

MemoryFlight (V1.0)

Flight created on 05.12.2025

Estimated flight duration: 15-30 min.

Difficulty level: Easy

Task: Play memory with any aircraft.

Introduction:

After successfully creating a TicTacToe flight, I wanted to put together another game.

After searching for a while, I came up with the game Memory, which you can fly here.

With 3565 objects, this is by far the largest mission I have ever created.

If you are interested, you can read about how I created this mission at this address:

<https://andi20.ch/p3d/Memory/ErstellungMemoryFluge.htm>

The game:

Everyone should know how to play Memory, but here is an explanation anyway:

- Playing cards are laid face down on the table, with two cards always having the same motif. The cards are shuffled and laid out in a grid.
- The players then take turns trying to find a matching pair by turning over two cards. If a matching pair is found, the player takes the pair and is allowed to turn over two more cards.
- If the pair does not match, the cards are turned face down again and it is the next player's turn.
- The winner is the player who has found the most pairs of cards at the end.

In MemoryFlug, there is only one player, so the rules are slightly different:

- 1) At the beginning, all cards are shown face up, and the player memorizes as many matching pairs as possible. Then the cards are turned face down.
 - 2) The player may only reveal a certain number of incorrect card pairs. If they make too many mistakes, the game is lost.
 - 3) To keep track of how many mistakes have already been made or are still possible, a hangman is hung next to the playing field.
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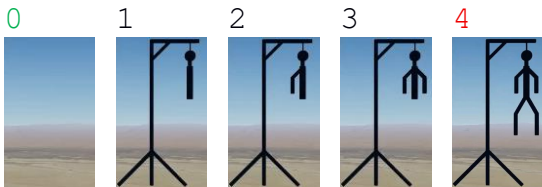
Hangman:

This is what Hangman looks like:

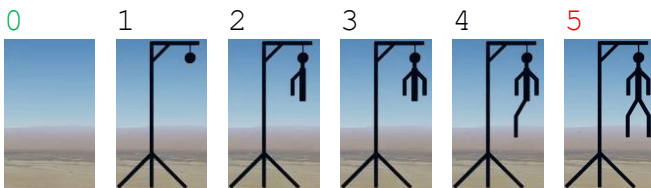


Depending on the size of the playing field, the hangman is hung at different speeds.

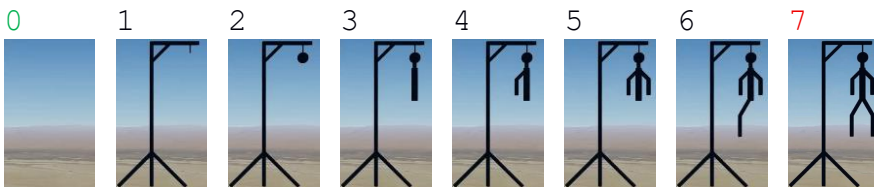
Playing field 2x4 max. 3 mistakes allowed:



Playing field 3x4 max. 4 errors allowed:

