METAPILOT · SPIN-OFF

MetaPilot

The Money War

T-600 Trading Pilot Training Manual

WAIT · PATIENCE · POSITION

> “Lock-on is buying and fire is selling.
> Win the air battle.”

GraceFlight

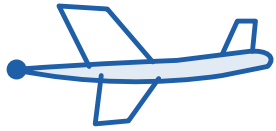
MetaPilot

Spin-off · The Money War

MetaPilot Spin-off

MetaPilot
The Money War

T-600 Trading Pilot Training Manual — Waiting · Patience · Position



GGsF

MetaPilot Spin-off · The Money War
T-600 Trading Pilot Training Manual

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The characters and events in this book are fictional. This book is not investment advice and does not recommend buying or selling any security. The engagements in the text are a simulation played with a bankroll of 300, and the book gives no thresholds of any kind — no profit targets, stop-loss levels, or order sizes. Every decision belongs to the trainee. Real investing can lose principal; execution and prices are not guaranteed; the results are the investor's own. Before trading real money, practice in a paper-trading account.

The trainer and simulator are the Academy’s own services and remain under development (Appendix F). No real stock names appear in the text. Any names visible in screen videos are data for that date only and are not recommendations.

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How to Read This Book

After the Cessna, the propeller fighters, and the F-16, Kaya sits down in front of **two monitors**. With a **bankroll of 300** that happens to be called ammunition, and with **bandits** rather than stocks. A MetaPilot is a creator, and the Trading Pilot is the first branch course.

The premise is simple. Someone who has spent three seasons learning to read the sky, pick a bandit, decide, and come home alive sees trading with the same eyes — except that this is the hardest dogfight. The story follows the **four stages of the wooden rooster** through Lesson 0, "The Lay of the Land" (basics), and four parts of ten lessons, under the motto **waiting · patience · position**. There is no technique; the detailed training lives in the videos. The book never enters the runway where real money moves.

- **Part One: Bravado** (Lessons 0–3) — the lay of the land, weather and flow and news, picking the leader (the method everyone knows), and the day she left the aircraft in the sky.
- **Part Two: Shadows** (Lessons 4–5) — the Red Horse tower, someone else's gun cross, flying the same day twice → waiting.
- **Part Three: Glaring** (Lessons 6–8) — the Six-View checklist, risk-reward, the horizon line → patience. Intermission: "The Wooden Rooster."

- **Part Four: The Wooden Rooster** (Lessons 9–10) — the black box, the unfired AMRAAM → position. The evaluation, “Today’s Sky,” and graduation.

Every lesson ends with an **at-a-glance** box, and the **comment section** of Kaya’s channel counts the bowls of ramen. Tricky screens carry a small ▶①② mark in the text, and the **Videos** box at the end of each lesson shows that screen as a short clip. The full list is Appendix G.

Appendices: flight-trading pairs · simulator rules ver 2.0 · Six-View checklist · evaluation and grades · log form · services, video index.

Lock-on is buying, fire is selling. The rest is your decision.

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Cast CAST

The reader's persona · heroine of the series

Kaya · Callsign Palette

MetaPilot · illustrator · Trading Pilot trainee

- A MetaPilot who has flown everything up to the F-16 now sits in front of two monitors. Not with money — with a bankroll of 300.
- On day one she sees a diamond, hangs two AMRAAMs, leaves the aircraft in the sky and goes home. In week four, on a day with three formations, she doesn't hang the AMRAAM.
- She walks the four stages of the wooden rooster in a month. Grade: Wingman. The wooden rooster is made in the sky.

"Good weather doesn't make my bankroll any bigger."

The Spin-off's instructor

SeaGAL · Callsign Six-View

Chief Instructor of the MetaPilot Academy · creator of the T-600 trainer

- "I got motion sick watching stocks, so I built it. Numbers make me sick. Instruments don't."
- He set the three spaces (Ops Room, Simulator, Runway), the threshold, the bankroll, and the wooden rooster. He hands out no threshold numbers at all. "Say that and it becomes technique."

- He still writes one line. On evaluation day, it really was one line.

“Say that and it becomes technique.”

In charge of compliments · defender of the night patrol

Ray · Callsign Magic

MetaPilot tutor

- Ordered to keep his compliments to one line, he grumbles inside parentheses. “That isn’t waiting. That’s hope.”
- “I’ve had ticker-sickness too.” The fan stays on in the Spin-off. He is the one who called close-to-open trading the night patrol.

“Someone else’s lock-on is someone else’s decision.”

The one who mapped the pink stick to the game keys

Tita

Owner of TITAN PC bang · instructor at the Academy workshop

- “Insert is lock-on, Delete is lightening, Space is fire. You need the feel of pulling a trigger.”
- “Losing money carving flight sticks is enough.” SeaGAL quotes her in the Intermission. She opens the doors of the Book 4 workshop.

“Hands on the screwdriver, not the knees.”

Multi

The people who shoot in the same sky

Ghost & the callsigns of the multiplayer sky

GHOST#4208 · the Bora Bora classmates · the comment section

- Other trainees tailing the same bandits. Their weapons are visible; their plans are not.
- Ghost finally seals his AMRAAM, Bora Bora No.1 gets caught by her own exit altitude, and the comment section counts Repair_Bill_Bot’s bowls of ramen.

PROLOGUE

The Creator Pilot

PROLOGUE · Welcome to the Money War

1. The Aircraft Under the Tarp

Two weeks after I got my callsign, Palette. The Academy had gone quiet, and for once I was sitting at my tablet, drawing. Ray's fighter, Tita's iron door, the runway at Bora Bora. I was fitting Seasons 1 through 3 onto a single page when my phone buzzed.

[SeaGAL]: "Underground hangar. 0900 tomorrow."

"...There's an underground hangar?"

No reply. That man never replies.

Next morning, beneath the Academy base camp. A strangely silent space with no smell of oil and no engine noise, and in the middle of it something under a tarp. Ray was standing in front of it, clapping. Instructor SeaGAL leaned against the wall with his arms crossed. Tita sat on the floor with my pink flight stick on her lap.

"Kaya! Congratulations on Season 3. And now — the aircraft you'll be flying this time!"

Ray yanked the tarp away.

Fwump—!

What lay under the tarp was not a titanium airframe. A racing chair. Two monitors. A screen full of red and blue numbers blinking without pause. A computer desk.

“……What is this, Ray?”

2. A MetaPilot Is a Creator

“Ask the Instructor.”

Ray stepped back. SeaGAL pushed off from the wall.

“Palette. What do you think a MetaPilot is?”

“…Someone who becomes a pilot through a flight simulator.”

“Half right. A MetaPilot is a **creator**. Flight is the big category, and inside it, pilots of every field branch off. You draw, so you’re an Illustrator Pilot. Ray teaches, so he’s a Tutor Pilot. Tita builds with her hands, so she’s an Engineer Pilot. And this—”

SeaGAL nodded at the monitors.

“—is the trainer for the **Trading Pilot**. The first branch course. My graduation project.”

“You built it… yourself?”

“I got motion sick watching stocks, so I built it. Numbers make me sick. Instruments don’t.”

Beside him, Ray quietly held up a small fan. SeaGAL pretended not to see it.

3. Three Spaces

The monitors lit up. I saw familiar things. A weather map. Radar. Formations. Callsigns. Ammunition. An aircraft’s instrument panel — except the bandits had stock names, altitude was a percentage, and fuel was trading value.

“Listen carefully. This course has three spaces.”

SeaGAL raised one finger at a time.

"One: the **Ops Room**. This trainer. It shows you today's weather, where the money is flowing, and which formations are climbing. Two: the **Simulator**. A game built from that data. You fight bandits with a bankroll of 300. Not money — ammunition that happens to be called a bankroll. Three—"

He folded the third finger down.

"—the **Runway**. Your own brokerage screen, where real money moves. This course does not go there. The Academy taught you the Cessna, but it never put you in a real one. Same here. We go as far as the threshold. Crossing it is your decision, and before you cross it, go to a paper-trading account first. Not one sentence in this book says 'buy.'"

"...Then what do I learn?"

"**Waiting, patience, position.** And one discipline of the mind."

"...How is that different from flying?"

"It isn't. That's why you're sitting here. For three seasons you learned to read the sky, pick a bandit, decide whether to shoot, and come home alive. That is trading. Read the weather, pick a bandit, decide whether to commit, bring your bankroll home. One difference — this is the hardest **dogfight** you've ever flown. The bandits are people, and every one of them is watching you too."

"...So that's why it's last."

"That's why it's last. And this game has exactly one rule."

◆ 4. Lock-On Is Buying, Fire Is Selling

Tita stood up with the stick.

"You'll use this for the game keys. Tab is next target, Enter changes weapon, **Insert is lock-on**, **Delete is lightening**, **Space is fire**. I

mapped the trigger to Space. You need the feel of pulling a trigger.” ▶①

“Can’t I just use a mouse?”

“A mouse is too easy. The half second your thumb **hesitates** on the trigger — that’s your decision. Without that half second you shoot a lot, and if you shoot a lot, you die.”

“Lock-on and fire are separate? In Book 3 I locked and fired right away.”

SeaGAL answered.

“Here, lock-on is **buying**, and fire is **selling**. When you lock on, your aircraft latches onto the bandit’s tail and follows it. The altitude at that moment becomes your horizon line. If the bandit climbs above the horizon, you’re winning; if it drops below, you’re losing. The moment you fire is settlement. Fire above the line and your bankroll grows. Fire below it and your bankroll shrinks.”

