

# Paris challenge (V3.6)

Flight created on 06.09.2019 (01.10.2023 V3.5 English)  
(Amended on 31.12.2023, V3.6: Translation error corrected.)

Estimated flight time 15 - 30 min.

Difficulty: Heavy - very heavy  
(depending on the plane)

Mission: Fly through 30 gates and land back at the airport.

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## Introduction

You are at Le Bourget airport (LFPB).

Take off, fly through 30 mandatory gates and land back at the airport.

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## Start

At the beginning you choose an airplane:  
Mooney Bravo, 300s, or any other aircraft.

Then you're ready to go.  
The timer starts as soon as you take off from the runway and stops when you pass the last mandatory gate.

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Once you have flown through all the gates (or the timer has expired), you must land again at Le Bourget Airport (LFPB).

There will be engine problems.  
So climb to about 2000 feet and fly towards the airport.

Good luck!

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The timer starts at 3 minutes and runs backwards. Try to fly through all the gates before the time runs out.

There are 6 different mandatory goals.  
The points indicate how much time is credited to the timer:



10sec.

20sec.

30sec.

40sec.

50sec.

60sec.

These gates disappear after flying through them once.

In addition, there are 3 optional gates.

A green gate is active, when flying through it becomes red, i.e. inactive.

A red gate becomes green again (active) after 90 sec.



Here, 10 to 60sec. are credited randomly.

You can fly through these goals as often as you like.

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### Notes:

- Some goals are placed between narrow canyons of houses. For practice purposes, you can disable collisions in the settings:

Under Options, General, Realism, set "CRASHES AND DAMAGE" to "Ignore crashes and damage".



- For a better overview, a chaser view of the aircraft might be helpful.



- Plan your route well, the mission compass does not necessarily show the ideal next destination.

You can switch the mission compass between the individual destinations, you can find out how to do this in the keyboard assignments:

Search under Options - Key Assignments for these 3 entries and set appropriate keyboard shortcuts:

\* Scenario compass/pointer (on/off)  
(mission compass on/off)

\* Scenario compass objective (next)  
(mission compass next target)

\* Scenario compass objective (previous)  
(mission compass previous target)



- Speed is not everything, fly slowly to make tighter turns.

- If you find the flight too hectic at first (especially with the agile 300s), you can set the simulation rate to 1/2 or 1/4 for practice.

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