Treasure Hunt

The Adventures of Rick Rider

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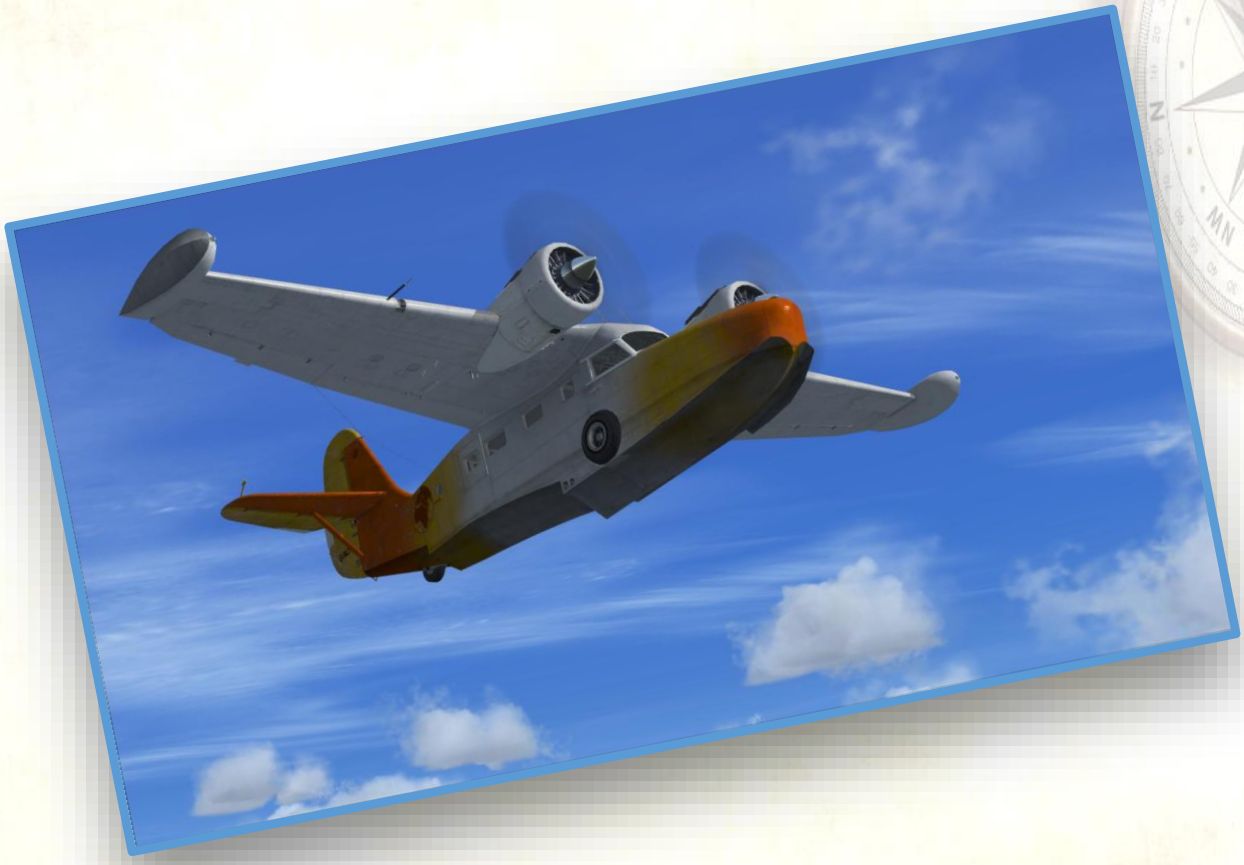

