

The first flights have been completed, the system understood and the manual read? Then it's time to think about your virtual career in Fly the World. The possibilities are manifold and there should be no lack of ideas. If you like it as stress-free as possible, just continue your career as a freelancer and flies here and there. In order to be able to sit in the cockpit of larger airplanes, the membership in a correspondingly large airline is necessary. If, on the other hand, one is prepared to invest a little more time in FTW, you can also consider founding your own airline. However, growth plans should not be made too boldly, because it is a long way from the first Cessna to the first medium-haul jet. first medium-haul jet is a long way, requiring weeks or months of flying.

FTW is designed for long-term motivation. So it's not possible to get your own Boeing 737 within the first few days. your own Boeing 737 within the first few days. Solo careers might work for air cab companies, but virtual airlines need a whole team of pilots and managers to function properly in the long run. in the long run. If you still want to take the plunge and set up a company, the second part of the handbook provides the necessary background knowledge. the necessary background knowledge in the second part of the handbook. However, it is strongly recommended that you first join an already airline in order to gain experience there.

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