“…And if I lock on and don’t fire?”

“Then your aircraft is still up there. At eight in the evening the game fires for you.”

“Eight in the evening?”

“Engagement hours are 0800 to 2000. There’s a night patrol too.”

◆ 5. Bankroll 300

Ray pulled out the chair. I sat. In the lower right of the screen was a number. CAPITAL 300 / 300.

“Kaya, this is your bankroll. Three weapons. The gun commits a little, the Sidewinder commits a medium amount, the AMRAAM commits a lot. How much you commit is up to you.”

“So if I commit a lot and fire above the line—”

“Yes. It grows a lot. Commit a lot and fire below the line, and it shrinks a lot.”

SeaGAL had the last word.

“Palette. The graduation standard for this course is not ‘the one who earned the most.’ You’ll understand in a month. 0900 tomorrow. Dismissed.”

I looked at the screen. 09:00 was coming. The numbers blinked. My heart was pounding — the same beat as the Cessna, the wild horse, the Viper. Except this time the opponent wasn’t an aircraft. It was **me**. I didn’t know that yet.

Prologue at a Glance

1. A MetaPilot is a creator. The Trading Pilot is SeaGAL’s graduation project and the first branch course.
2. There are three spaces: the Ops Room (the trainer), the Simulator (a game; you fight with a bankroll of 300), and the Runway (your own brokerage screen). This book stops at the threshold. Before you cross it, start with a paper-trading account.
3. The game has one rule: grow the bankroll. Lock-on = buying (that altitude becomes your horizon line); fire = selling (above the line it grows, below it shrinks). When, how much, and how long are all the trainee’s decisions. Engagement hours are 08:00–20:00.

▶ Videos · Prologue

short clips

No.	Scene · when to watch	Code	QR
①	**Mapping the simulator keys to the pink stick (Tab · Enter · Insert · Delete · Space)** When the game keys are confusing	5-001	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: The aircraft after the F-16 was a computer desk (Spin-off begins)

44K views · 1.9K likes

Meta_Rookie
WAIT the thing after the F-16 is a dual monitor setup lololol what a twist

SkyHigh99
"Lock-on is buying, fire is selling." That one line and I got it.

Seagull_Veteran
Palette, hold that stick tight. Hang an AMRAAM the second a diamond shows up and you'll lose the rudder pedals you worked so hard to carve lol

TITAN_PCbang
Losing money carving flight sticks is enough. —T

Trading_Ace
"No other numbers exist in this course." Better than a hundred technique books.

Part One

Bravado

The rooster that trusts its own strength — reading the Ops Room

LESSON 0

The Lay of the Land

Market basics for a pilot

1. The Map First

The day before my first sortie. SeaGAL switched off the monitors and laid a sheet of paper on the desk. A hand-drawn map.
“What did you look at before a flight?”
“The chart. Where the airspace is, where the runway is, where the restricted areas are.”
“There’s a chart here too. Today you memorize only this. Not technique — **common knowledge**. If you fly without knowing it, you don’t die. You just **embarrass yourself**.”

2. Two Skies, and the Clock

“There are two skies. **KOSPI** is the sky of the big aircraft; **KOSDAQ** is the sky of light planes and rookies. It’s common for only one of them to be clear on a given day.”
“And engagement hours?”
“The real market opens at nine in the morning and closes at half past three. There’s a little after-hours trading on either side. This trainer shows you eight in the morning to eight at night, and the simulator plays inside that window. Outside it, the bandits don’t

move. But **the news moves at night**. So the next morning a bandit starts at a different altitude from where it closed.” ▶①

“...A gap?”

“Where did you hear that word?”

“The comments.”

◆ 3. Ceiling and Floor

“How far can a bandit climb or fall in a day?”

“...Infinitely?”

“No. **Thirty percent** up or down is the ceiling and the floor. Touch it and the bandit can’t move further that day. Limit up, limit down. And if one climbs or dives too fast, it **pauses** for a moment. Turbulence warning. The order book freezes for a couple of minutes, then releases. Your fire won’t go out while it’s frozen.”

“What do I do when it pauses?”

“You wait. What did you do in the aircraft when you hit turbulence?”

“...Buckled up and waited.”

◆ 4. Bankroll, Fees, Settlement

“The 300 in this game is, on the real runway, your **bankroll** — the cash sitting in your brokerage account. You buy only with that. Flying on someone else’s fuel — margin, credit, borrowed money — does not exist in this course. That is the final form of bravado.”

“Does it cost anything to buy and sell?”

“It does. A fee when you buy; a fee and a tax when you sell. Small, but every time. Fuel cost. Someone who shoots a lot loses bankroll on that alone. And the money from a sale becomes cash **two days**

later. You don't count your cash in the hangar the moment you land. Settlement is two days out."

"Two days?"

"So you can buy again today with today's sale, but you can't withdraw it until two days later. This game skips that part. The real thing doesn't."

◆ 5. The People

"Last. Who is in this sky?"

"...Foreigners, institutions, retail. From the flow table in Lesson 1."

"Correct. Foreigners are carriers from across the sea, institutions are the domestic heavies, retail is a swarm of light planes. And there are **disclosures** — official radio calls a company puts out. Capital increases, mergers, earnings, trading halts. When a bandit suddenly stops or drops, that call is often already on the board. The trainer's calendar and logbook collect them for you."

SeaGAL folded the map.

"That's all of it. Everything on this sheet is in the first chapter of every stock book in the bookstore. The remaining chapters of those books are all technique, and this course has none. First sortie tomorrow."

Lesson 0 at a Glance

1. Two skies (KOSPI, KOSDAQ). Regular session 09:00–15:30 with a little after-hours on either side. The trainer and simulator run 08:00–20:00. News moves at night, so the next day's opening altitude can differ (the gap).
2. Daily ceiling and floor are ±30% (limit up/down). Sudden moves trigger a brief pause (volatility interruption) — a turbulence warning. Wait.
3. Only within your bankroll. No margin or credit in this course. Fees and taxes (fuel cost) on every buy and sell; proceeds become cash two days later. Foreigners, institutions, retail — and disclosures, a company's official radio call.

▶ Videos · Lesson 0

short clips

No.	Scene · when to watch	Code	QR
①	**The trainer timeline — session hours, after-hours, 08:00–20:00** When engagement hours are confusing	5-018	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: Fly without knowing this and you embarrass yourself (Lay of the land

trading basics) · 22K views · 900 likes

F **First_Timer**

Two-day settlement… had no idea. I'm the guy who panicked trying to withdraw right after selling.

Turbulence
I panicked when my order wouldn't go through during a volatility pause. Calling it a turbulence warning makes it click.

Seagull_Veteran
"Flying on someone else's fuel is the final form of bravado" — ties right into the title of Part One.

LESSON 1

Three Weather Maps

Weather & Money Flow

1. 0900, and the Screen Exploded

09:00:00. The whole screen flashed red and blue. Hundreds of bandits rose and fell like a brawl in a narrow canyon.
"Whoa! That one shooting up! If I lock on now—"
"Palette."
"Yes!"
"Weather first. Before any bandit, you look at the sky. You learned that in Book 1, Lesson 2."

I took my hand off the stick. I remembered. Read the wind and the clouds, and on a day you shouldn't fly, don't fly. That was the first lesson of flight.

2. Three Skies

At the top of the trainer screen were three weather panels. ▶①
"From the left. **Nasdaq**, the global sky — how America did overnight. In the middle, **KOSPI**, the home sky. On the right, **night futures**, the wind before dawn. Some days all three are clear, some days all three are cloudy, and some days it's half and half."
"Do I not fly on cloudy days?"
"That's for you to decide. On cloudy days, I commit less. That's the first sentence of my 'position.' You write your own sentence."

3. Money Flow

Below that, the market flow table. Total trading value for KOSPI, total for KOSDAQ, and how much foreigners, institutions, and retail had each bought and sold. ▶②
"Is this the fuel depot?"
"The fuel of the whole battlefield. Whether more money came in than yesterday or less, and whether the big aircraft are buying or selling. A day when foreigners and institutions both sell and only retail buys? That's a sky where the big aircraft have left the runway and only the light planes remain."
"And when only the light planes remain?"
"They're weak in the wind."

4. Dust

The timeline across the top ran from 08:00 to 20:00. Just after 09:00 it flashed red.

“I call the minutes right after the open **dust**. Yesterday’s buyers sell, today’s buyers buy, and the two tangle and kick up dust. In the dust you can’t see which bandit is real. What did Ray tell you in Book 2?”
“...Safety on, hold until the dust settles.”
“That was propellers; this is money. Same sky. You’ll see for yourself when the dust settles. This game doesn’t stop you from shooting in the dust. Instead of stopping you, it records it.”

Lesson 1 at a Glance

1. Before the bandit, the sky. Three weather maps (Nasdaq, KOSPI, night futures). How much to commit on a cloudy day is the trainee’s decision.
2. Money flow: whether the market’s total trading value is higher than yesterday, and whether the big aircraft (foreigners, institutions) are buying or selling. A sky with only light planes is weak in the wind.
3. Right after the open is dust. The game doesn’t stop you; it records. You’ll see for yourself when the dust settles.