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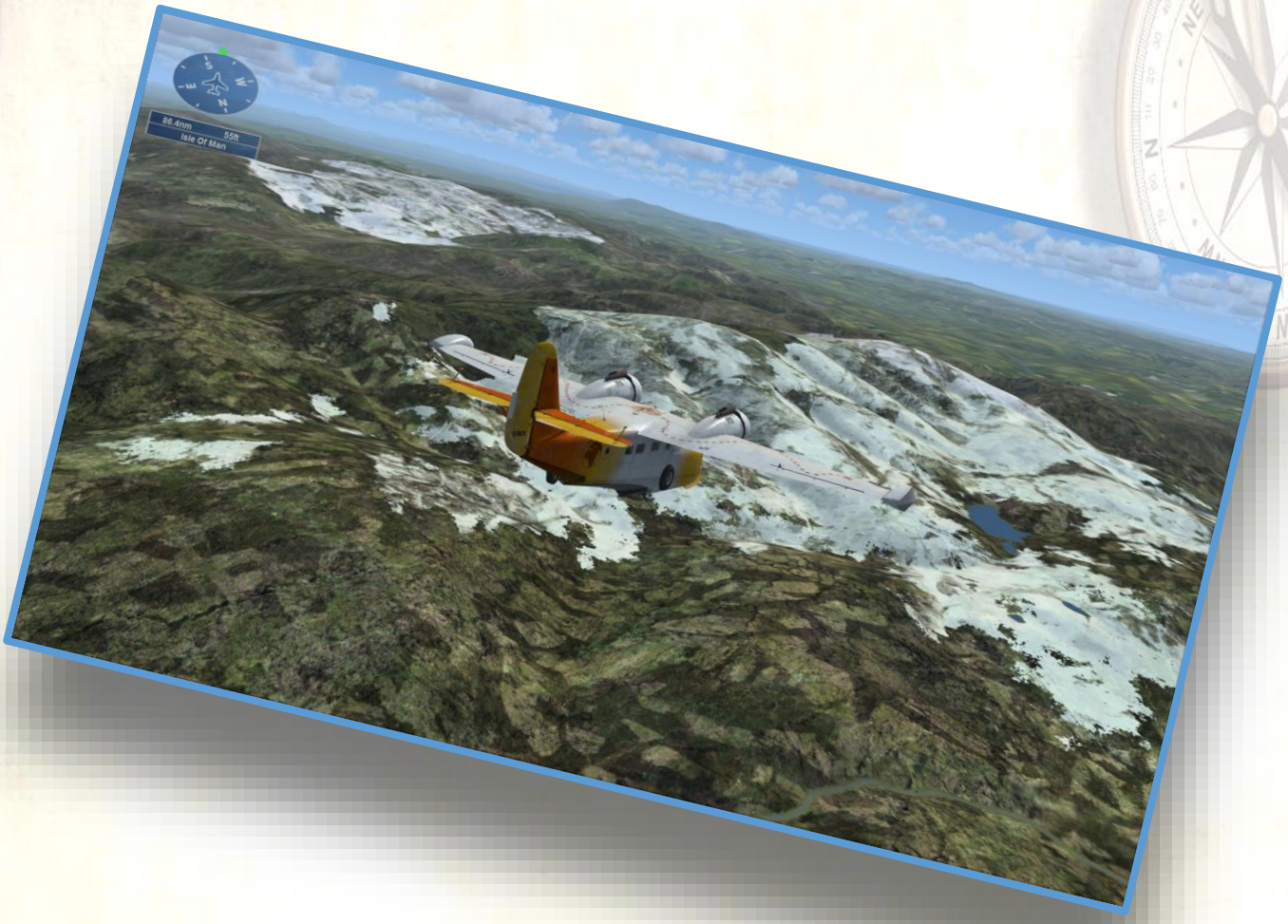

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Introduction

Thank you for purchasing Treasure Hunt!

Treasure Hunt takes us back to the old adventure serials of the 1930's when the dashing adventurer fought against cheesy villains and equally cheesy cliff-hangers at the end of each episode!

We invite you to step back in time aboard the Grumman Goose and join intrepid hero Rick Rider as he circumnavigates the globe, solving clues and riddles that will lead both you and him to the fabled treasure of Patiti!



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Introducing Your Aircraft

Treasure Hunt includes a special version of the Grumman Goose amphibian, one of the world's most popular aircraft and almost obligatory equipment for the 1930's adventurer.

The Goose revolutionised travel in the era and is at home both on land and the water, making it the most versatile aircraft of its generation. It was much sought after by explorers, wealthy businessmen and the military and saw service around the world. The Goose has a reputation of being both rugged and dependable, exactly what Rick Rider needs for his hair-raising adventures around the globe!

Pilots should always remember to deploy the wing floats from the overhead panel switches and ensure that the landing gear is raised before attempting a water landing. Conversely, wing floats should always be stowed and landing gear deployed ahead of a conventional runway approach.