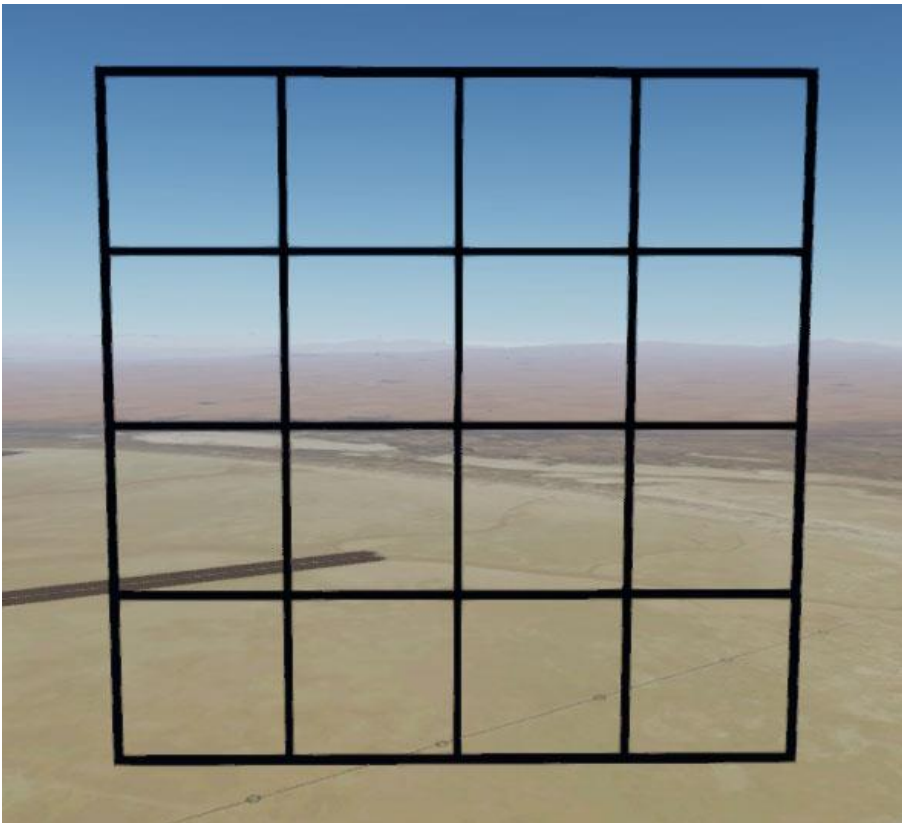


Playing field 4x4 max. 6 errors allowed:



Playing field:

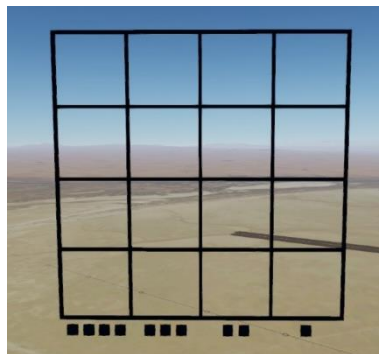
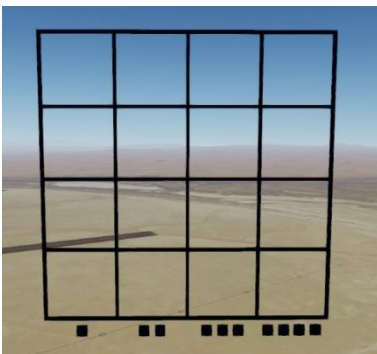
The playing field hangs in the air during this flight, and the individual fields represent the covered cards. The playing field can be seen from both sides and can also be flown through from both sides.



Squares below the playing field show the player which side they are currently approaching from.

Front

Rear

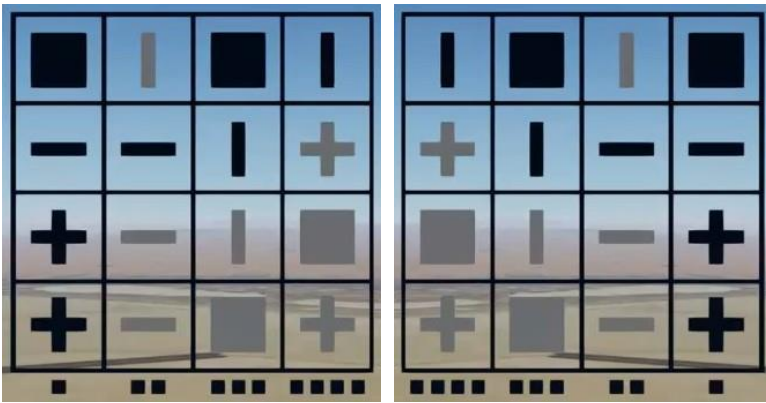


If the player approaches from behind, all hidden symbols are arranged in mirror image, so additional thought is required to find the correct pair.

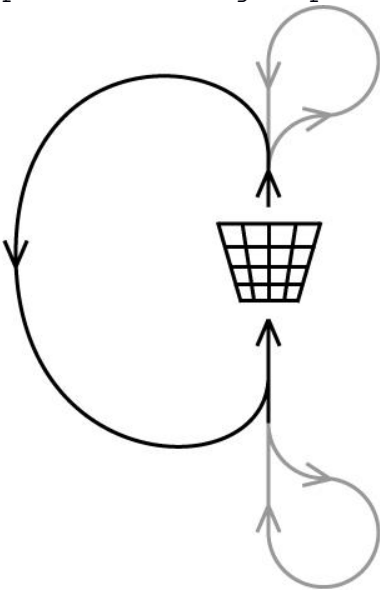
Assuming the symbols are placed as shown in the image on the left, when viewed from the other side, the symbols are placed as shown in the image on the right.