▶ Videos · Lesson 1 short clips

No.	Scene · when to watch	Code	QR
①	**Reading the three weather maps** When deciding whether to launch	5-002	
②	**Market flow — vs yesterday, foreigners, institutions, retail** When you don't know which sky to fly	5-003	
③	**The logbook briefing and the calendar — why bandits move** When checking outlook, news, and schedules	5-011	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: Got scolded for trying to lock on at 09:01 (Three weather maps)

31K views · 1.2K likes

M **Meta_Rookie**
Eyes rolled back the second the market opened, bought whatever, got wrecked — that's me. So it was dust.

R **Radar_King**
"You write your own sentence." First instructor I've seen who refuses to hand out rules.

S **SkyHigh99**
A sky with only light planes is weak in the wind… that metaphor is unreal.

LESSON 2

Picking the Leader

Finding Today's Leader

1. The Method Everyone Knows

"Today is the most important lesson in this course. It isn't a secret. It's the **method everyone knows**. That's why it matters."

SeaGAL opened the trainer's TOP 30 tab. The thirty bandits with the highest trading value. ▶①

"Out of thousands of stocks, how do you find today's leader? The known answer is one line. **You look among the stocks where the most trading value is bursting.** Where the money gathers, the leader is likely to be. So — TOP 30."

"Then I shoot number one."

"Number one is a carrier. It's number one every day. That's why there's a second step."

2. Group Them

The screen changed. The TOP 30 were grouped by industry and theme. Three in robotics, five in semiconductors, four in batteries, two in defense. ▶②

“Group them by industry or theme. When several gather under one theme, money is flowing into that sector. In Book 2, did the lead ship fly alone?”
“No. It flew in formation.”
“Same here. When you see a formation, that formation’s theme is today’s operation name. A bandit climbing alone — you don’t know who’s pushing it up.”

3. Pick One

“Once you’ve found the formation, you pick **one stock** inside it. The leader at the top, or a wingman coming up behind? How much fuel is coming in, how fast is it, what class is it — from here on, every pilot differs. I don’t commit big on light planes. That’s my sentence. Write yours.”
“...That’s not easy.”
“It isn’t. That’s why you do it every day. Lesson 1’s weather, flow, and news hold up these three steps. Those five things are everything that’s known. This book teaches up to there, and no further.”

4. Fuel, Speed, Class

The table had many columns, but SeaGAL pointed at three.
“**Fuel** is trading value. Ray told you to turn off volume in Book 2? There’s no volume column here at all. **Speed** is turnover — how much of the stock changed hands in a day. A fast bandit climbs high and falls fast. **Class** is market cap. A light plane moves a lot on a single gust; a carrier moves a little over a whole day.”
“So what do I shoot?”
“Your bankroll and your heart decide.”

Lesson 2 at a Glance

1. The widely known way to find the leader: ① look within the trading-value TOP 30 ② group them by industry or theme, and read a crowded sector as where the money is flowing ③ decide on one stock inside it. Lesson 1's weather, flow, and news support the three steps.
2. A bandit climbing alone — you don't know who's pushing it. The formation's theme is today's operation name.
3. Fuel = trading value, speed = turnover, class = market cap. How you pick the one is different for every pilot. It isn't easy. That's why you do it every day.

▶ Videos · Lesson 2

short clips

No.	Scene · when to watch	Code	QR
①	**Starting from the trading-value TOP 30** When you don't know where to look for the leader	5-004	
②	**Grouping the TOP 30 by theme to see where money flows** When looking for a formation	5-005	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: It matters because it's not a secret (Picking the leader

TOP 30 · themes) · 28K views · 1.0K likes

Trading_Ace
TOP 30 → group by theme → pick one. Everybody knows it, but hearing it laid out this plainly hits different.

Speed_Demon
“It isn’t easy. That’s why you do it every day.”

Ray [Official Tutor]
There’s no volume column because I told her to turn it off in Book 2, Lesson 8. The Instructor listened to me. (A first.)

LESSON 3

First Sortie

The First Sortie

1. The Diamond

The TOP 30 table had a column labeled D-Max, and a few bandits had a diamond next to them. ▶①
“What’s this?”
“A mark the trainer puts on a bandit that has **broken its own record**. How it picks them is my secret weapon, and it isn’t in this book. The mark is a candidate, nothing more. You choose the way you learned in Lesson 2.”
“You could tell me the secret...”
“A secret weapon without fundamentals is bravado. What was the title of Part One?”

"...Bravado."
"Right. And one more thing. 'Broke its own record' applies to you too. The graduation standard a month from now is not your rank against others. It is **your own first week**."

◆ 2. First Sortie — Lock-On

It was time to hunt. The dust had settled, and in the simulator HUD hung the robotics leader. A diamond. Three in formation. All three weather maps clear.
"Ray, this is a diamond, it's in formation, and the weather is clear. All correct, right?"
"Correct, Kaya. But—"
"AMRAAM! Insert!"
A horizon line drew itself across the screen. Bandit altitude +18.5. The gun cross latched onto the bandit's tail and began to follow. CAPITAL 300 → 200. The AMRAAM was the big commitment. ▶②
"—before you commit, how much are you—"
"Another AMRAAM! Insert!"
200 → 100. The horizon crept up to +18.7. The bandit climbed: +19, +20, +21. Above the line, green. Running P&L +13.
"See? That's the power of the diamond!"

◆ 3. Flares

09:31. The bandit dropped from +21 to +14. Seven percent gone in one minute. Fire poured from its tail. Flares. The RWR wailed. Below the line, red. Running P&L −45.
"...Huh?"

My hand went to the space bar. Ray turned the fan toward my face.

“Kaya, what did you do in Book 3 at nine G?”

“...Hick. Hick.”

“That. Short breaths, hands on your knees. Firing now isn’t a decision. It’s a reflex.”

I put my hands on my knees. Hick, hick. The screen stayed red.

09:40. +9. −95. I couldn’t fire. Firing would lock in the loss. 09:55. +11. 10:20. +7. My hand hovered over the space bar and couldn’t press it.

“Kaya, what are you doing right now?”

“...Waiting. It’ll come back up.”

“That isn’t waiting. That’s hope. Your breathing was good, though. That’s a compliment.”

I pressed R. 300. AMRAAM again. R again. AMRAAM again. 10:50 — as I reached for R a third time, Tita caught my hand.

“Palette. There’s no R key in evaluation mode.”

“...What?”

“Today is training mode, so you get a pass. On a real day, 300 comes once.”

◆ 4. Leaving the Aircraft in the Sky

On my third 300, I hung an AMRAAM on the robotics leader again. This time at +12. Then I went to lunch. In the afternoon I opened my tablet. In the evening I edited a Book 2 video.

19:50. My phone buzzed.

[Magic] Palette, Bingo. Auto-settlement in ten minutes.

“...Oh.”

20:00. The screen read [SETTLED (AUTO)]. Fire altitude +5.2. Horizon +12. P&L −68. Remaining 232.

Ray put up the training log. SeaGAL's one line was underneath. "Left the aircraft in the sky and went home. **The rooster that trusts its own strength.** End of Part One."

"Rooster?"

"Later."

Lesson 3 at a Glance

1. The diamond is the trainer's mark on a bandit that has broken its own record. How it is chosen is the Instructor's secret weapon and is not in this book. The mark is a candidate; the choice is the trainee's, by Lesson 2's method.
2. Lock-on (Insert) makes that altitude your horizon line, and the gun cross follows the bandit. Adding moves the line. Above the line is green (winning), below is red (losing). Fire (Space) is settlement.
3. "It'll come back up" is not waiting; it is hope. Lock on and forget to fire, and the game fires for you at 20:00. There is no R key in evaluation mode.

▶ Videos · Lesson 3

short clips

No.	Scene · when to watch	Code	QR
①	**The trainer's diamond mark — a candidate, nothing more** When you wonder what the mark means	5-006	
②	**Lock-on (Insert) and the horizon line — adding moves the line** When you don't know what the horizon is	5-007	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: I left my aircraft in the sky and went home (First sortie

auto-settlement) · 52K views · 2.1K likes

M **Meta_Rookie**
R key three times lololol and then "there's no R key for real" — chills.

D **Diamond_Hands**
"A secret weapon without fundamentals is bravado" … and "that isn't waiting, that's hope." Both of them brought knives today.

B **Bingo_Call**
Raise your hand if you've gotten the 19:50 Bingo call. (Me.)

R **Repair_Bill_Bot**
[Auto-estimate] Today's bankroll: −68. 68 bowls of ramen. Aircraft left in the sky: 1.

S **Seagull_Veteran**
"The rooster that trusts its own strength" ← anyone know what that is? Hands up if you've read Zhuangzi.

Phase 1 · The Boastful Rooster

Part Two

Shadows

The rooster that jumps at sounds and shadows — Waiting

LESSON 4

The Red Horse Control Tower

The Red Horse List

1. The Watchlist Is Chosen by People

Day two. The trainer's third tab, Watchlist. It was labeled "Red Horse Control Tower."

"If yesterday's TOP 30 was the radar, this is the **control tower**. Of the thirty the radar caught, only the ones that pass the conditions come up here. They get a role. Leader, lone flyer, wingman." ▶①

"And the star for 'conditions met'?"

"A bandit that passed every condition the trainer checks. Don't ask what the conditions are. A star doesn't mean shoot. A star is a 'candidate.' The decision is made by a person, the Lesson 2 way."

