

AFRICAN
AIRSTRIP
ADVENTURES

African Airstrip Adventures

Content

Credits.....	2
Copyrights.....	2
System requirements.....	3
Contact support.....	3
Installation.....	4
Introduction.....	5
Before you start.....	7
Performance.....	8
Animals.....	9
Scenery areas.....	10
Map.....	11
Airstrip characteristics.....	12
Free Flights.....	31
Career mode.....	32
Introduction.....	32
Menus.....	34
Jobs.....	37
Dispatcher.....	38
Saving your progress.....	39
Rewards.....	40
Money / Reputation.....	40
Kneeboard.....	40
Glossary.....	41



Credits

Concept, graphics & career: Thorsten Reichert
Project Management: Thorsten Reichert, Mathijs Kok
Manual, documentation: Thorsten Reichert, Mathijs Kok
Manual corrections: Christoph Beck
Installer: Andreas Mügge

A big thank you to all testers involved in beta-testing this addon!

Copyrights

The manual, documentation, video images, software, and all the related materials are copyrighted and may not be copied, photocopied, translated or reduced to any electronic medium or machine legible form, neither completely nor in part, without the previous written consent of AEROSOFT.

THE SOFTWARE IS FURNISHED «AS IS» AND IT DOES NOT COME FURNISHED WITH ANY GUARANTEE IMPLICIT OR EXPRESS. THE AUTHOR DECLINES EVERY RESPONSIBILITY FOR CONTINGENT MALFUNCTIONS, DECELERATION, AND ANY DRAWBACK THAT SHOULD ARISE, USING THIS SOFTWARE.

Copyright © 2009 AEROSOFT. Thorsten Reichert.

All rights reserved. Windows Vista, Windows XP and Flight Simulator are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other Countries. All trademarks and brand names are trademarks or registered trademarks of the respective owners.

Copyrights are serious stuff. If you find any pirated copies of this software please notify us at info@aerosoft-shop. We will make sure reports of copyrights violation are rewarded.

Aerosoft GmbH Lindberghring 12 D-33142 Büren, Germany

www.aerosoft.com

www.aerosoft-shop.com

System requirements

Pentium 2 GHz (Duo2Core Intel advised)
1 Gb RAM (2 Gb advised)
256 Mb DirectX 9 graphics card (512 Mb highly recommended) (1)
600 Mb of free available SPACE on the hard disk
Sound card or onboard sound, Direct X 9 compatible
Microsoft FSX SP2 (or FSX Acceleration)
Windows XP, Windows Vista (fully updated)
PDF reader, for example Adobe Acrobat Reader(2)

- (1) This product is compatible with the FSX DX10 PREVIEW
- (2) Can be found on the Adobe website. As an alternative we recommend Foxit.

This manual is best viewed in "Two-Up" mode. Also enable "Show Cover Page During Two-Up". In Acrobat Reader both options can be found in the "View > Page Display" menu.

Contact support

Support for this product is done by Aerosoft. We prefer to do support on the support forum for the simple reason that it is fast and efficient and because customers help customers when we are sleeping.

Aerosoft forums: <http://forum.aerosoft.com>

We feel strong about support. Buying one of our products gives you the right to waste our time with questions you feel might be silly. They are not.

Installation

Installation of this addon is pretty simple, just run the Setup.exe when the download is completed. After running the Setup.exe you're ready to explore Africa.

Still, there is one source of potential problems if you un-/install addon aircraft after installing this addon. The installer looks for a complete installation of Aerosoft's Bush Hawk XP and Twin Otter for use in the career mode. Those addon aircraft can be used if installed, otherwise variations of the Maule and Caravan will be used.

The aircraft.cfg files of the following aircraft will be edited by the installer:

Bush Hawk XP Taildragger (if available)
Cessna Caravan C208
Dash 8
Maule M7 (if no Bush Hawk available)
Twin Otter 100 Wheels (if available)
Beech King Air (if no Twin Otter available)
Robinson R22

Don't try to edit those entries later if you're not experienced with this kind of work. You may cause the career mode to crash.

If you have aircraft initialization failures trying to run the career mode, one of the aircraft variations seems to be missing or duplicated. In this case you probably need to uninstall and reinstall this addon.

If you wish to keep your career progress you can always make backup copies of your saved mission file, which should be named 'AAA Career.spb' and can be found in the following folder:

USERNAME/Documents/Flight Simulator X Files/





Welcome to Africa!

**This addon will bring you closer to the fascination,
the wildlife and the beauty of Kenya/Africa.**

The African Airstrip Adventures take FSX to the adventure level. With this addon you can finally experience all the wildlife you expect to find in Africa.