Front

Rear



You can fly across the playing field from both sides. Here are two possible flight paths:



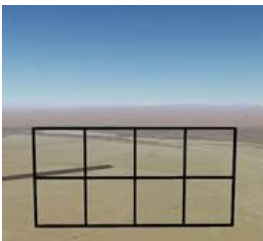
- 1) Fly around the playing field and always approach from the same side.
- 2) After each flight, turn 180° and fly toward the playing field again.

Flight route 1 saves you from having to rethink your plans, but it takes longer.

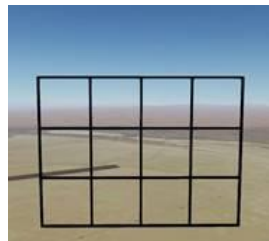
Starting the game:

- 1) First, select the size of the playing field.

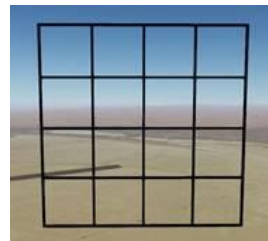
2x4

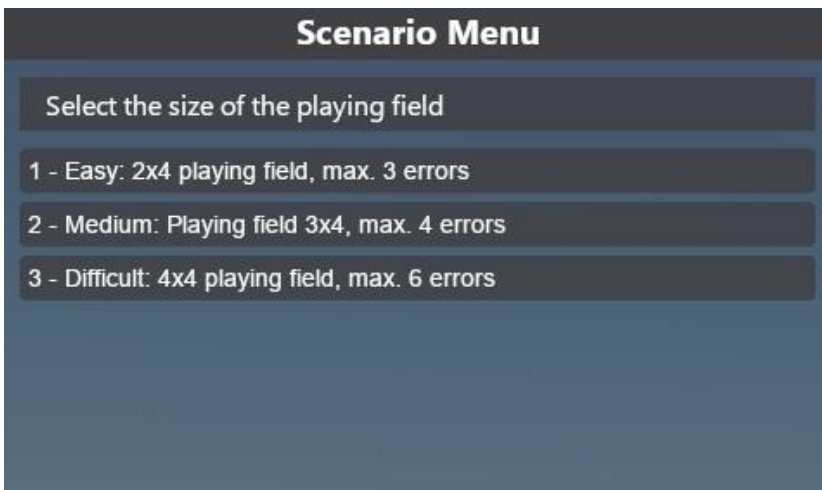


3x4



4x4





Depending on the size, you have a different number of attempts.

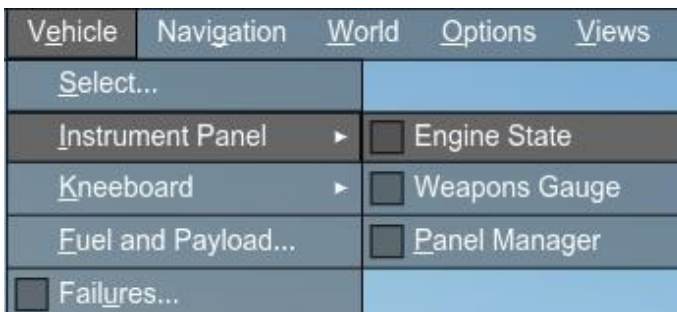
2) The playing field is then randomly filled with symbols and you have 10 seconds to memorize the symbol positions.

3) You then have 10 seconds to change the aircraft. In the "Vehicle" menu, under "Select," choose any aircraft you like; helicopters and gliders are also allowed.

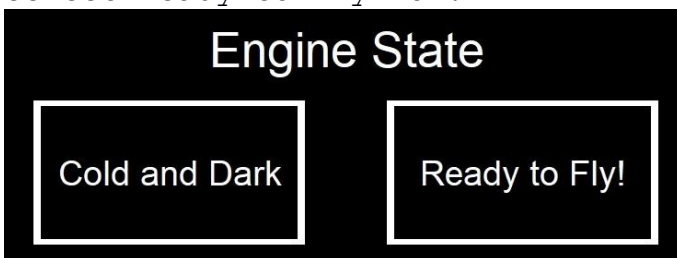
Aircraft selection:

F16:

If you want to stick with the F16, you have to get the aircraft ready for takeoff (even if it looks like the engine is running). To do this, select Vehicle/InstrumentPanel/EngineState from the menu:



Select Ready to Fly now!



