

Nome, Alaska Scenery for FS9
PAOM & Nome City Airport (94Z)
by: Scenery4Flightsims.com

This is fictional scenery for Nome, Alaska (PAOM), designed for FS9. I created this scenery to "dress up" the area and update the airport.

Here is what to look for in this scenery package:

- > Installed "Barren Tundra" landclass, in order to remove all the trees.
- > Changed runway designations and headings to match real world runways.
- > Reworked shoreline of harbor to open it to the ocean.
- > Added more parking.
- > Removed default buildings and replaced with buildings better suited for local.
- > Added ramp lighting for night operations.
- > Built up small Nome village with scenery objects.
- > Replaced default buildings at Nome City Airport(94Z)