Although this is a Flight Simulator X addon, it is not meant to reproduce Kenya as it is. Lots of names and places are fictional, even if based on real places and objects. The reason for this is that we wanted to fill the gap between the simulation and the gaming aspect of FSX.

When Microsoft announced that FSX would include a realistic living world, we were all eager to go for safaris in Africa or follow birds on their way across the planet. Soon enough we found that - apart from eagles soaring in thermals - there are no animals to be found outside certain missions.

African Airstrip Adventures

With the African Airstrip Adventures we correct this absence. This addon covers an area of approximately 40,000 square kilometers around Mt Kenya, the country's highest peak.

More than 20 airstrips, custom scenery and landclass, landmarks, lodges, vehicles and of course thousands of birds and mammals bring FSX to life - more than everything you've experienced before.

But that is not enough. For the very first time in FSX, you can now start a career as a pilot in a fictional charter airline, the small 'African Safari Charter'.

Take on several different jobs, organize your schedule, choose the best aircraft for your assignment, maintain your aircraft, transport passengers and cargo, go on safaris - and of course master the challenging airstrips, which will afford all of your flying skills.

The career mode is not simply a mission, it's an unlimited adventure, with job offers popping up randomly. You can combine jobs, having to keep track of the aircraft's load limitations and your time schedule. If you manage all of that you can climb the reputation ladder, collect rewards and have hours and hours of fun as an 'African Safari Charter' pilot.



Before you start

This is Africa, so prepare for the unprepared! Animals on runways, aircraft failures, airfields that can hardly be recognized as such - this add-on offers it all.

The biggest challenge of all is, undoubtedly, the roughness of the airstrips. Most of them are so bumpy, you would not believe that it is possible to land a plane there - let alone take off! If you don't know both, your aircraft and the landing strip, you will most likely crash on your first attempts.

There are some things you should keep in mind if you want to keep your aircraft in one piece:

1. Learn the airstrips by heart. Taxi along the runway, memorize crests and holes, look for the best spot to touch down or lift off.
2. Memorize the airstrip's area. Some of the airstrips are very tough to spot, only few are marked in the GPS. Read the airstrip characteristics below and use the ADF or the airstrip markers (only available in career mode).
3. Use your STOL-skills (Short TakeOff and Landing). If you know how to use flaps, brakes, throttle and reverse thrust you will find it easier to avoid heavy bumps and holes on the airstrips.

Performance

FSX has a weird way of using your PC's capabilities.

FSX contains almost no animals by default and one of the main reasons is performance.

We packed almost as many animals into this addon as FSX could handle.

That means that only high-end PCs will be able to run it smoothly with all sliders max'ed.

For a smooth experience we recommend these graphical settings:

	Scenery slider	Autogen slider
old - medium PCs	<i>normal</i>	<i>sparse</i>
med - up to date PCs	<i>(very) dense</i>	<i>normal / dense</i>
very good PCs	<i>very/extr.dense</i>	<i>very/extr.dense</i>

If you want to improve your framerate, you can also deactivate the following BGL files in your Aerosoft/African Airstrip Adventures/Scenery folder:

<i>filename</i>	<i>content</i>	<i>impact on performance</i>
AA_Ani-Birds.bgl	birds	heavy
LakeNakuru-Flamingos.bgl	flamingos	heavy
Ani_LakeNakuru.bgl	more flamingos	high
AA_Landmarks_Scenery.bgl	telephone lines	medium
AA_Trains_Tweaked.bgl	trains	medium

Those files seem to affect some systems more than others. In order to deactivate those files, alter the file extensions to "OFF" instead of "bgl".

FSX then ignores the files.

Your framerate should increase up to 10 fps by this.

Animals

There are thousands of animals in the African Airstrip Adventures. The following animals can be found:

The Big Five:

- Elephants
- Rhinos
- Lions
- Leopards
- Buffalos

other animals:

- Giraffes
- Zebras
- Flamingos
- Several sorts of birds

Animals



How to spot animals

Just like in reality it is not as easy to find animals as you might think. Despite the fact that there are innumerable animals in Kenya, you need to learn how to find them. Even professional safaris often have to wait hours to find what they've been looking for.

Obviously, a roaring aircraft engine might shoo them away, so don't be surprised to find less animals than you might have expected. Still there are some rules that help finding animals in the African Airstrip Adventures:

1. Animals don't like humans.

The best places to find animals are uninhabited areas like the Simba Taru, the Aberdares Range or the huge plains around Buffalo Spring.

2. Animals don't like to stand in the bright sunlight all day long.

Sometimes you will find animals beneath or around trees, where they rest in the shadows and eat. Most of them like water to hunt, drink or take a bath, so watch out for small rivers or lakes to find animals there.

The best time of day to spot animals is in the morning or when the sun sets. If you fly at low altitude, the sun reflects on the fur of animals and makes them easy to spot.