"Why doesn't the machine do all of it? In Book 3 the bombsight did everything."

"The bombsight calculates **where** the bomb will land. It doesn't decide whether to drop. Same here."

2. Someone Else's Gun Cross

I switched to the simulator. The sky was different from yesterday. On the robotics leader's tail hung a second, smaller gun cross.

[BoraBora_No1]. The one who flew beside me in Books 2 and 3. And in the radio window, a message.

[09:24:11] [BoraBora_No1] robotics leader LOCKED (AIM-9)

“Ray, someone’s here!”

“Multiplayer, Kaya. There are other trainees in the same sky. If you tail the same bandit, you see their gun cross.” ▶②

09:26. [BoraBora_No1] FIRED. Splash. The gun cross vanished.

“Number One made money! My wingman from Book 2! Me too—”

“Kaya.”

“—lock on!”

Sidewinder. Horizon +13. And the bandit came down from +13 to +11. Number One had already gotten out at +13.

“……”

“What did I say in Book 2, Lesson 7? If you only watch the aircraft ahead and follow—”

“...The rubber band.”

“Someone else’s lock-on is someone else’s decision. Even if you know them. Their horizon, their plan. Kaya, you went in watching them **get out**.”

I fired below the line. P&L −6. For the first time I pressed a losing fire with my own hand. And it hurt far less than the −68 I’d left in the sky the day before.

Lesson 4 at a Glance

1. The Red Horse Control Tower: only bandits from the TOP 30 that pass the trainer's conditions appear. A star is a "candidate," not a decision. The decision is a person's.
2. In a multiplayer sky you see others' gun crosses and hear their fire on the radio. Someone else's lock-on is someone else's horizon. Even if you know them. Don't go in watching them get out.
3. A small loss you fire with your own hand, below the line, hurts less than a big loss left in the sky.

▶ Videos · Lesson 4

short clips

No.	Scene · when to watch	Code	QR
①	**The Red Horse tower — role, class, conditions met** When narrowing candidates	5-008	
②	**The multiplayer sky — other callsigns and the radio** When other trainees appear	5-009	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: Number One fired, so I locked on after her (Red Horse tower
multiplayer sky) · 36K views · 1.4K likes

B **BoraBora_No1**
Sorry, Lead. I got out at +13. In Book 2 we shot the same bandit; here it's everyone for themselves.

F **Follower**
I'm the one who locks on after other people's gun crosses… yeah. Shadows.

G **GHOST_4208**
Pressing a losing fire with your own hand is the hardest thing, and she did it on day two.

LESSON 5

The Same Day, Twice

The Replay

1. Replay

"No bandits today. We watch a replay."

SeaGAL went to the trainer's left panel, the voyage-log archive, and picked a file. Last Monday.

"This trainer stores all of the live data. So you can fly the same day as many times as you like. Today you fly last Monday **twice**. Once locking on in the dust, once after it settles. Same bandit." ▶①

2. First Flight — In the Dust

09:05. The screen flashed. That day's robotics leader shot up. Sidewinder, lock-on. Horizon +8.

09:12. +4. Red. 09:18. +6. 09:25. +3. Flares. I fired. P&L −15.

“This is what happens when you shoot in the dust. You didn’t shoot the wrong bandit. You shot at the wrong **time**.”

3. Second Flight — After the Dust Settles

We rewound the replay. Same day. This time I put my hands on my knees. The dust settled and the trainer refreshed the Red Horse list. Robotics leader, star, formation of four. 09:40. Altitude +7. Sidewinder, lock-on. Horizon +7.

09:52. +10. 10:05. +13. 10:20. +15. I fired. Splash. P&L +24.

“……It’s the same bandit.”

“Same bandit. The only difference is the clock. This is **waiting**. Waiting is not not-shooting. It’s waiting for the moment the bandit that will climb all day **appears**. When that is, your black box will teach you. Mine says about an hour after the dust settles. Yours may differ.”

4. Night Patrol

“Ray, is there anyone who just… doesn’t shoot during the session? This is hard.”

Ray cut in.

“There is. People who lock on at the close and fire the next morning. If session trading is a dogfight, that’s a night patrol. Neither is wrong. But this game settles at eight at night, so the night patrol is for the runway, on your own. This book teaches the dogfight.”

“…Are you going to write that book too?”

SeaGAL closed the replay instead of answering.

Lesson 5 at a Glance

1. The trainer stores live data, so the same day can be flown again in replay. Locking the same bandit in the dust versus after it settles gives different results.
2. Waiting is not not-shooting; it is waiting for the moment the bandit that will climb all day appears. Your own black box teaches you when.
3. There is also the night patrol — lock on at the close, fire the next morning. Neither path is wrong.

▶ Videos · Lesson 5

short clips

No.	Scene · when to watch	Code	QR
①	**Flying the same day again in replay** When reviewing a past day	**5-010**	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: I flew the same day twice (Replay)

48K views · 2.0K likes

T **Time_Traveler**
Flying the same day twice on replay… that works?! Not the wrong bandit, the wrong time. Wow.

N **Night_Patrol**
Night patrol here. "Neither is wrong" got me.

C

Calendar_Girl

The semiconductor formation going quiet the day before big earnings… that’s real.

Phase 2 · The Rooster That Jumps at Shadows

Part Three

Glaring

The rooster whose spirit is still high — Patience

LESSON 6

The Six-View Checklist

The Six-View Checklist

1. Write It Down Before You Shoot

Week three. The red button at the top left of the trainer: Six-View Checklist. An old-fashioned green-on-black terminal screen came up. ▶①

"Fill this in before lock-on. Six views. **Battlefield, formation, target, fuel, weapons, ejection.** Three trials in Book 2's prologue, three monsters in Book 3's. Here, six views."

"Each box gives a score?"

"The trainer scores it. Whether to launch on that score is your decision. On days when my score is low, I don't fly. That's my sentence. Write yours."

2. Six Boxes

Battlefield	Mood abroad and at home, today's news
Formation	Which sectors and themes the money is flowing into
Target	The bandit you picked the Lesson 2 way. In formation? What class? Does the trainer give it a star?
Fuel	Is there enough fuel (trading value)?

Weapons	How much to commit today — a little, medium, a lot
Ejection	**Exit altitude.** Will you set one so the game fires for you below it, and if so, where?

"The sixth is the most important. Whether to set one, and where — you write it **before** you shoot. After you shoot, you can't see that number. Hope covers it. You did that in Lesson 3."
"...Yes."

3. Callsign Six-View

At the top of the checklist was a callsign field. Default: "Six-View."
"Your callsign is Six-View, Instructor?"
"It was my callsign when I built this trainer. Change it to Palette. You fill in a checklist under your own name. A score under someone else's name is someone else's score."

I changed the callsign to Palette. For the first time I wrote an exit altitude in the sixth box. I won't write the number here. It's mine.

Lesson 6 at a Glance

1. Six views: battlefield, formation, target, fuel, weapons, ejection. The trainer scores; the trainee decides whether to launch.
2. The sixth box, the exit altitude (below it, the game fires for you), is written before you shoot. Whether to set one and where are your own decision. After you shoot, hope covers the number.
3. Fill in the checklist under your own callsign.

▶ Videos · Lesson 6

short clips

No.	Scene · when to watch	Code	QR
①	**Filling in the Six-View checklist and its score** Before launch	**5-012**	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: I wrote down where I'd bail out before I fired (Six-View checklist

exit altitude) · 30K views · 1.1K likes

C **Checklist_Man**
"After you shoot, hope covers the number." Taped to my wall.

S **SixView_Fan**
So the Instructor's callsign was Six-View lol finally revealed.

R **Ray [Official Tutor]**
Kaya didn't skip a single checklist box today. Compliment. (Ordered to keep it to one line.)

LESSON 7

Risk and Reward

Risk-Reward

1. Out Right Away

After the dust settled. Semiconductor ace, mid-class, in formation, starred. I filled in the checklist. Sidewinder, lock-on. Horizon +4.2.

Eight minutes later. +5.7. Green. P&L +4. I fired. Splash.

"See? It's a plus!"

Ray said nothing. 10:05. The same bandit was at +9.1. 10:24. +12.6. By the 20:00 settlement it finished at +11.

"……"

2. Risk-Reward

SeaGAL wrote my last three engagements on the board. What I made yesterday: +4. What I lost last week: −68, −6, −15.

"Someone who earns small and loses big runs out of money even if they win nine times out of ten. That is **risk-reward**. It's the most common way beginners die. A little up, and they sell out of fear. A lot down, and they can't sell because it hurts."

"So how long do I wait?"

"If I say that, it becomes technique. Your black box says it. Yesterday the bandit you left at +4 finished at +11. That line is in

your log. When a month's worth has piled up, you'll see where you usually get out and how far bandits usually go. That is your risk-reward."

"I traded an aircraft for the price of a bullet."

"Remember that line. You said it."

3. Small, Medium, Large

"And a weapon is only the **size of the commitment**." ▶①

Gun	small
Sidewinder	medium
AMRAAM	large

"No order, no conditions. Start with the gun or start with the AMRAAM. But your log shows 'which decision you hung the AMRAAM on' side by side with the result. Look at that and set your own order."

"What's your order, Instructor?"

"Say that and it becomes technique too."

