

Fly Or Die Alone

The first survival mod for Microsoft Flight Simulator.

AT A GLANCE

TITLE	Fly Or Die Alone (FODA)
GENRE	Post-apocalyptic survival mod for MSFS 2024
DEVELOPER	Steven — solo developer, France
RELEASE	Early Access — mid 2026
PLATFORM	Windows (requires Microsoft Flight Simulator 2024)
LANGUAGES	EN, FR, DE, ES, IT, PT, RU
SITE	flyordiealone.com
TRAILER	youtube.com/watch?v=Ubg7BRbxyvk
DISCORD	discord.gg/WxWmVr5EWQ
SOCIALS	X @FlyOrDieAlone · YouTube @FlyOrDieAlone · TikTok @FlyOrDieAlone · Instagram @flyordiealone_fsmod
PRESS CONTACT	contact@flyordiealone.com

IN ONE SENTENCE

A narrative survival mod for Microsoft Flight Simulator. You play a pilot who must manage fuel, scavenge abandoned airports for gas, contact other survivors by radio, and avoid toxic zones — all while pushing through the main mission: reach Greenland.

DESCRIPTION

You play a pilot tasked with delivering a scientific payload to Greenland, where the last working lab is studying the toxic zones that have ruined the air. You cross the world by map and dead reckoning — modern aids are gone, the GPS network has collapsed.

You manage fuel and supplies. You scavenge abandoned airports for gas, consumables, and gear — masks, filters, water, food. You hunt for other survivors on the radio to pick up quests, trade resources, or gather useful intel for your route.

Everything ties into a narrative main mission. The goal of the mod is to blend survival, old-school piloting, and a written story.

KEY FEATURES

- **Fuel as gameplay** — every flight is a calculation, every drop counts
- **Five survival gauges** — life, energy, food, water, stress
- **Toxic zones** — invisible, lethal — gas mask and filter required
- **No GPS** — old-school navigation, map and magnetic heading
- **Loot system** — scavenge abandoned airports for resources
- **Permadeath** — optional checkpoints in easy mode
- **Narrative missions** — written characters, scripted dialogue, a long journey across the real world
- **Survivor system** — reach isolated radio operators stationed at airports across the globe. Take side missions (recon, deliveries, searches, rescues), trade gear, gather intel. Every exchange opens or closes possibilities.

WHAT SETS IT APART

The first survival mod for Microsoft Flight Simulator. A genre that simply didn't exist on the platform before.

A real geographical journey, not a sandbox. Thousands of nautical miles across real airports, with real fuel constraints.

A restrained tone. No zombies, no factions, nothing spectacular. The threat is invisible. The mood is melancholic. Inspirations: Firewatch, Subnautica, and the slow solitude of Death Stranding.

ABOUT THE DEVELOPER

Steven is a solo developer based in France. Fly Or Die Alone is his first major release.

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I always dreamed of a game where every flight truly mattered. Where fuel isn't just a gauge but a matter of life and death. Where the radio crackles and an unknown voice guides you — or sets a trap. FODA turns Flight Simulator into a survival experience. No respawn. No second chance. Just you, your aircraft, and a world that doesn't forgive.

— STEVEN

ASSETS

All screenshots, GIFs, logo and key art available for download.

CONTACT

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