African Airstrip Adventures

Areas

Mt Kenya - peaking 17,000ft, is the highest mountain in Kenya and the most concise landmark in the African Airstrip Adventures. You can see it from every point of the scenery, so you can use it for orientation whenever you seem lost.

Airstrips in the vicinity: Embu, Nanyuki, Laikipia AB, Mt Kenya, Embori East, Embori Ranch

Aberdares Range - a 160 km long mountain range, is part of the eastern rim of the Great Rift Valley. You'll find lots of animals and safari tours in the Aberdares Range as well as a huge variety of birds.

Airstrips in the vicinity: Mweiga, Kisimutu, Naivasha, Nakuru, Nyahururu

Rift Valley lakes - a collection of lakes, formed by the East African Rift, located west of the Aberdares Range. Best known is Lake Nakuru with its thousands and thousands of Flamingos.

Airstrips in the vicinity: Naivasha, Nakuru, Nyahururu

Simba Taru - a big plain between Mt Kenya and Aberdares Range, delivers perfect conditions to spot the Big Five and all other famous animals of Africa.

Airstrips in the vicinity: Mweiga, Nyeri, Kisimutu, Nanyuki, Laikipia AB

Buffalo Spring / Isiolo - wide plains and sparse vegetation make this area another perfect range for safaris and animal spotting. You'll find lots of buffalos and giraffes there.

Airstrips in the vicinity: Buffalo Spring, Isiolo, Saragei, Il Ngwesi, Simangua, Matoni, Borana

Map



For each of the airstrips you can find individual characteristics. Most of the airstrips are equipped with small radio beacons that will alleviate finding them using the ADF or GPS. Still, finding them is one thing - landing safely is another one.

You need to be very careful with those runways!

Make low passes first to check for animals on the runway, winds (operational windsocks on all strips) and other things that might prevent a safe touchdown.

African Airstrip Adventures

Airstrip characteristics

Borana:

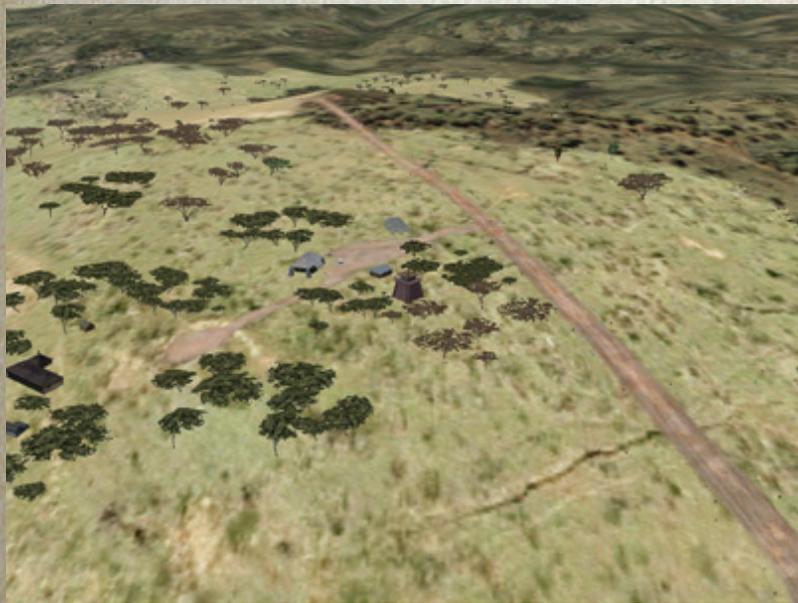
How to find: Close to Simangua on summit

Runway: 07/25 dirt

Fuel: None

Notes: Very dangerous! STOL!! Don't use west end of rwy

NDB: None (Use SIM 360.0)



African Airstrip Adventures

Buffalo Spring (HKSB):

How to find: Can't miss it, lights at night

Runway: 13/31 dirt

Fuel: Self-service

Notes: Stupid buffalos, man, they're dangerous!

Good thing they built that fence lately

NDB: 380.0 BUF



African Airstrip Adventures

Embori Farm:

How to find: Impossible to spot if you don't know exactly where it is!