Lesson 7 at a Glance

1. Risk-reward: earn small and lose big, and you run out of money even winning nine of ten. A little up, sell out of fear; a lot down, can't sell because it hurts — the beginner's path.
2. How long to wait is not something the book says. Your own black box says it.
3. A weapon is only the size of the commitment (small, medium, large) — no order, no conditions. The log shows the order of your decisions beside the results.

▶ Videos · Lesson 7

short clips

No.	Scene · when to watch	Code	QR
①	**A weapon is the size of the commitment — small, medium, large** When deciding which weapon to hang	5-013	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: Made 4 and missed an aircraft (Risk-reward)

41K views · 1.6K likes

G **Graze_King**

"The bandit you left at +4 finished at +11." The log is beating people up.

M **Math_Hater**

"Say that and it becomes technique" — twice today. Running total: 2. I'm counting now.

Trading_Ace
"An aircraft for the price of a bullet." Added to the quotes list.

LESSON 8

The Horizon Line

The Horizon

1. Adding

Week three, Wednesday. Robotics wingman, mid-class, starred. Gun, lock-on. Horizon +3.1. Ten minutes later, +4.0. Green. Hands on knees.

"Kaya, if you want to hang one more, Insert. If you want to lighten, Delete. If you want neither, leave it."

Sidewinder, Insert. The horizon rose from +3.1 to +3.7. The commitment grew. ▶①

"The horizon moved."

"That's the average. Hang two and the horizon is the average of the two altitudes. Fire on that line and P&L is zero."

10:02. +6.2. Should I hang an AMRAAM? My thumb paused over the space bar. Half a second. Tita was right. Inside that half second was "not yet." Hands on knees. 10:15. +7.4. Delete — I lightened just the Sidewinder. Splash; a small P&L came back. The gun was still in the sky. 10:28. +9.0. Fire. Splash.

Remaining 300 + 11. Hung two, came out above the line twice.

2. Adding From Below

Next day. I played the horizon game the other way. Quantum wingman, Sidewinder, lock-on at +6. Twenty minutes later, +4. Red. I pressed Insert. Another Sidewinder, at +4. The horizon **came down** from +6 to +5. The red band got narrower. And the commitment doubled.

"The horizon came down. Now it only needs a little climb to go green."

"Yes. And right now what's loaded on your aircraft is double."

11:00. +3. Flares. The P&L reddened at twice the earlier speed. My thumb paused. Half a second. This time, inside it was "please." I fired. −24.

"……"

"Kaya. Adding from above yesterday and adding from below today — both go in the log. I won't tell you which is right. A month from now your table will. The horizon line is only there to make it **visible**."

3. The Spirit Is Still High

That Friday, the third line of the log.

> **[Week 3: engagements 5 · adds above the line 2 · adds below 1 · fired above 4 · fired below 1 · auto-settlements 0 · weekly P&L +9]**

SeaGAL's one line.

"The spirit is still high. Still glaring. End of Part Three."

"...When are you going to tell me about the rooster?"

“Next chapter.”

Lesson 8 at a Glance

1. Adding (Insert) moves the horizon to the average of the two altitudes. Lightening (Delete) settles only the last weapon, right where it is.
2. Adding from above raises the horizon; adding from below lowers it but doubles the commitment. The book doesn’t say which is right. The log records both.
3. The horizon line exists to make decisions visible.

▶ Videos · Lesson 8 short clips

No.	Scene · when to watch	Code	QR
①	**Adding (Insert) · lightening (Delete) · fire (Space)** When the horizon line moves	**5-014**	

On a phone, tap the **bold title**. If the QR won’t scan, enter the code at metapilots.kr/v.

▶ Kaya’s channel · comments

Video: The horizon came down but the aircraft got heavier (Adding lightening) · 46K views · 1.9K likes

M **MetaPilot_Kaya** 고정됨

I couldn’t explain the horizon line in words, so I drew it. On the tablet. Two pictures: the day I added from above / the day I added from below. Pinned.

좋아요 1,800 · 240 replies

Horizon_Line
Add from below and the line drops while the load grows… and it shows this with no rule, just the screen. Two drawings and I was done.

Illustrator_Jin
Those drawings were the first time I understood what an average cost is. A pilot who draws… if that course exists I want in.

Meta_Rookie
“I won’t tell you which is right” — even Ray is banned from technique lol

Math_Hater
Instructor’s “becomes technique”: running total 3. Counting Ray’s version, 4.

INTERMISSION

The Wooden Rooster

木鷄之心 · The Wooden Rooster

1. Zhuangzi's Fighting Cock

After Friday's settlement, SeaGAL sat down for the first time. Monitors off.

"A story two thousand years old. A king loved fighting cocks and gave one to a trainer named Ji Shengzi. After ten days the king asked, 'Is the bird ready?' The trainer answered, 'Not yet. **It struts and trusts its own strength.**'"

".....Part One."

"Ten days later he asked again. 'Not yet. **It still reacts to the sounds and shadows of other birds.**'"

"Part Two. I locked on after Number One's gun cross."

"Ten days later. 'Not yet. **It glares, and its spirit is still high.**'"

"Part Three... I made plus 9 and was disappointed."

"And ten days after that. 'Now it is ready. When other birds crow, it does not stir. From a distance it looks like **a rooster carved from wood**. Its virtue is complete, and the other birds dare not face it — they turn and run.'"

2. The Mind of the Wooden Rooster

"**The mind of the wooden rooster.** That is the discipline of this course. Not technique. There is no trading method that works overnight. You keep an eye for the market, long experience, and the basic skills — and **when the bull market comes**, that is when you earn big. Until then, you don't die. Like the wooden rooster."

"Instructor... are you there yet?"

"No. That's why I built the trainer. Numbers make my heart race, so I turned them into instruments. Then it races less. Ray turns on a fan; I built an instrument panel. Same thing."

Ray laughed quietly.

"I've had ticker-sickness too."

3. Here, Ammunition. There, Your Paycheck.

"And one more thing."

SeaGAL turned the monitor back on. CAPITAL 300.

"Here it's ammunition called a bankroll. Lose all of it and tomorrow it's 300 again. There — on the real runway — it's your paycheck and your deposit on the apartment. There is no tomorrow. This course exists so you can **die here enough times** before you go there. Someone who died a hundred times here lives once there."

"...Do I have to go there?"

"I didn't say go. You don't have to. If you go, go to a paper account first. And decide beforehand what you'll do with what you earn. One set of rudder pedals. One flight stick. The moment you want more than that, you're the strutting rooster again."

"Pedals?"

“Tita said it. Losing money carving flight sticks is enough. She’s right.”

Intermission at a Glance

1. The four stages of the wooden rooster: strutting (trusting its own strength) → shadows (reacting to other birds) → glaring (spirit still high) → the wooden rooster (unmoved).
2. The mind of the wooden rooster is a discipline, not a technique. Keep an eye for the market, experience, and basic skills, and don’t die until the bull market comes.
3. Here, ammunition; there, your paycheck. This course exists so you can die here enough times before the real runway. If you go, start with a paper account, and decide beforehand what you’ll do with what you earn.

▶ Kaya’s channel · comments

Video: The wooden rooster (Instructor SeaGAL’s Zhuangzi story)

73K views · 3.4K likes

Z **Zhuangzi_Fan**
The fighting-cock story from the Dasheng chapter, here… what is this channel. Same vein as Ray’s motion sickness in Book 2 and the Dragon’s Jaw in Book 3.

P **Peace_Keeper**
“Someone who died a hundred times here lives once there.” Saved.

S **Salary_Man**
The paycheck-and-deposit line sobered me up. Paper account first.

T **TITAN_PCbang**

I got quoted. One pair of pedals' worth, that's all. —T

Phase 3 · The Glaring Rooster

Part Four

The Wooden Rooster

The rooster that does not stir — Position

LESSON 9

The Black Box

The Flight Log & Replay

1. Debriefing Yesterday's Me

Week four, Monday. SeaGAL opened the training-log tab. Three weeks of engagements, one line each. Bandit, lock-on time and altitude, weapon, adds, fire time and altitude, reason, P&L, and a note. ▶①

"This is your **black box**. Just as Book 3's flight-record evaluation turned your landings into numbers, this turns your engagements into numbers. Let's look at three lines."

> **[Week 1: engagements 9 · lock-ons in the dust 4 · auto-settlements 2 · fired above 2 · fired below 7 · weekly P&L −134 · lowest remaining 142]**

> **[Week 2: engagements 7 · lock-ons in the dust 1 · auto-settlements 0 · fired above 3 · fired below 4 · weekly P&L −21 · lowest remaining 252]**

> **[Week 3: engagements 5 · lock-ons in the dust 0 · auto-settlements 0 · fired above 4 · fired below 1 · weekly P&L +9 · lowest remaining 276]**

"What do you see in three lines?"

"...Engagements went down. 9, 7, 5. And the lowest remaining came up. 142, 252, 276."
"Right. Profit exists only in the third line. But I don't look at profit. I look at **how deep you fell** and **how many times you shot**. The one who shoots less and falls less is the one who earns in the end."

2. Replay — The Seven Fired Below

"We replay the seven you fired below the line in Week 1."

We rewound all seven. Four were lock-ons in the dust. Two were following someone else's gun cross. One was an AMRAAM on a light plane.
"Seven out of seven were **outside your checklist**. The market didn't kill you. You broke your own checklist."
"...So if I follow the checklist, I don't lose?"
"No. You still lose. That's the market. But follow it and lose, you lose **a little**. Break it and lose, you lose **a lot**. That is what the black box is for."