Gliders:

When you select a glider, the game automatically recognizes it (by the lack of an engine) and activates thermals.

(Thermals are not activated for gliders with auxiliary engines, so

first select a "pure glider"; after activating the thermals, you can also switch to a glider with an auxiliary engine.)

To start with a glider, you must request a tow plane by pressing Shift+Ctrl+Y.

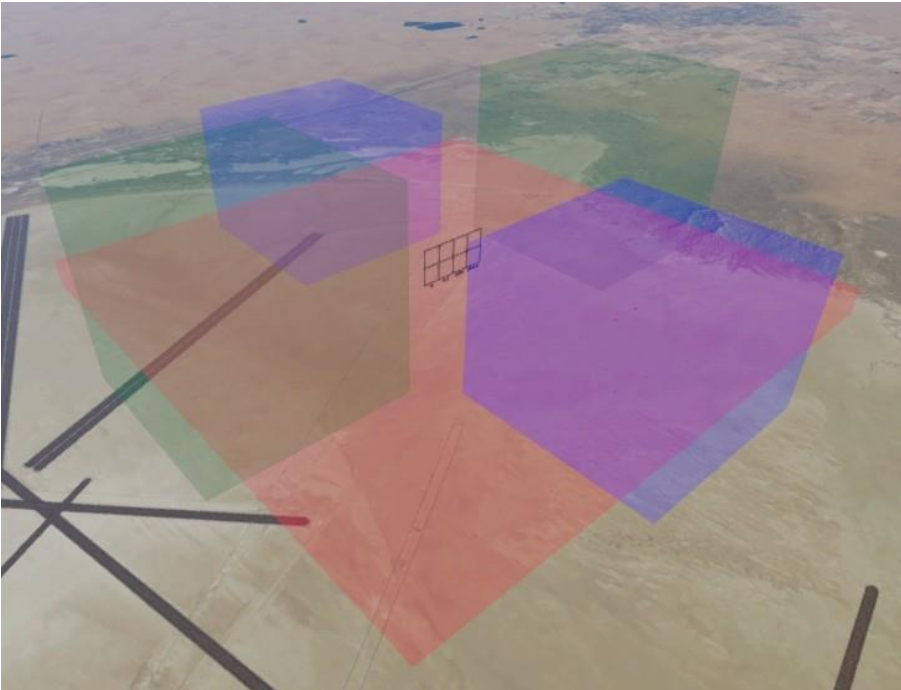
Allow yourself to be towed to a suitable altitude and release yourself from the tow plane by pressing Shift+Y.

To ensure that you never lack lift, there is a weak basic thermal (red) in the area below the playing field, which allows the glider to climb at approximately 500 ft/min.

The thermals in front of and behind the playing field (marked blue here) are medium-strength thermals that allow the glider to climb at about 1000 ft/min.

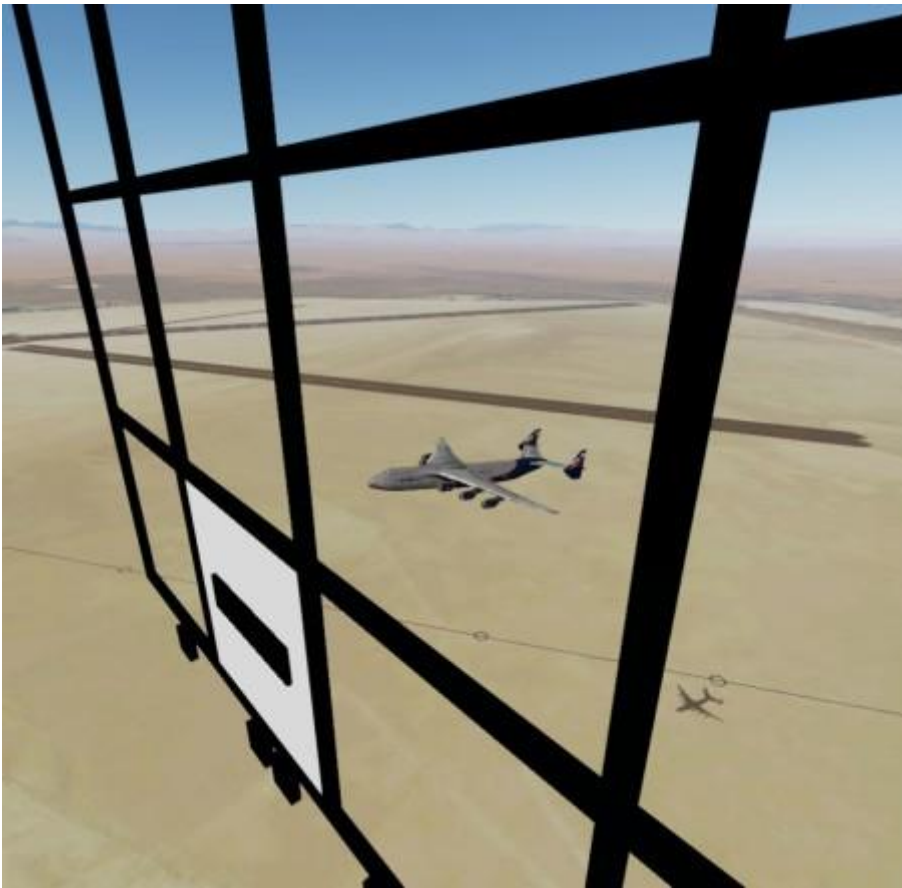
To the left and right of the playing field are strong thermals (green) that allow a climb rate of about 1500 ft/min.