Runway: Joke

Fuel: None

Notes: Private airstrip, don't try to land there unless you're told ;-)

NDB: None



African Airstrip Adventures

Embori East:

How to find: Not easy to spot, south of the forest

Runway: 02/20 grass/dirt

Fuel: Self-service

Notes: Approach from north, cheap hangar parking

NDB: 367.0 MBE



African Airstrip Adventures

Embu:

How to find: Southeast of town, watch out for brown rectangle

Runway: 14/32 gravel

Fuel: Self-service

Notes: Approach from east, watch out for birds

NDB: 366.0 MBU



African Airstrip Adventures

Il Ngwesi:

How to find: Easy to find, east of mountains

Runway: 01/19 dirt

Fuel: None

Notes: Bumpy runway, tricky winds from mountains

NDB: 365.0 ILN



African Airstrip Adventures

Isiolo (HKIS):

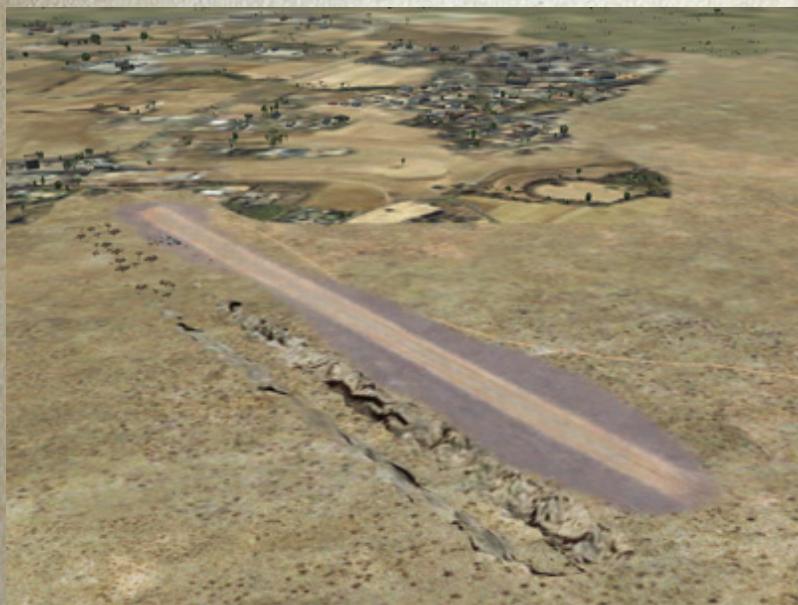
How to find: Southeast of Isiolo

Runway: 15/33 dirt

Fuel: None

Notes: watch out for that stupid ditch!

NDB: 364.0 ISI



African Airstrip Adventures

Kisimutu:

How to find: Easy to find, bright dirt strip between trees

Runway: 11/29 dirt

Fuel: None

Notes: Bumpy runway, watch for animals

NDB: 359.0 KSM



African Airstrip Adventures

Laikipia AB (HK0G):

How to find: Easy

Runway: 02/20 concrete

Fuel: Full service

Notes: East of rwy = out of bounds, don't mess with military!

NDB: -



African Airstrip Adventures

Matoni:

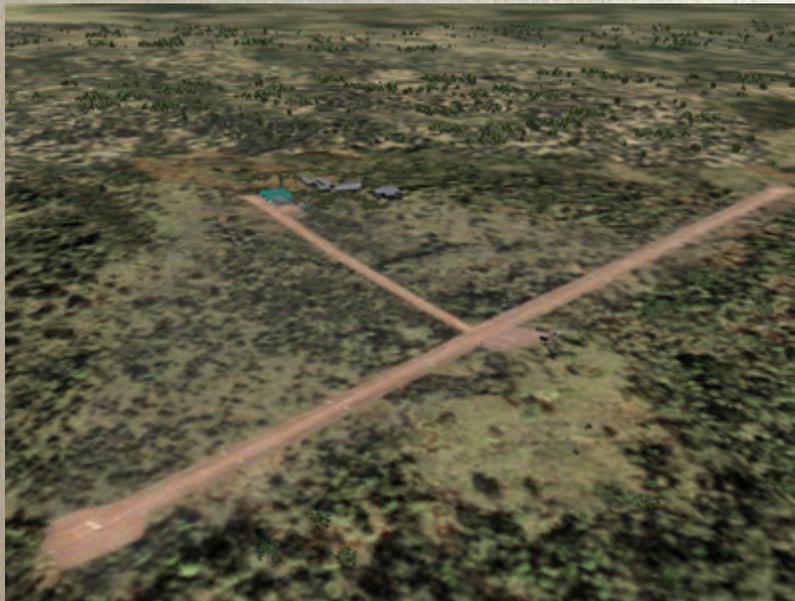
How to find: Watch for Y-shaped runways

Runway: 32/14 dirt

Fuel: Self-service

Notes: Very narrow, don't try to land on Rwy 25! Lodges very comfy

NDB: 376.0 MTN



Mt Kenya:

How to find: Easy to spot, just above the timberline, north of the crater

Runway: 24 dirt

Fuel: None

Notes: Watch out for aircraft wreck, very bumpy, better

NDB: none use upper runway half only!