3. The Last Column

At the far right of the log was an empty column. "Note."
"The machine writes the numbers; you write one line. What you did well today and what you broke. A day this column is empty counts as a day you didn't fly."
"...Like your one-line evaluations?"
"Yes. I write a line and a half. One line is enough for you."
"And the column next to it? 'Real P&L.'"

“If you ever go to the real runway, it’s a column you fill in by hand, only if you want to. The server stores it and never uses it for evaluation. This book won’t mention that column again.”

4. The Instructor’s First Black Box

SeaGAL was quiet for a moment, then opened one more file from the trainer archive. The date was several years back. Callsign Six-View. A monthly table.

> **[Week 1 −210 · Week 2 −96 · Week 3 −140 · Week 4 −55 · auto-settlements 11 · log 4/20]**

All of it red.

“……Is that yours, Instructor?”

“My first year. Eleven auto-settlements. I left the aircraft in the sky eleven times. I wrote the log four times that month, and all four said ‘do better tomorrow.’”

“...Then how did you—”

“I didn’t die. That’s all. I show you this table for one reason. The ruler I measure you with was my own first week. Your ruler is your first week. Other people’s tables aren’t there to be compared against. They’re there to show you that someone didn’t die.”

“That was a line and a half.”

“Three lines. You get a pass today.”

Lesson 9 at a Glance

1. The training log is the black box of your engagements. In the weekly table look at engagements, lock-ons in the dust, auto-settlements, fired above/below, P&L, and the lowest remaining. How deep you fell and how many times you shot, more than profit.
2. Replay the engagements fired below the line and most are outside your own checklist. You still lose when you follow it — but a little.
3. One line in the note column. An empty day is a day you didn't fly. The real-P&L column is optional; the server only stores it.
4. Other people's tables aren't for comparison. They show that someone didn't die. The Instructor's first year was all red too.

▶ Videos · Lesson 9

short clips

No.	Scene · when to watch	Code	QR
①	**Reading the weekly training-log table** When looking back on a week	**5-015**	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: I rewound the seven I fired below the line (Black box replay debrief) · 39K views · 1.5K likes

B **Black_Box**

Seven out of seven outside my own checklist… it wasn't the market. I killed me. Ouch.

Weekly_Report
Engagements 9→7→5, floor 142→252→276. This one table is the whole book.

Ray [Official Tutor]
Not one empty note in three weeks. That's the biggest compliment of all, but I've been told to keep it to one line, so… that's it.

SixView_Fan
Instructor's first year: eleven auto-settlements… the most comforting number on this channel.

LESSON 10

The Unfired AMRAAM

The Unfired AMRAAM

1. The Day With Three Formations

Week four, Thursday. All three weather maps clear. The flow thicker than yesterday. Three starred bandits in the Red Horse tower, three formations. The highest checklist score of the course.
"Today is a day you want to shoot."

SeaGAL said it. I put my hands on my knees. Until the dust settled, my hands stayed on my knees.
"In Book 2's Part One evaluation, what did you turn away from?"
"...The decoy flight. I didn't look back."

"Today you **turn away from three stars.** Hang on all three and your bankroll splits three ways. Pick one. The picking is yours."

2. One

The dust settled. Mid-class, semiconductor substrate, formation of five, starred, slow. A bandit that gives you time to react.

Gun, lock-on. Horizon +4.0. Eight minutes later, +4.6. Green. Sidewinder, Insert. Horizon +4.3. ▶①

10:06. +7.1. Thick green. I could hang the AMRAAM. The checklist, the weather, the formation — all of them said yes. And I didn't hang it.

"Palette. Why not?"

".....This bandit is slow. An AMRAAM is too much for it. And good weather doesn't make my bankroll any bigger."

"And so?"

"This is all of it for today."

SeaGAL said nothing. Ray switched off the fan.

3. When Other Birds Crow

Messages scrolled down the radio window. [GHOST#4208] robotics leader LOCKED (AMRAAM). [BoraBora_No1] quantum wingman LOCKED. [SixView] ....

"You hung one too, Instructor?"

"A test."

I looked at the messages. The two stars I'd turned away from. The robotics leader was hitting +22. The quantum wingman +15. My bandit was at +9.

Three weeks ago I would have followed. My hands were on my knees. 10:30. Fire. Splash. Remaining 300 + 14.

10:41. The robotics leader dropped from +22 to +13. The quantum wingman from +15 to +8. In the radio window:

[GHOST#4208] FIRED. Hit.

[BoraBora_No1] Exit altitude. Auto-fire.

[SixView] Palette, you didn't hang one?

[Palette] Just one.

SeaGAL's one line appeared.

"From a distance, it looks like a wooden rooster."

".....That was one line."

"One line."

Lesson 10 at a Glance

1. What this course teaches is not how to shoot, but how not to shoot. On the day you most want to shoot, pick one. Three stars hung at once split your bankroll three ways. The picking is the trainee's.
2. Good weather doesn't make your bankroll bigger. The AMRAAM you could have hung and didn't is the conclusion of position.
3. When other callsigns hang on higher bandits, hands on knees. Where those bandits went, you check after settlement.

▶ Videos · Lesson 10

short clips

No.	Scene · when to watch	Code	QR
①	**Not hanging it when you could** On a day you want to shoot	**5-016**	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

▶ Kaya's channel · comments

Video: Three formations, just one (The unfired AMRAAM

the wooden rooster) · 66K views · 3.1K likes

G **GHOST_4208**
The one who got hit. Saw Palette's "just one" and fell to my knees.

B **BoraBora_No1**
Auto-fired at my exit altitude. Yeah, that's the same Lead who didn't look back at the decoys in Book 2.

E **Eleven**
"Good weather doesn't make my bankroll any bigger." That should be the title of this book.

R **Repair_Bill_Bot**
[Auto-estimate] Today's P&L: +14. 14 bowls of ramen. The system does not understand why this number is the conclusion of an entire book. (Human review requested.)

EVALUATION

Today’s Sky

Today's Sky

▣ Evaluation plan · Trading Pilot graduation flight	
Date	The Instructor picks one day from the replay archive that the trainee doesn’t know
Sequence	Read the 07:00 logbook briefing → weather & flow → Six-View checklist → lock-on, pursuit, fire (simulator) → 20:00 settlement → one-line log note
Bankroll	300, no R key
Recorded (auto, training log)	Checklist score · lock-on time · lock-ons in the dust · weapons and adds (above/below) · fire altitude and reason · auto-settlements · lowest remaining · P&L · target-view count
Pass	No numeric threshold. Compared with the trainee’s own Week 1: engagements, lowest remaining, auto-settlements, and the note must all have improved. P&L is not considered
Judge	Chief Instructor SeaGAL (one line)

◆ 1. Briefing

“Some day in October. I won’t say which.”

SeaGAL scrolled through the replay archive. Behind me, Tita pressed the trigger on my pink stick once and handed it back. "Spring's normal. Whether your thumb is normal is on you." Ray came into the voice channel.

"Magic, radio check. Words only today. Promise."

"Palette, copy."

SeaGAL picked a file. The screen went back to 07:00. The chief tactical intelligence officer's briefing was up in the logbook. Global weather, pre-open outlook, the tracks of the key leaders. I read it. ▶①

08:00. Three weather maps: clear, clear, cloudy. The flow was thick. Checklist. In the sixth box I wrote an exit altitude. 09:00. The screen flashed. Hands on knees.

◆ 2. That Day's Ghost

The dust settled. The Red Horse list refreshed. Two with three stars. One a light-class robotics name, fast. One mid-class semiconductor, slow. I chose the slow one.

But there was a gun cross on the robotics leader's tail. A faint grey one. I read the callsign.

> [Palette · 10/07]

".....Instructor."

"Replay also plays back the callsigns that were in that sky that day. Who was there, in that spot."

A month-ago me was hanging two AMRAAMs on the robotics leader. Beside the grey gun cross, horizon +18.7.

3. 09:31

And then 09:31 came. That day's 09:31. The whole sky shook. The robotics leader fell from +21 to +14, pouring flares. The grey gun cross flushed red. A month-ago me was right there. RWRs wailed from every direction. I hadn't hung anything yet. Hands on knees. Hick, hick.

09:37. Gun, lock-on. Horizon +3.6. 09:44. +4.4. Sidewinder, Insert. Horizon +4.0. 09:59. +3.9. Red.

"[Magic] Break?"

"Palette. No."

The exit altitude was still far away. The grey gun cross would not fire until 20:00. I knew that. I'd gone home that day.

10:08. +5.2. Green. 10:15. +6.8. I could have hung the AMRAAM. I didn't.

10:21. +8.0. Delete — I lightened one Sidewinder. Splash. 10:27. +8.9. Fire. Splash. Remaining 300 + 13.

"[Magic] Good."

In the radio window, Ghost was hanging an AMRAAM on the light robotics name. 10:33, robotics +19 → +11. I didn't look. No — I looked. And my hands were on my knees. The grey gun cross was still there.

4. The Log

The note column of the training log. One line.

"Chose the slow one, and when it dipped the exit altitude was far, so I waited. I could have hung the AMRAAM but the bandit was slow, so I didn't."

> **[Evaluation result · vs Week 1: engagements 9 → 1 · lowest remaining 142 → 298 · auto-settlements 2 → 0 · note — → present · PASS]**

SeaGAL's one line.