General characteristics

Crew: one to three

Capacity: five to seven passengers

Length: 38 ft 6 in (11.74 m)

Wingspan: 49 ft 0 in (14.94 m)

Height: 16 ft 2 in (4.93 m)

Wing area: 375 ft² (34.9 m²)

Empty weight: 5,425 lb (2,466 kg)

Loaded weight: 8,000 lb (3,636 kg)

Useful load: 2,575 lb (1,170 kg)

Max. takeoff weight: 8,000 lb (3,636 kg)

Powerplant: 2 × Pratt & Whitney R-985-AN-6 Wasp Junior nine-cylinder air-cooled radials, 450 hp (340 kW) each

Performance

Maximum speed: 201 mph (175 knots, 324 km/h) at 5,000 ft (1,520 m)

Cruise speed: 191 mph (166 knots, 308 km/h) at 5,000 ft (1,520 m)

Range: 640 mi (557 nmi, 1,030 km)

Service ceiling: 21,300 ft (6,494 m)

Rate of climb: 1,100 ft/min (5.6 m/s)

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Searching For The Treasure!

For most of the flights you will be presented with a specific clue highlighting where you should fly. It is highly recommended that you make an effort to resolve the clue to gain the maximum enjoyment from Treasure Hunt. Some clues you may be able to work out immediately from your own knowledge. Other clues, you may find need researching from the



Internet. That is the fun of Treasure Hunt, solving each clue in order to progress to the next mission!

If you get stuck, toggling the U key will reveal a compass and pointer that highlights your next destination, so you can always progress. The compass will guide you to the appropriate airport for your landing. However, it is advised that you do not use this feature unless you are stuck and cannot progress. It WILL spoil the enjoyment of working out your next clue. So treat the compass as an option of last resort that will take you to the clue ONLY if you are

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unable to solve it! Using the U key toggle can also be used to hide the compass, which should be your preferred option for each flight, unless specifically told to fly to a compass pointer location.



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Patiti

In Treasure Hunt, you search for the fabled treasure of Patiti. You may be interested to know that adventurers have been searching for generations for this lost treasure horde.

Paititi is a legendary Inca lost city or utopian rich land. It allegedly lies east of the Andes, hidden somewhere within the remote rainforests of southeast Peru, northern Bolivia or southwest Brazil. The Paititi legend in Peru revolves around the story of the culture-hero Inkarri, who, after he had founded Q'ero and Cusco, retreated toward the jungles of Pantiacolla to live out the rest of his days in his refuge city of Paititi. Other versions of the legend see Paititi as an Inca refuge in the border area between Bolivia and Brazil. It has even been rumoured that Patiti lies on the coast of Peru on fertile land close to the sea.

In 2001 the Italian archaeologist Mario Polia discovered the report of the missionary Andres Lopez in the archives of the Jesuits in Rome. In the document, which dates from about 1600, Lopez describes a large city rich in gold, silver and jewels, located in the middle of the tropical jungle called Paititi by the natives. Lopez informed the Pope about his discovery. Lopez' report and its discovery were widely publicized, though its content is third-hand and far from reliable, Lopez himself having never reached Paititi but only having heard about it from the natives. It focuses on the story of a miracle performed at the court of the king of Paititi by a crucifix taken there by a group of baptized Indians. Many other historical sources of the Colonial period (16th to 18th centuries) refer to Paititi, to its possible locations and to expeditions searching for it. Some of the most informative of these documents include those of Juan Álvarez Maldonado (1570), Gregorio Bolívar (1621), Juan Recio de León (1623–27), Juan de Ojeda (1676), Diego de Eguiluz (1696).

In 2001 two researchers from the University of Helsinki, Dr. Ari Siiriäinen (archaeologist) and Dr. Martti Pärssinen (historian), put forward a hypothesis relating the Paititi legend to the Inca expeditions into the Amazonian jungle and to the possible Inca military presence in the region of the Beni and the Madre de Dios rivers. In order to test this hypothesis, a joint Finnish-Bolivian archaeological expedition in 2001–2003 investigated the fortified site Las Piedras near the town of Riberalta in Eastern Bolivia. Some fragments of imperial Inca ceramics were found during the excavations, but the presumed Inca origin of the site remains questionable.

Historian and anthropologist Vera Tyuleneva has contributed to the idea of the non-Peruvian origin of the name "Paititi" and its original locale; she has made expeditions to northern Bolivia and provided extensive and detailed written reports on her findings.