African Airstrip Adventures

Mweiga:

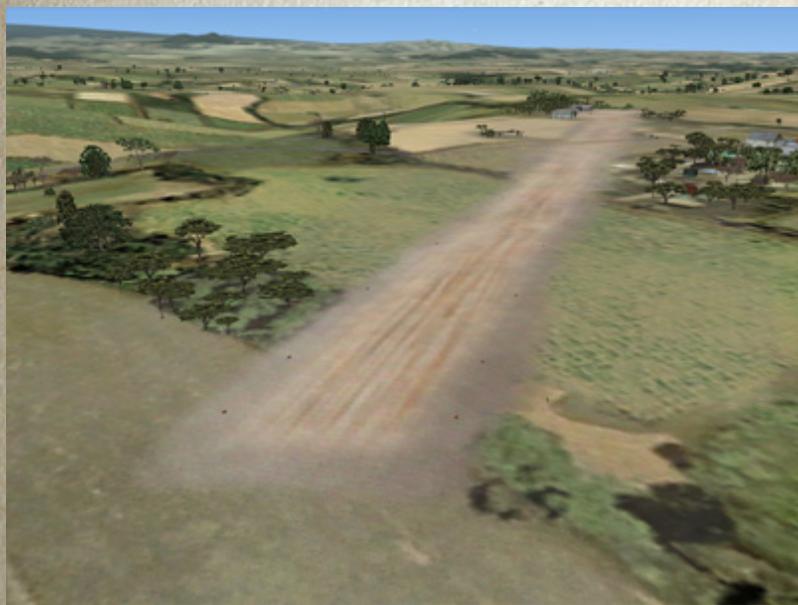
How to find: Easy to spot, close to village

Runway: 12/30 dirt

Fuel: Self-service

Notes: Watch out for traffic on runway!

NDB: 352.0 MWA



African Airstrip Adventures

Naivasha:

How to find: Tricky, southeast of lake

Runway: 01/19 dirt

Fuel: None

Notes: Heavy bumps! Best landing with heli ;-)

NDB: 355.0 NVA



African Airstrip Adventures

Nakuru (HKNK):

How to find: Northwest of lake

Runway: 13/31 dirt

Fuel: Self-service

Notes: No runway markers, watch for kids playing on runway! Oh, and don't mess with flamingos!

NDB: 358.0 NU



African Airstrip Adventures

Nanyuki (HKNY):

How to find: Easy to spot, west of the road

Runway: 03/21 asphalt

Fuel: Self-service

Notes: Parking a lot cheaper than on Laikipia, good service

NDB: 306.0 NYK / 386.0 NAN



African Airstrip Adventures

Nkuru:

How to find: Easy to spot, watch out for bright dirt strip

Runway: 11/29 Dirt

Fuel: Self-service

Notes: Short and bumpy runway, approach from east, beware of hill in the west

NDB: 372.0 NKU



African Airstrip Adventures

Nyahururu:

How to find: East of railway

Runway: 03/21 gravel

Fuel: Self-service

Notes: Bumpy, watch winds

NDB: 362.0 NYA



African Airstrip Adventures

Nyeri (HKND):

How to find: Hard to find, plain area north of it

Runway: 16/34 dirt

Fuel: None

Notes: Careful over this dangerous ledge, use western part of runway for TO only! Not for beginners

NDB: 388.0 NY



African Airstrip Adventures

Saragei:

How to find: Easy to find, between river, mountains and nowhere

Runway: 07/25 dirt

Fuel: Self-service

Notes: Remote, boring, very bumpy; watch those bushes!

NDB: 371.0 SAR



African Airstrip Adventures

Simangua:

How to find: Easy to spot, next to small lake

Runway: 25 grass/dirt

Fuel: Self-service

Notes: Don't overrun! Careful with crest, go right through triangle, watch out for animals!

NDB: 360.0 SIM





Free Flights

The fastest and easiest way to explore the African Airstrip Adventures, the wildlife and all those challenging airstrips, are the preserved free flights.

You will find a free flight scenario for every airstrip as well as several other free flights, that offer you a big variety of flight situations with challenging weather, different aircraft, possible failures and lots of other predefined settings.

Go buffalo spotting, find thermals above the Simba Taru, fly along the Great Rift Valley or enjoy a stunning sunset at Mt Kenya.

It's all out there waiting for you!



The career mode

For the first time we created a career mode mission for FSX. You take the place of chief pilot in the fictional "African Safari Charter" to carry passengers and cargo around Kenya's airstrips. Your callsign is *Charlie 1*. The mission starts with a small introduction video and the option to take an introductory flight with your predecessor, previous Charlie 1, to learn more about what it takes to be an ASC-pilot.