"Same sky. The grey gun cross auto-settled at 20:00. You fired at 10:27. It took a month."

".....That was a line and a half."

"A line and a half."

▶ **Kaya's channel · comments**

Video: I flew the same sky again a month later (Graduation flight, full)

94K views · 4.3K likes

T **Time_Traveler**
Your own gun cross from a month ago, floating there in grey… I cried at this scene. Replay plays ghosts too?!

G **GHOST_4208**
Yep, I hung the AMRAAM again. A month next to Palette and I'm still a shadow.

S **Seagull_Veteran**
P&L is not considered. Compared with Week-1 you. That's this whole course.

B **BoraBora_No4**
Hands on knees. Where do I put my hands when building the stick in Book 4?

Evaluation at a Glance

1. The graduation flight is flown on a replay date. 07:00 briefing → weather & flow → checklist → lock-on, pursuit, fire → settlement → one-line note.
2. Passing has no numeric threshold. Compared with your own Week 1: have engagements, lowest remaining, auto-settlements, and the note improved? P&L is not considered.
3. Replay also plays the callsigns that were in that sky. Watching your own gun cross from a month ago, you fly the same 09:31 differently.

▶ Videos · Evaluation short clips

No.	Scene · when to watch	Code	QR
①	**The graduation flight start to finish (07:00–20:00)** When you want to see how the evaluation flows	**5-017**	

On a phone, tap the **bold title**. If the QR won't scan, enter the code at metapilots.kr/v.

EPILOGUE

As Many Pilots

EPILOGUE · As Many Pilots

1. The Monthly Table

The day after graduation, the monthly table came up in the trainer logbook.

> **[Week 1 −134 · Week 2 −21 · Week 3 +9 · Week 4 +27 · monthly P&L −119 · engagements 9→7→5→3 · lowest remaining 142→252→276→291 · auto-settlements 2→0→0→0 · log 20/20]**

“Monthly P&L is negative.”
“Yes.”
“And I still graduate?”
“Your grade is **Wingman**. Rookie is someone who flew a month and wrote every log. Wingman is someone who improved on their own first week. Ace is someone who grew the bankroll. Wooden Rooster is... above that. Nobody becomes a wooden rooster from one book. The wooden rooster isn’t made in a book. It’s made in the sky.”
“.....Then what is this book?”
“A threshold.”

CERTIFICATE OF COMPLETION

Trading Pilot

Name	**Kaya · Callsign Palette**
Course	**MetaPilot Spin-off · Trading Pilot Training Course (T-600)**
Grade	**Wingman**
Record	**Engagements 9→3 · Lowest remaining 142→291 · Auto-settlements 2→0 · Log 20/20**

The trainee has completed the training in waiting, patience, and position, and has improved on her own first week. 木鷄之心 — The wooden rooster is made in the sky. — Chief Instructor SeaGAL (callsign Six-View)

2. The First Graduation Project, and the Next

“Palette. The Trading Pilot is the **first branch course**. Flight is the big category, and inside it a pilot comes out of every field. Do you know why trading was first?”

“...Because you got motion sick, Instructor?”

“That too. The bigger reason is that it’s the most **dangerous** branch. So I set the rules for it first. Three spaces, the threshold, the bankroll, the wooden rooster. And I gave you not one threshold

number, and not one secret weapon. Only the fundamentals. The next branch will be easier than this.”

“The next branch?”

SeaGAL looked at me. Ray held up the fan. Tita held up the pink stick.

“You open it. Illustrator Pilot. What someone who draws ends up drawing after learning to fly — you know that better than anyone. You put down your pen in Book 1, you drew Ray on a napkin in Book 2, you got a callsign in Book 3. After you build the stick in Book 4, make a course with those hands. Your graduation project.”

“...Me? An instructor?”

“Tutor first. The way Ray did.”

3. As Many Pilots

Home. I turned on the tablet. The drawing I’d left unfinished two weeks ago was there. Ray’s fighter, Tita’s iron door, the runway at Bora Bora. I drew a computer desk into it. Two monitors, one horizon line, and a pair of hands resting on knees.

The channel had passed twenty thousand subscribers. Mom, Magic, three Bora Bora classmates, TITAN_PCbang, FM_Instructor, GHOST#4208, and twenty thousand strangers. Strangers who laughed when I left my aircraft in the sky and went quiet at the unfired AMRAAM.

I wrote the last line of the last video.

“A MetaPilot is a creator. There are as many pilots as there are people who have learned to fly. Trading Pilot, Illustrator Pilot, and your pilot. — What is your pilot?”

Upload. Then I took hold of the pink stick's grip. Book 4 was waiting. This time it wasn't about shooting. It was about building.

MetaPilot Spin-off · The Money War — The End · And the end of the series

▶ Kaya's channel · comments

Video: What is your pilot? (Spin-off graduation

the last video of the series) · 182K views · 8.9K likes

M **MetaPilot_Kaya** 고정됨

Started with a Cessna, ended at a computer desk. Not ended — a threshold. Monthly P&L −119, grade Wingman, log 20/20. Next is Book 4, where I build a flight stick with my own hands. After that… I'll try opening an Illustrator Pilot course. What is your pilot?

좋아요 2,400 · 610 replies

F **Flying_Potato**

Here since Book 1 and three subscribers. Married off my daughter, got a son-in-law, and now the daughter's a teacher ㅠㅠ

I **Illustrator_Jin**

Signing up as student number one of the Illustrator Pilot course. I want to know what someone who draws ends up drawing after learning the sky.

G **GHOST_4208**

I'll be Trading Pilot Wingman number two. AMRAAM sealed for now.

N **Night_Patrol**

I'll wait for the night-patrol book, Instructor.

F **FM_Instructor**

One line. Done.

TITAN_PCbang
Workshop open. Hands on the screwdriver, not the knees. —T

Ray [Official Tutor]
Tutor Palette. Good. (Allow me the two words.)

Repair_Bill_Bot
[Auto-estimate] Series grand total: Book 1, one monitor · Book 2, 50,000 Reichsmarks plus one write-off · Book 3, one bowl of ramen · Spin-off, 119 bowls of ramen. In lieu of an invoice, one line: the AMRAAM you didn't fire was the most expensive one.

APPENDIX A

Flight ↔ Trading · Market Basics

The metaphors this book uses, on one page — and the basics from Lesson 0 in one table. They are in the first chapter of every stock book in the bookstore.

Flight	Trading	Meaning
Bandit	Stock	One of the day's TOP 30 by trading value
Altitude	Change (%)	Refreshed every 100 seconds
Fuel	Trading value	Volume is never shown
Speed	Turnover	How much changed hands in a day
Class	Market cap	Light planes are fast, carriers are slow
Formation	Theme	Several names climbing together under one theme
Leader · Ace · Wingman	Leading sector TOP 3	Long-airborne vs just-launched bandits

Flight	Trading	Meaning
Diamond (D-Max)	The trainer's mark	A bandit that broke its own record. Method undisclosed — a candidate, nothing more
Weather maps	Nasdaq · KOSPI · night futures	How much to commit on a cloudy day is the trainee's call
Flow	Market trading value · foreigners/ institutions/retail	A sky without the big aircraft is weak in the wind
Dust	Right after the open	The game doesn't stop you; it records
Bankroll	Cash balance	300 a day. Not money
Lock-on	Buy	That altitude becomes the horizon. Insert
Adding	Additional buy	Horizon moves to the average. Insert
Lightening	Partial sell	Settles the last weapon where it is. Delete
Fire	Sell	Settles everything. Above the line: Splash; below: hit. Space

Flight	Trading	Meaning
Exit altitude	Stop-loss order	An auto-fire altitude set only if the trainee wants it. E
Weapon	Order size	Gun small · Sidewinder medium · AMRAAM large. No order, no conditions
Horizon line	Average cost	The change at which firing yields zero P&L
Auto-settlement	End of session	At 20:00 the game fires any open engagement for you
Black box	Training log + replay	The server records; the one-line note is yours
Night patrol	Buy at close, sell at open	A different path. Not wrong. Not in this game

Market basics (Lesson 0)

Basic	Meaning (flight metaphor)
Two skies	KOSPI (large caps) · KOSDAQ (small/mid caps, newcomers)
Session hours	Regular session 09:00–15:30, after-hours on either side. Trainer and simulator 08:00–20:00

Basic	Meaning (flight metaphor)
Gap	Overnight news moves the next day's opening altitude away from the previous close
Limit up / down	Daily ceiling and floor: ±30%
Volatility interruption (VI)	The order book pauses briefly on sudden moves. A turbulence warning — wait
Bankroll	The cash in your account. Only that. No margin or credit in this course
Fees and taxes	Fuel cost, charged on every buy and sell
T+2 settlement	Sale proceeds become cash two days later. Rebuying the same day is fine; withdrawal is two days out
Foreigners · institutions · retail	Carriers · heavies · a swarm of light planes. The three lines of the flow table
Disclosures	A company's official radio call: capital increases, mergers, earnings, trading halts
Paper account	The last simulator before the real runway. Offered by brokerages

APPENDIX B

Simulator Rules ver 2.0

One rule: grow the bankroll. The rest is how to operate and how settlement works. There are no thresholds — no profit targets, stop-losses, or split ratios. As the game evolves, only this table changes.

