedule / Autumn 2017", you can play by selecting the time zone you want to play, the runway operation, and the section in charge.
*To play on the original schedule of "Schedule / Autumn 2017", Stage 1 must be cleared.
*[Delete] is not displayed if the original Stage has not been created.

[Create New]

[Delete]

Creating Original Stage

On the Create New screen, select the time zone, runway operation, and charge section you want to play, and click [Save].

*In this product, GND (ground) and TWR (tower) are specified as required sections, so the settings cannot be changed.
*You may not be able to play the Original Stage you created properly because the aircraft are automatically placed. In this case, make the start of the assigned time around 10 minutes and create a new Stage and enjoy.
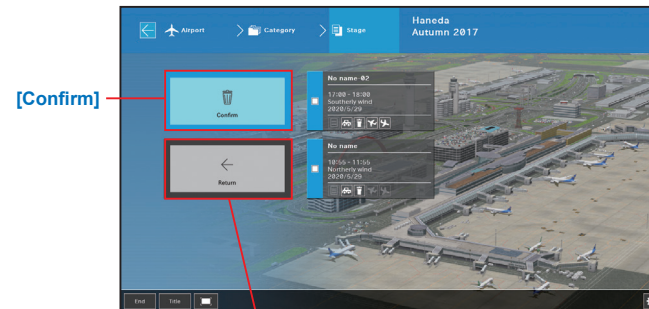*On a low-spec PC, the Stage start may be delayed for lengthy periods or may not work at all.
*The name of Original Stage can be up to 30 characters.

Deleting Original Stage

Select the Original Stage you want to delete from the Delete screen and click [OK].

[Confirm]

[Return] *You will return to the Select Stage screen of the Original Stage.

Rules in Original Stage

Unlike the normal game Stage, the Original Stage does not have Efficiency Index required to clear the Stage. On the rating gauge, the number of aircraft in charge is displayed as "Guidance completed aircraft". The Time Limit display on the strip is omitted.
Cut your favorite time from the schedule and enjoy a customized Stage just for you.

Configuration

In the Configuration, you can make settings for titles and game menus, and settings for each airport (sound, 3D model, etc.).
*To set the settings for each airport, you need to open Configuration after selecting the airport in the game menu.

Revert to Default
Set the settings for each airport to the state at the time of purchase.

Switches to each setting screen.
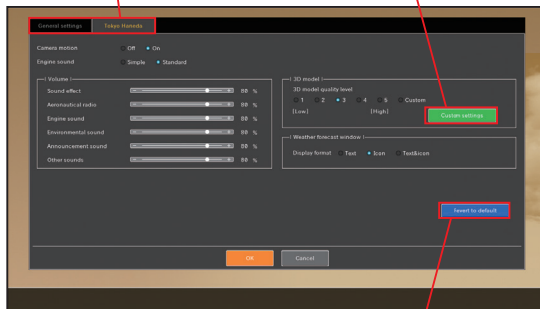
Custom Settings
You can change the settings of each item of the 3D model in more detail.

Custom Settings screen

RJTT Airport Guide

I am an Air Traffic Controller 4
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C Runway Marine