Afterwards you will be able to take on jobs that will be provided by the dispatcher. There are more than 20 different jobs that will be offered at random, so it is likely that you get the same job again later in the game. You have the option to accept or decline new jobs. Whenever you're looking for work you can call the dispatcher to ask for new job assignments.

You won't have a co-pilot or somebody who assists you, so you'll have to navigate and coordinate your jobs all by yourself. You can take more than one job at a time, but make sure that you don't overload your aircraft and keep within the time limit that is given for some jobs.

You also have to refuel and service your aircraft. Refueling and maintenance is done at ASC Headquarters (HQ), which is located at Laikipia Airbase.

If you should forget to perform regular maintenance measures (at least twice a day), you might face failures. You can always do provisional repairs on your own. Land somewhere, stop the engine and choose the repair option in the main menu. Note: not all failures can be fixed that way, but it should be enough to bring you back to HQ for the full service.

There are 4 aircraft that can be used in the career:

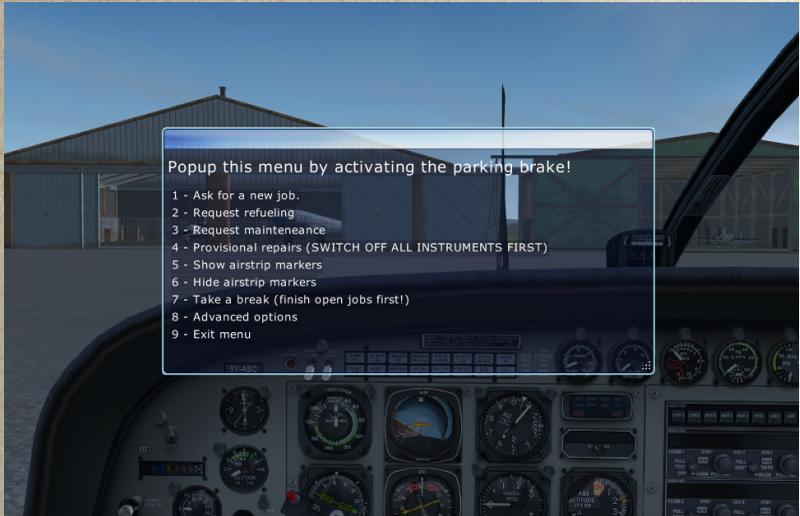
- 5Y-ASB - Bush Hawk* / Maule - stationed at Nanyuki
- 5Y-ASC - Cessna Caravan 208 - stationed at HQ
- 5Y-AST - Twin Otter* / KingAir - stationed at Buffalo Spring
- 5Y-ASR - Robinson Helicopter - stationed at HQ

* only available if add-on aircraft is installed. The installer uses the default Maule / KingAir otherwise.

If you want to use another aircraft, you need to taxi slowly to the parked aircraft and a menu will pop up. Choose "Yes" to switch to the other aircraft type. The positions of these alternate aircraft do not change. Even if you park the ASR at Nanyuki to change to the ASB, you will find the ASR back at HQ later.

There are some missions that need special aircraft (for example helicopter or 10-seat-aircraft), so it's good to get familiar with all types.

Note: You cannot take passengers with you as you switch aircraft, so never do this while you're on a job!



**To access the main menu
simply activate the parking brake**

If you cannot get the menu to pop up, deactivate the parking brake and activate it again, the menu should show now.

If you're in the Robinson helicopter, the parking brake will not work. In order to access the main menu, you need to be on the ground and click the right pedal to its limit for at least 1 second. This was the only useful way to implement the main menu into the Robinson.

Note: Do not try to pop up the main menu while another menu (job assignment, aircraft change,...) is active. This may lead to mission problems!

The advanced options menu:

- Show aircraft locations Watch other ASC aircraft.
Use those camera options to learn where the other planes are located.
- Back to normal view Go back to your own cockpit.
- Reset jobs The complicated mission logic might hiccup sometimes or may be affected by the user not responding to popup menus in time.
This can lead to the dispatcher offering the same few jobs over and over again or not responding at all. In those cases this option is meant to be a "**last option**" to restore all jobs. Your mission progress will not be harmed by this, but you should only use this option if you have no open jobs!
- Reset aircraft If you forget to look after aircraft or forget to turn off the battery before a service check, it may happen that the battery is empty afterwards. If you should fail to start the engine, find no way to recharge the battery or face other difficulties with your aircraft (like a broken front gear), this option will reset your aircraft, so you can carry on with your career.
Note: This won't help if you run out of fuel, so don't forget to refuel your aircraft regularly!
- Repair money count If you load a pre-saved mission file (day 2,...) your previously earned money will not be displayed immediately. It will show up as soon as you finish your next job. If you do not want to wait until then, use this option.
- Exit menu

How to handle jobs:

If the dispatcher offers you a job, you can accept or decline it. Most of the jobs consist of this structure: Fly to airstrip A, collect passengers/cargo, fly to airstrip B. Make sure you have a suitable aircraft and enough space to carry the load the dispatcher announced. Also try to calculate if you can finish the job in time. If you cannot do this, you will still have to finish it, but it will decrease your reputation.