You will recognize the thermals by flocks of birds.



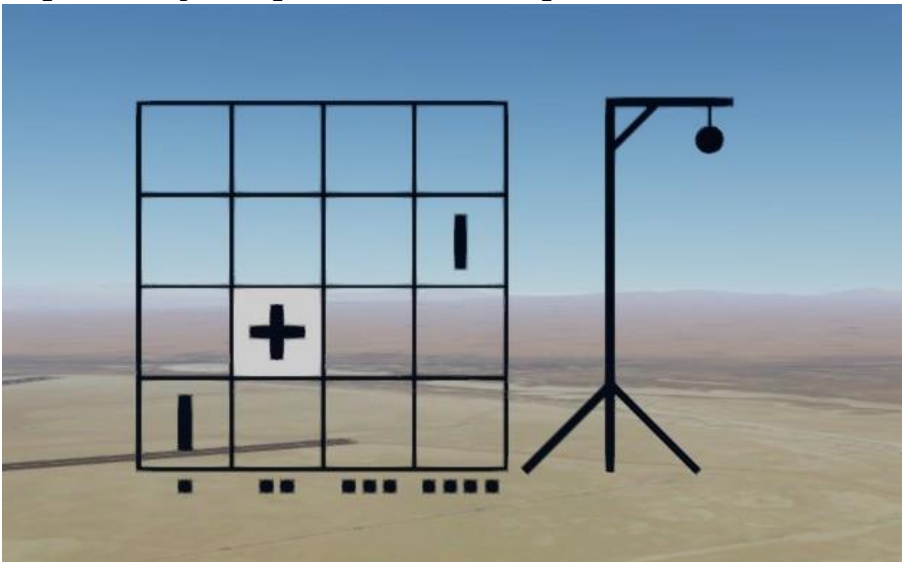
Large aircraft:

The playing field is large enough that you can play even with the largest aircraft, the AN225.

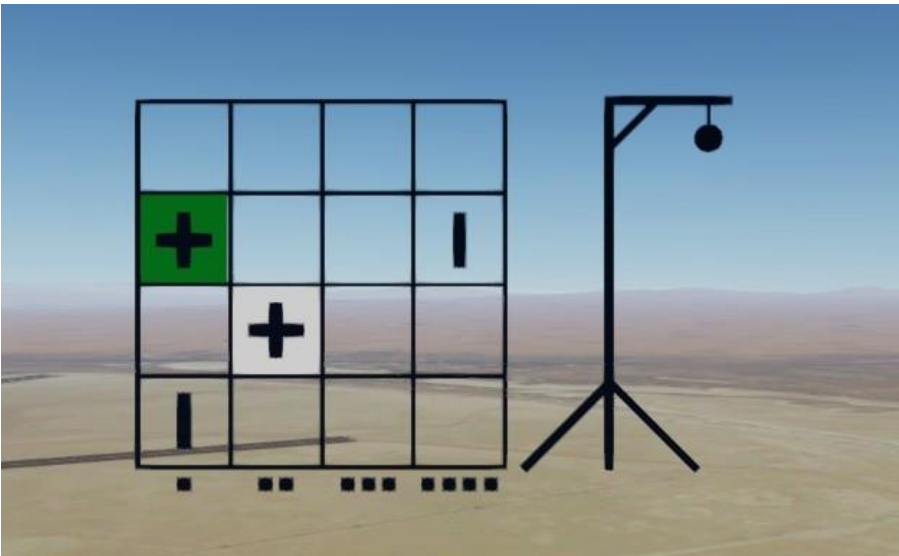


The game

Fly through any field. The symbol is revealed and marked in white.