On 29 December 2007 members of a local community near Kimbiri, Peru, found large stone structures resembling high walls, covering an area of 40,000 square meters; they named it the

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Manco Pata fortress. However researchers from the Peruvian government's Cusco-based National Institute of Culture (INC) disputed suggestions by the local mayor that it could be part of the lost city of Paititi. Their report identified the stone structures as naturally formed sandstone. In 2008 the municipality of Kimbiri decided to promote it as a tourist destination.

Recent historical work by the explorer Andrew Nicol examined primary historical texts and concluded that a jungle city or remote Inca outpost, such as the city described by the Paititi legend, could theoretically exist within the Peruvian Amazon Basin.



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The Aircraft And Weather

All of the flights are setup by default to use the aircraft included with this pack. You can just jump in right away and fly any flight, knowing that you have a perfect choice of aircraft for the task in hand.

However, should you wish to use a favourite aircraft of your own, simply check the "Enable changes in selected mission" box on the missions selection screen. You can then use your own aircraft from within each mission by utilising the Aircraft menu and selecting any aircraft within your hangar. It is wise to always validate that the aircraft you choose is suitable for both the flight duration and the length of runway of your chosen mission.

If you wish to make the challenges even more spectacular, you can adjust the weather to your heart's content utilising the same method as discussed above and changing the weather from within the mission.

Starting Your Mission

Each mission, complete with a briefing can be found from within the Missions screen of Flight Simulator X: Steam Edition. Change the category, using the drop down menu and select "Treasure Hunt" to list each mission in the display window.

Music

There are a number of period jazz tracks included within Treasure Hunt. Rick Rider is a strong believer in music whilst he flies. Perhaps it calms his nerves! If you do not wish to listen to the music, the mission audio can be toggled on and off using the Q key on the keyboard, although we feel confident, that like us, you will love the music that is on offer as it sets the scene for this unique adventure.

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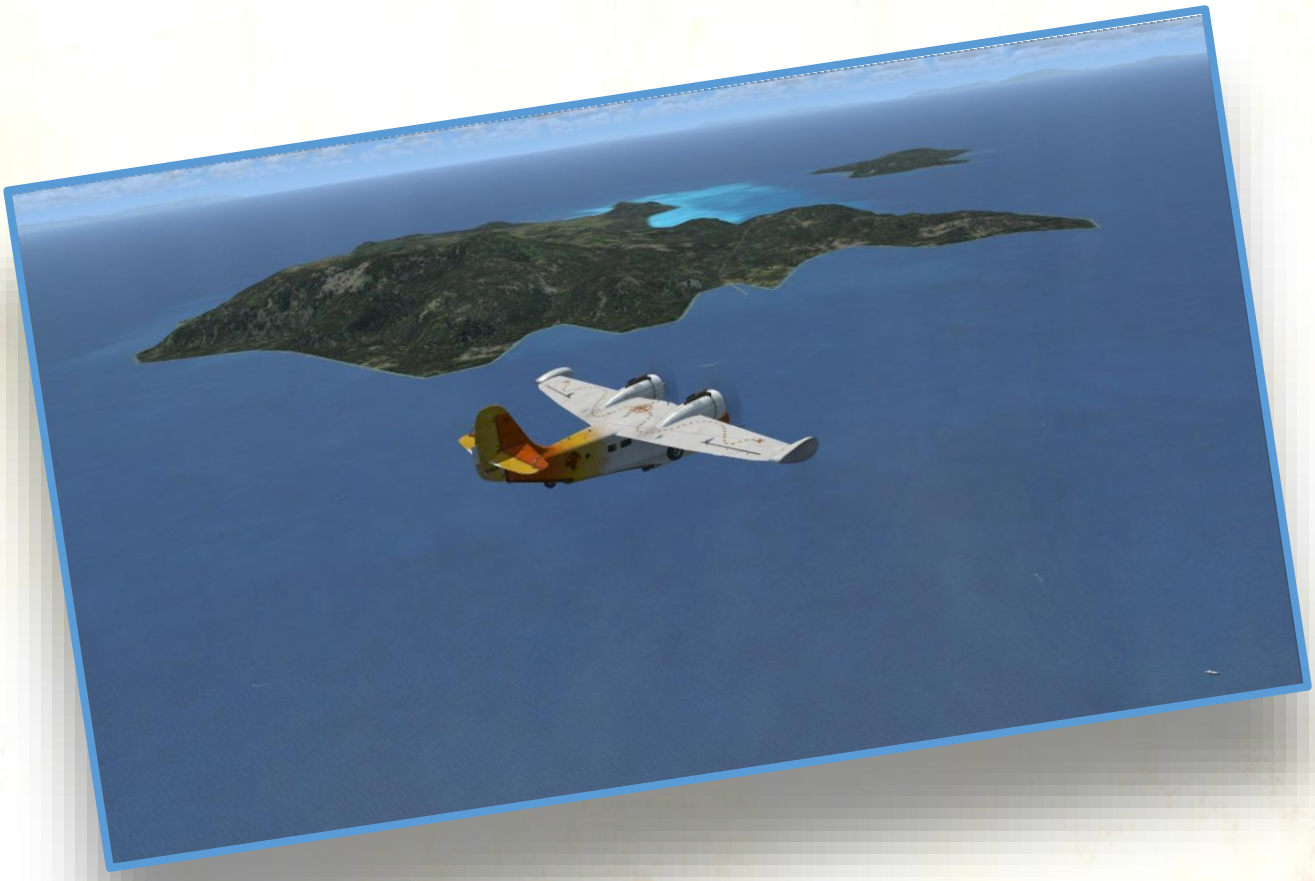
Air Traffic Control