If you arrive at airstrip A, taxi to the boarding area (the area with cargo and baggage, close to the "waiting room") and park the aircraft. The boarding procedure will begin instantly. If this should not be the case, make sure you're at the right airstrip, maybe taxi back and forth until you hear the boarding sounds. After the boarding is completed (shouldn't take longer than 20 seconds), take off and fly to airstrip B. On your kneeboard you will find a new goal that has been activated. Land at airstrip B and taxi to the boarding area. The unloading should begin instantly.

You will announce the completion of your job by calling "Charlie 1 out" to the dispatcher. This is the internal signal that a pilot has finished a job, a service stop or a break and is ready for new job assignments.

Whenever you finish a job and have no other job running, the "MISSION SUCCESS" window will pop up. If you want to proceed, you can close this window by clicking on the x in the right upper corner of the small window.

You will also see that money will be added to your bank account (small window in the top right corner of the screen). Don't try to close this window unless you're not interested in your bank account. ;-)

Later in the progress you will be offered the same jobs again. If you accept them, the mission goals will be activated in a "success" state, because you have successfully finished them before. This is an FSX limitation that cannot be changed. Simply ignore it.

The dispatcher:

Be patient with your dispatcher. She runs the whole thing from her desk, organizing jobs, talking to pilots, technicians and customers, taking phone calls, writing emails, making coffee,...

It may happen that she forgets to respond to your job requests or needs some time to answer. Give her some time and call again after she's back from the toilet.

She can also be very persuasive. If you reject jobs she'll ask your co-workers to take them, but she might be asking you to take a similar job soon, so don't be too picky.

On some jobs the dispatcher assigns time limits, in which the job has to be started or finished, for example:

*Charlie 1, I need a pilot in Simangua asap.
5 passengers to Buffalo Spring, they need to
be there in time for their safari.
Can you be there in 90 minutes?*

In this case you need to finish the assignment within the next 90 minutes or you will corrupt your reputation as well as the company's.

Don't forget that, even if the dispatcher admonishes you for being late on a job, you still have to finish the job as soon as possible. So if you took on too many jobs at a time, you can't blame the dispatcher, always blame yourself!

Your co-workers Charlie 2-5 also contact the dispatcher regularly, but don't pay much attention to them, better concentrate on your own jobs.

African Airstrip Adventures

Saving your progress:

The career mode does not have an ending. It can go on for days and weeks. You can save your career whenever you like.

If the sun sets, you can load the saved missions "day 2", "day 3"... and the mission will automatically load your latest career progress.

IMPORTANT:

Those missions from consecutive days only work if you saved your latest career progress under the default name "AAA Career"! You can always create additional saves like "AAA - my career after 5 completed jobs", but the day 2/3/... flights will automatically load the mission file called "AAA Career", so make sure you keep this file as your main mission backup.

If you're at the end of day 8 and wonder how to proceed, you can always load previous days again, together with your latest mission progress.

Visit the Aerosoft forums and update section to watch out for more saved situations with different weather and time settings.

Show saved Missions

Title	Level
BHXP Assisted Flight: Alpine Canoeing	BEGINNER
BHXP Assisted Flight: Aleutian Supply I	BEGINNER
BHXP Assisted Flight: Aleutian Supply II	BEGINNER
BHXP Assisted Flight: Aleutian Supply III	BEGINNER
BHXP Assisted Flight: Aleutian Supply IV	BEGINNER
BHXP Assisted Flight: Flightseeing Mount R	BEGINNER
BHXP Assisted Flight: Salmon Air	BEGINNER
Linienflug Helgoland-Büsum	BEGINNER
Orbx FTX AU Blue	BEGINNER
Tutorial 11: Helicopter Maneuvers 1	INTERMEDIATE
African Airstrip Adventures - Career	INTERMEDIATE
Mittwoch, 10. Juni 2009, 12:25:23	
Mittwoch, 10. Juni 2009, 12:25:21	
Mittwoch, 10. Juni 2009, 12:25:19	
Mittwoch, 10. Juni 2009, 12:25:16	
Mittwoch, 10. Juni 2009, 12:25:14	
Mittwoch, 10. Juni 2009, 12:25:09	
Mittwoch, 10. Juni 2009, 12:25:07	
Mittwoch, 10. Juni 2009, 12:25:04	
Mittwoch, 10. Juni 2009, 10:06:33	
Corkscrew	INTERMEDIATE
Reno Air Racing Tutorial	INTERMEDIATE
Reno Air Racing Practice	INTERMEDIATE
Kwazulu Rhino Rescue	INTERMEDIATE
Missing Coworker	INTERMEDIATE
Rocket Launch Air Cover	INTERMEDIATE
Red Bull Practice - Istanbul	INTERMEDIATE
Red Bull Practice - Longleat	INTERMEDIATE
Red Bull Practice - Tempelhof	INTERMEDIATE

African Airstrip Adventures - Career


Description

Start a career as pilot for the African Safari Charter. Don't forget to save your progress regularly. Click on 'show saved missions' (or press ALT+v) to load previous saved progress or consecutive days.

