

OBSOLET, feature deactivated.

===== Price changes for FBO objects ===== As mentioned at the beginning, the rental prices for objects at airports increase with both the class and the number of players who settle there. The basic price of an object depends on the class of the airport. The following table shows the price increase for an object. ^ Airport class ^Example: Rent or ren-increases for a medium-sized FBO or airbase with 5 routes and one parking space. The price paid by the first player is equal to the basic price charged at an airport of the respective class.^^^Percentage ^1. player ^2. player ^3. player ^4. player ^

class	1	10 %	50.000 €	55.000 €	60.000 €	65.000 €	class 2	10 %	40.000 €	44.000 €	48.000 €	52.000 €
class 3	10 %	35.000 €	38.500 €	42.000 €	45.500 €	class 4	10 %	30.000 €	33.000 €	36.000 €	39.000 €	
class 5	10 %	25.000 €	27.500 €	30.000 €	32.500 €	class 6	10 %	12.500 €	13.750 €	15.000 €	16.250 €	
class 7	10 %	5.000 €	5.500 €	6.000 €	6.500 €	class 8	10 %	2.000 €	2.200 €	2.400 €	2.600 €	
class 10	10 %	30.000 €	33.000 €	36.000 €	39.000 €	class 11	10 %	12.500 €	13.750 €	15.000 €	16.250 €	

The prizes are valid for all players, including the first player to open an FBO on the course. However, for players who have joined earlier, the rent increase is only taken into account in the following month. In principle, all properties are affected by the price increases, including filling stations, terminals and lounges.

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