← Jonanjima Kaihin Park
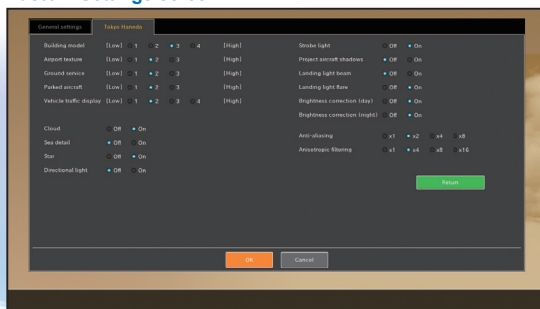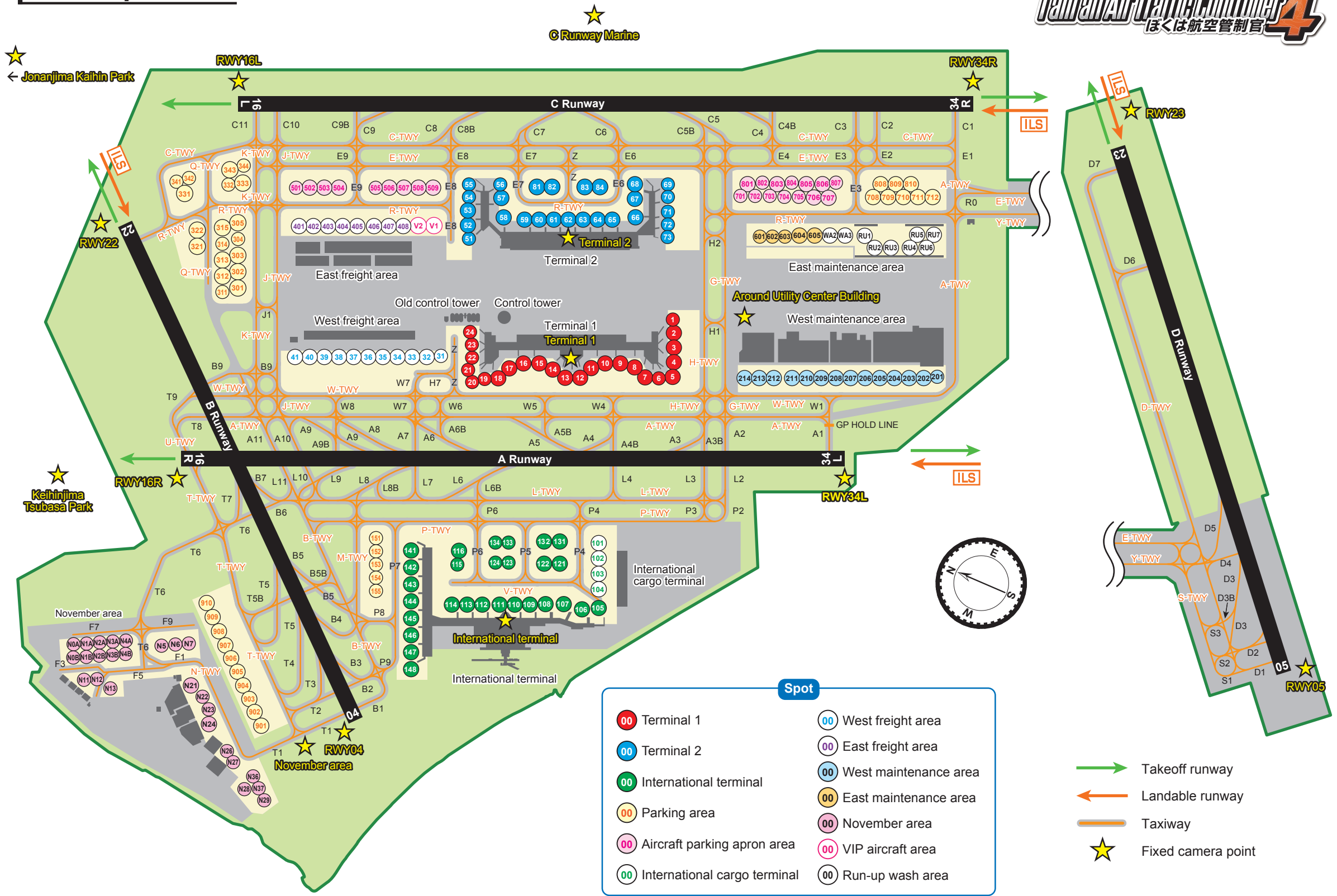
RWY16L

RWY34R

ILS

RWY23

C Runway

16 L

34 R

ILS

RWY22

RWY16R

RWY34L

ILS

A Runway

16 R

34 L

B Runway

D Runway

Keihinjima Tsubasa Park

East freight area

West freight area

Old control tower

Control tower

Terminal 1

Terminal 2

East maintenance area

West maintenance area

Around Utility Center Building

GP HOLD LINE

International cargo terminal

International terminal

November area

RWY04

RWY05

04

05

November area

Spot

00 Terminal 1	00 West freight area	
00 Terminal 2	00 East freight area	
00 International terminal	00 West maintenance area	
00 Parking area	00 East maintenance area	
00 Aircraft parking apron area	00 November area	
00 International cargo terminal	00 VIP aircraft area	
	00 Run-up wash area	

→ Takeoff runway

← Landable runway

Taxiway

★ Fixed camera point

Ukishimacho Park ↓ ★ ★ ↓ Above Ukishimacho Park

RJTT Airport Guide

DEPARTURE (SID)

KANEK TWO DEPARTURE
PLUTO TWO DEPARTURE
MITOH TWO DEPARTURE
YANAG TWO DEPARTURE
OPPAR THREE DEPARTURE
JYOGA TWO DEPARTURE
MIURA TWO DEPARTURE
HUMMINGBIRD TWO DEPARTURE

LUPUS
HILLS
KAIJI
SEKID
PLUTO
TORAM
HANEDA
KAMAT
YANAG
WELDA
HATBA
ACTOR
LOCUP
BAYGE
OPPAR
TAURA
URAGA
JYOGA
MIURA

Runway inset
B RWY
22   16L
16R
04   C RWY
34L   34R   23
A RWY
05
D RWY

APPROACH (STAR)

Legend:
- Flyover waypoint
- Waypoint
- Fix
- VOR/DME
- Daytime arrival route
- Night arrival route
- Arrival route when visibility is poor

STEAM ARRIVAL
CREAM ARRIVAL
DATUM ARRIVAL
CAPE NORTH ARRIVAL
BALAN ARRIVAL
DARKS ARRIVAL
BACON ARRIVAL
NYLON ARRIVAL
ARLON ARRIVAL
KAIHO ARRIVAL

SCREW
DREAD
COLOR
STEAM
SWEET
SNAKE
CURRY
NINJA
NIFTY
DENNY
NEXUS
NITRO
SMILE
DATUM
SALVO
NYLON
BEAST
DYUKE
BALAN
BONUS
COUPE
DELCA
BIBLO
HANEDA
DOYLE
DARKS
DEANE
BACON
CUTIE
BLOOM
CECIL
BRASS
ALLIE
AVION
CURVY
CACAO
KAIHO
CAMEL
CREAM
ARLON
CLOAK
UMUKI
BLITZ
AWARD
ADDUM