Delete

Enable changes in selected Mission (no rewards given)

Rewards:

More than 15 different rewards can be won with the career mode.

Note: Rewards are only stored if you leave the career mission after you've completed all current goals. You can save the mission with pending goals and finish them later; your rewards will still be counted.

Money / Reputation:

With every completed job you earn money. Rewards mark certain milestones on your way to a rich man. Can you be the first to earn more than 10,000 dollars?*

Beside the money there is a reputation system that shows your reliability and prestige. Completed jobs increase your reputation, but every disposition will corrupt it. Be careful to keep the time limit the dispatcher calls on some jobs. If you fail to start or finish the job within the given limit, your reputation will be damaged. Reputation highs and lows will be announced and rewarded by the dispatcher.

Kneeboard:

The kneeboard is a useful source of information for your jobs. Here you can find all dialogs with the dispatcher as well as current and previous goals.

Click on "briefing" to find characteristics of all airstrips. If you have difficulties to spot them, you can find ADF frequencies for most of them there.

* If you reset your aircraft or switch to another aircraft, your earned money has to be transferred due to an FSX-limitation. Do not try to switch back to another aircraft or reset your aircraft again before this process is finished or you could harm the mission flow!



Glossary

Aberdares Range:

A mountain range along the Great Rift Valley. Great for safaris.

> *Air safari, Aberdares Lodge*

ASC (African Safari Charter):

The company you're working for. Headquarters at Laikipia Airbase.

> *Jobs, HQ, Charlie, Dispatcher*

Air safari:

Spotting animals from an airplane, mostly helicopters or small single-props. You can find air safari jobs at Nanyuki and Lodge Saibu.

> *Simba Taru, Aberdares Range, Lodge Saibu, Nanyuki, Big Five*

Big Five:

5 of the most dangerous mammals, thus most wanted on safaris: Elephant, Rhino, Lion, Leopard, Buffalo. Best place to find all of them is the Simba Taru.

> *Air Safari, Simba Taru*

Career:

A new mission feature created for this addon.

> *ASC, Charlie, Dispatcher, Reputation*

Charlie:

Callsign for all ASC pilots. Charlie 1 is the chief pilot (that's you!). There are five active Charlies at the moment.

> *ASC, Career, Dispatcher*

Dispatcher:

The woman, who controls everything in the African Safari Charter. Offers jobs and coordinates pilots and passengers. Be nice and patient and you will be her favourite pilot.

> *ASC, Career, Charlie, Jobs, Reputation*

Free Flight:

Easiest way to explore the African Airstrip Adventures without career commitments. Filenames begin with AAA_.

> *Career*

Fuel:

Make sure you always have enough fuel onboard. You can refuel your aircraft by taxiing to the fuel station at HQ.

> *HQ*

HQ:

The ASC Headquarters at Laikipia AB. Go there for refueling, maintenance and changing aircraft - or just for a coffee break.

> *Fuel, Maintenance*

Jobs:

You will get job offers once in a while from HQ or via the main menu whenever you need work. Make sure you finish all jobs in time!

> *HQ, Career, Dispatcher, Reputation*

Lake Nakuru:

A lake west of the Aberdares Range, famous for huge amounts of flamingos living in its shallow waters. Airstrip Nakuru lies close by.

> *Aberdares Range*

Maintenance:

Make sure you always look after your aircraft. Bring her in for maintenance at least once or twice a day. If you have failures while on a job you can land, turn off the engine and do some provisional repairs via the main menu. Go back to HQ for a complete service soon!

> *HQ*

Mt Kenya:

Biggest mountain in Kenya and the most protruding landmark in the area. Also the name of a small airstrip north-east of the mountain that is the starting point for climbing tours to the summit.

Reputation:

Measure of your reliability as an ASC pilot.

> *ASC, Career, Charlie, Dispatcher, Jobs*

Simba Taru:

Plain area, great for safaris, between Aberdares Range and Mt Kenya.

> *Big Five, Air safari, Lodge Saibu, Kisimutu*

African Airstrip Adventures