Item	Simulator rules ver 2.0
Rule	Just one: grow the bankroll of 300
Engagement hours	08:00–20:00. At 20:00 any open engagement is auto-fired at that change (reason: settlement). Bingo call at 19:50
Lock-on (Insert)	Commit the selected weapon (gun · Sidewinder · AMRAAM = small · medium · large) at that moment's change. The gun cross starts following the bandit
Horizon line	The weighted average of the lock-on changes of the committed weapons. Firing on that line yields zero P&L
Adding (Insert)	One more weapon on the same bandit. The horizon moves. No limit on count or order
Lightening (Delete)	Settle the last committed weapon at the current change

Item	Simulator rules ver 2.0
Fire (Space)	Settle all remaining weapons at the current change. Return = amount × (1 + (current − lock-on change)/100). Above the line: Splash; below: hit — labels only
Exit altitude (E)	An auto-fire altitude set only if the trainee wants it. No default
Thresholds	None. Profit targets, stop-loss levels, hunting windows, split ratios, surcharges, caps — all are the trainee's decision
R key	Training mode only. Not in evaluation mode, and not on the real runway
Record	Time, weapon, amount, and change for each lock-on, add, lightening, and fire; above/below the horizon; reason; P&L; target-view count; note

APPENDIX C

The Six-View Checklist

Fill in the six views before lock-on. The trainer scores; the trainee decides. Under your own callsign.

View	Check
1 Battlefield	Abroad (Nasdaq/futures) · home index · today's news
2 Formation	KOSPI/KOSDAQ flow · sectors and themes the money is flowing into
3 Target	The bandit picked the Lesson 2 way. In formation? Class? The trainer's star?
4 Fuel	Is there enough fuel (trading value)?
5 Weapons	How much to commit today — small, medium, large
6 Ejection	Will you set an exit altitude, and where — before you shoot
Launch score	The trainer scores it. Whether to launch on that score is the trainee's decision

APPENDIX D

Evaluation and Grades

One yardstick: the bankroll remaining — the same ruler as the real thing. The passing line is not a number but your own first week.

Unit	The question	Measures
Sortie	Was this engagement good?	Lock-on time · in the dust? · weapons and adds (above/below) · fire reason · P&L · target-view count
Day	Did you come home?	Remaining · engagements · auto-settlements · lowest remaining
Week	Did you waver?	5-day remaining curve · lowest remaining · lock-ons in the dust · days with a note
Month	Closer to the wooden rooster?	Engagement trend · lowest-remaining trend · auto-settlements · above/below ratio · monthly P&L

Grades (monthly)

Grade	Condition
Rookie	Flew a month and wrote every log
Wingman	Improved on their own first week (engagements, lowest remaining, auto-settlements, note)
Ace	Grew the bankroll
Wooden Rooster	Above that. Not made in a book

There are no numeric thresholds. Every comparison is against your own record, not against others (D-Max, applied to the trainee). How deep you fell and how many times you shot matter more than profit.

APPENDIX E

Training Log Form · Glossary

The server writes the numbers; a person writes one line.

Date	Callsign	Bandit (theme · class)	Lock-on time · altitude	Weapon	Adds (above/ below)	Fire time · altitude · reason	P&L	Remaining	Note (one line)	F (

A day with an empty note is a day you didn't fly. The real-P&L column is filled in by hand only if you want to; the server stores it and never uses it for evaluation.

Glossary

Adding / lightening

Hanging one more weapon on the same bandit (Insert) / settling the last one (Delete).

Auto-settlement

The game firing any open engagement for you at 20:00. The day you left the aircraft in the sky.

Black box

The training log and replay. The server stores live data, so any day can be flown again.

Class

Market cap. Light planes are fast, carriers are slow.

D-Max (diamond)

The trainer's mark on a bandit that broke its own record. The formula is the Instructor's secret weapon and is not disclosed. A candidate, nothing more; you choose by Lesson 2's fundamentals.

Dust

Right after the open. The game doesn't stop you; it only records.

Exit altitude

An auto-fire altitude set only if the trainee wants it. A stop-loss order. Written before you shoot.

Fire

Selling. Space. Settles all remaining weapons at the current altitude.

Horizon line

The weighted average of the committed lock-on altitudes. Firing there yields zero P&L. Your average cost.

Lock-on

Buying. Insert. That altitude becomes the horizon and the gun cross follows the bandit.

Night patrol

Buying at the close and selling the next morning. A different path from the session dogfight. Not in this game.

R key

Bankroll reset in training mode. Not in evaluation mode, and not on the real runway.

Red Horse tower

The watchlist screen where only bandits that pass the trainer's conditions appear, with a role. The star is a candidate.

Risk-reward

Earn small and lose big, and you run out of money even winning nine of ten. Something your own black box teaches you.

Six-View

The six-view launch checklist: battlefield, formation, target, fuel, weapons, ejection. Also SeaGAL's callsign.

Splash / hit

Above the horizon when you fire: Splash. Below it: hit. Names for the result, not rules.

Three spaces

Ops Room (trainer) · Simulator (game) · Runway (your own brokerage screen). This book stops at the threshold.

木鷄之心 — the mind of the wooden rooster

Zhuangzi, “Dasheng” chapter. A mind as unmoved as a rooster carved from wood. The discipline of this course.

APPENDIX F

Academy Services

What the three spaces in the text actually are. Screens and rules may change, so the book keeps to principles and the guidance lives at metapilots.kr.

In the text	Actual name · what it does
Ops Room · trainer	**T-600 Trainer (trading.metapilots.kr)** — weather maps, flow, leading-sector TOP 3, TOP 30 by theme, Red Horse tower, control board, training log, calendar, logbook, Six-View checklist, black-box archive. Live data is stored, so any day can be replayed.
Simulator	**T-600 Simulator (hud.metapilots.kr)** — an engagement game built from the trainer's data. Bankroll 300, lock-on · adding · lightening · fire, the horizon line, multiplayer callsigns, cockpit/ops-room/VR views, engagements 08:00–20:00. Still in development; Appendix B's rules ver 2.0 are this book's reference.
Runway	Your own brokerage screen. This book does not go there. If you go, start with a paper account.

In the text	Actual name · what it does
D-Max · firepower bursts	Columns on the trainer screen. They are the Instructor's (the author's) detection know-how, so this book does not give their meaning or formula. The book teaches the widely known way to find the leader (TOP 30 → theme → one stock), and no further.
History · classics	The Intermission "The Wooden Rooster" is based on the fighting-cock story (Ji Shengzi) in the "Dasheng" chapter of the Zhuangzi.

APPENDIX G

Video Index

Short clips recorded straight from the trainer and simulator screens. On a phone, tap a title; if a QR won't scan, enter the code at **metapilots.kr/v**. Scenes not yet made show as "coming soon," and the addresses never change.

Where	Scene	Code	QR
Prologue ①	**Mapping the simulator keys to the pink stick (Tab · Enter · Insert · Delete · Space)** When the game keys are confusing	**5-001**	
Lesson 0 ①	**The trainer timeline — session hours, after-hours, 08:00–20:00** When engagement hours are confusing	**5-018**	
Lesson 1 ①	**Reading the three weather maps** When deciding whether to launch	**5-002**	
Lesson 1 ②	**Market flow — vs yesterday, foreigners, institutions, retail** When you don't know which sky to fly	**5-003**	

Where	Scene	Code	QR
Lesson 1 ③	**The logbook briefing and the calendar — why bandits move** When checking outlook, news, and schedules	**5-011**	
Lesson 2 ①	**Starting from the trading-value TOP 30** When you don't know where to look for the leader	**5-004**	
Lesson 2 ②	**Grouping the TOP 30 by theme to see where money flows** When looking for a formation	**5-005**	
Lesson 3 ①	**The trainer's diamond mark — a candidate, nothing more** When you wonder what the mark means	**5-006**	
Lesson 3 ②	**Lock-on (Insert) and the horizon line — adding moves the line** When you don't know what the horizon is	**5-007**	
Lesson 4 ①	**The Red Horse tower — role, class, conditions met** When narrowing candidates	**5-008**	
Lesson 4 ②	**The multiplayer sky — other callsigns and the radio** When other trainees appear	**5-009**	
Lesson 5 ①	**Flying the same day again in replay** When reviewing a past day	**5-010**	

Where	Scene	Code	QR
Lesson 6 ①	**Filling in the Six-View checklist and its score** Before launch	**5-012**	
Lesson 7 ①	**A weapon is the size of the commitment — small, medium, large** When deciding which weapon to hang	**5-013**	
Lesson 8 ①	**Adding (Insert) · lightening (Delete) · fire (Space)** When the horizon line moves	**5-014**	
Lesson 9 ①	**Reading the weekly training-log table** When looking back on a week	**5-015**	
Lesson 10 ①	**Not hanging it when you could** On a day you want to shoot	**5-016**	
Evaluation ①	**The graduation flight start to finish (07:00–20:00)** When you want to see how the evaluation flows	**5-017**	

NEXT PILOT

You don't have to be a pilot of the sky.

Flight-simulation pilot, trading pilot, illustrator pilot.

And for the pilot who has no name yet —

What is your pilot?

Win with the T-600

There is no winning formula in air combat.
No magic maneuver that wins every time once learned.
The money war is the same.

As you read the sky, identified the enemy formation,
found the leader and decided to engage —
only the pilots who engaged the leaders survived.

Come home alive from the money war.
And train the mind of the wooden rooster.

Waiting · Patience · Position