Treasure Hunt has been designed to be fully compatible with the air traffic control facilities within Flight Simulator X: Steam Edition. The use of ATC is completely at your own discretion based on your own preferred flying style and level of realism. For most flights you should request a VFR (visual flight rules) clearance. Some flights in extreme weather will require you to fly IFR (instrument flight rules) in low visibility conditions. These flights will require you to request an IFR clearance should you wish to use ATC.

Please note, in order to create an IFR flight plan you should FIRST get airborne in the direction of your desired location. Once airborne, it is possible to create and file an IFR flight plan from the ATC interaction menu within Flight Simulator X: Steam Edition.



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Starting Your Descent

In aviation, there is no set point at which aircraft will start their descent for an airport. When you descend is based on a number of factors, including ATC requirements, weather, and performance limitations of your aircraft.

However, there is a handy rule of thumb used by pilots that will help you decide when you should be descending:-

Divide your altitude by 1000

Multiply this number by 3

This will give you the number of miles to start your descent to reach sea level. Modify accordingly, based on the elevation of your arrival airport.

For example, we wish to reach sea level from 30,000ft. This yields 30x3, giving us a guide to start our descent 90 miles from the airport.

To arrive at an airport 10,000ft above sea level from 30,000ft we must descend 20,000ft. This yields 20x3, giving us a descent distance of 60 miles.

I usually give another 10 miles to this figure, for good measure, allowing plenty of time for deceleration to landing speeds.

Choosing Your Runway

You will be guided to both your take-off and landing runway using the ATC facilities of flight simulator. Ensure that you fully comply with all ATC taxi, take-off and landing instructions to get the most enjoyment from Treasure Hunt should you wish to use air traffic control. If you are choosing not to fly with ATC, the choice of departure runway is yours.

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Mission Briefings

Each of the 20 missions in Treasure Hunt have a full briefing. This briefing can be found by selecting the mission in the mission selection screen of FSX:SE and then choosing the option to view the briefing for each mission. You will also find each clue repeated in the mission briefing, for easy access whilst you are doing your research.

Come Visit Us!

For more information on mission packs and other projects by Jane Whittaker and the development team come visit us at www.facebook.com/janerachelwhittaker

For the latest news and releases for FSX: Steam Edition visit Dovetail Games at www.fsxinsider.com

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A sketch depiction of Rick Rider, created especially by Katie Bailey. This talented young artist was born with no hands but has never let that get in the way of pursuing a career in art. You can visit her Facebook page at www.facebook.com/createdbykathrynbailey

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Credits

Mission Design and Programming – Jane Whittaker

Voiceovers - Angel Heaven Lee, Jerry Lee, Will Reynolds

Goose Livery - David Bonney – Sim720

Additional QA - Doctor Peter Counsell

Special Thanks

Nick Rooke, Simon Sauntson, Aimee Sanjari and all the Dovetail team

Kevin Mathieson, Katie and Jordan Bailey, Shanthi Kimball

Ellie, Thimble, Tanna, Kate, Ben and all the Silverman family!

The MacIntyre Family

Rosie Davies, Mia Davies and their amazing mother Amanda!

Claire Whittaker

Mikaela Nelson

Especially, you for buying and we hope enjoying this product!

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