

FLY FASTER? FLY SHORTER!

Try by yourself to understand what are the advantages and disadvantages of some maps with this game.

The game is about reaching some checkpoints and by trying to do it as fast as possible (you can also challenge a friend!).

You can not accelerate or decelerate: your plane will travel at constant speed. However, you can adjust your direction by turning right or left.

This also gives the name to the game: in order to complete the journey in the shortest possible time you have to fly following the shortest paths that join the various checkpoints, paths that mathematicians call geodesic lines.



The shape of a geodesic line on an equirectangular chart.

If you do not steer, your plane will move by following a geodesic line. If you think about it, ideal airplane routes follow geodesic lines because in this way they save time and fuel!

The peculiarity of the game is that you will not see your plane moving on a globe but on a map. Your plane will have some unusual behaviour: it will accelerate and decelerate suddenly, it will change its shape and size... you will not believe when you will see it! But do not worry about your aviator skills: the fault is all of the map's distortion! Do you accept the challenge?