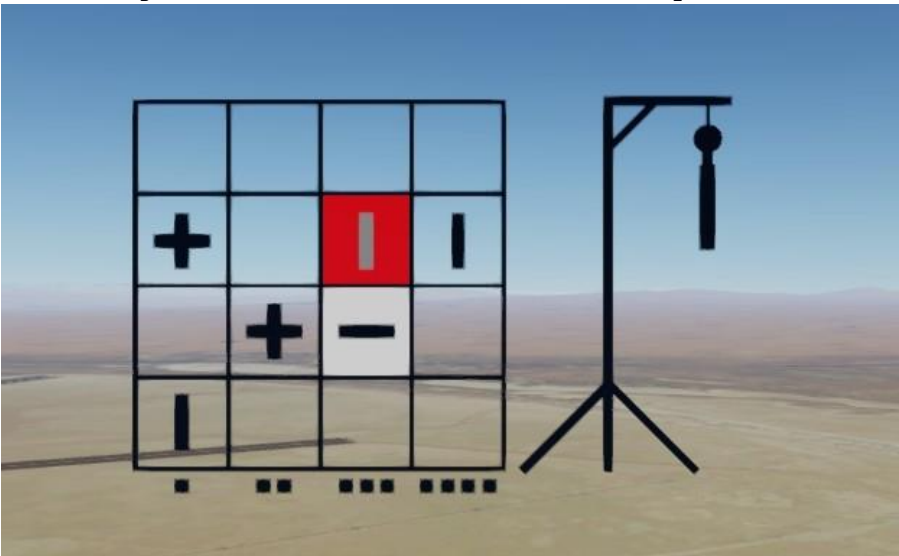


Now fly through the next field. If the symbols match, this is indicated by a green area.



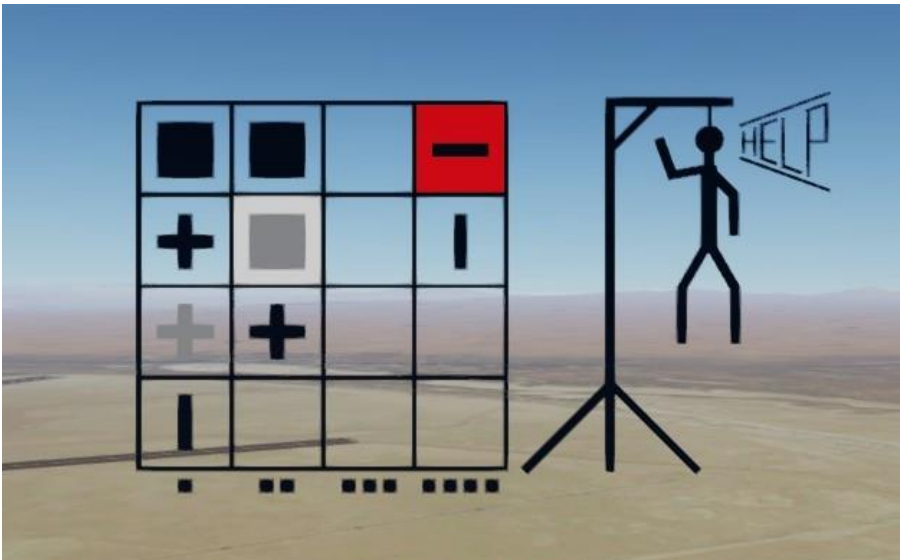
The green and white areas disappear shortly afterwards.

If the symbols do not match, this is indicated by a red area and the hangman continues to be built up.



The red and white areas, as well as the incorrect symbols, will disappear shortly afterwards.

The game is won when all symbols have been revealed. However, if the hangman is completely hanged, you have lost.



I hope you enjoyed this flight, if so please give feedback to p3d@andi20.ch . Also send error messages (spelling mistakes, wrong information, etc.) to p3d@andi20.ch, I appreciate any feedback.