
FLIGHT Tales II
ADRENALINE

CONTENTS

CONTENTS 2
INTRODUCTION 3
COPYRIGHT 4
CREDITS 4
SYSTEM REQUIREMENTS 4
INSTALLATION 4
SUPPORT 5
HOW TO FLY MISSIONS 5
LET'S GET STARTED 6
MISSION BRIEFINGS 7
SAVING MISSIONS 11
MISSIONS LIST 12
FSX SETTINGS 15
SOUND SETTINGS 17
F.A.Q. 17



INTRODUCTION

Flight Tales – if you've ever spoken to a real pilot you probably have heard lots of stories of what he experienced in his countless numbers of hours in the sky. Flying has always been – since the very first time a human soared through the air some 250 years ago – one big adventure, and every pilot has his share of that adventurous journey with the stories he can tell of what he underwent here and there. Some of those stories vary or change with time, sometimes depending on the amount of alcohol a pilot might have consumed late at night in one of those bars...

Since Flight Simulation has always tried to reflect real aviation as close as possible, the adventure aspect was always a big part from the very beginning. In Microsoft Flight Simulator 1.0 you could work as a cropduster, trying to sprinkle as many fields as possible. In FS4 you could write your own adventures using simple scripts. But it was only when FSX was released that missions/adventures were taken to a new level, because the new mission system made it possible to create movie-like settings and stories full of sound effects, aircraft failures and much more. That was when we decided to create the first big mission addon for the FSX market, Flight Tales I.

Yes, we named it I (one), as we knew we would make a successor sooner or later. Turns out it took 8 years for that to happen. After all those years FSX is still the most popular flight simulator on the market, but the quality of addons has drastically increased in that time frame. No wonder that the new **Flight Tales II – ADRENALINE** (henceforth called **FTII**) offer much more than the already genredefining predecessor. After Microsoft released the big expansion pack 'Acceleration' (incidentally, the original name was supposed to be 'Adrenaline'), they included several new features like slingload transports or racing. When we tested the Acceleration missions (and we were able to do so from the very beginning since some of them were in fact programmed by the creator of Flight Tales I & II) we found that Adrenaline would indeed not have been the right choice for those missions. They were fun and challenging, no question, but not what we would've expected if we bought something called ADRENALINE.

So, after long consideration and trying to find time between the development of several award-winning scenery addons, we finally sat down and tried to think of missions and scripts that would deserve to be called ADRENALINE. The result is the mission pack you are now about to enter: 16 missions full of challenging flight scenarios, breath-taking effects, stunning scenery, unique aircraft and everything you would expect from a product called ADRENALINE.

We had a lot of fun creating those missions, and we sure spent a lot of time on developing them. All we can hope is that you share the fun and spend as much time trying to succesfully finish them as we spent making them as difficult as they are.

Now fasten your seat belts and enjoy the show!

Copyright

This manual and the software shall not be copied or shared in any way without the explicit permission of FSDG or its developers.

Copyright © 2015 FlightSim Development Group. All rights reserved.

Microsoft Windows, and Flight Simulator are 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.

For more information visit www.flightsimdevelopmentgroup.com.

Credits

Idea & Concept:	FSDG & Aerosoft
Models & Textures:	Thorsten Reichert
Music:	All music in this product is used under the Creative Commons Licence, courtesy of: FreeMusicArchive, Kevin MacLeod, SoundsCrate, Lino Rise, Wilde Media, Thorsten Reichert
Installer:	FSDG
Testing:	A big thank you to our beta testers, who helped making a good product even better!

System Requirements

- Intel Core 2 Duo E6850 CPU (Core 2 Quad advised)
- 2 GB RAM
- Direct X 9 compatible Graphics Card with 512 MB or higher
- Windows XP, Windows Vista, Windows 7 or later

Installation

To install this add-on, simply download it via Steam and the installation will happen automatically. On successful completion of the installation process, you should find the new area in your FSXSE scenery library (Flight Tales II - ADRENALINE).

If you have any trouble with this, please read the frequently asked questions at the end of this manual or contact our support.

Support

Support is important to us. If you have any issues or questions concerning our products don't hesitate to visit our support forum:

http://forum.flightsimdevelopmentgroup.com

How to Fly Missions

If you purchased this addon you most probably have quite some experience in FSX mission flying. If not, you might want to at least fly a few of the FSX tutorial missions, but it should actually be sufficient if you carefully read this manual and the FTII mission briefings. There are a few things you should always keep in mind when flying missions in FSX:

- **Realism**

  Missions are like movies – they're fictional, even though they might feel realistic. There's always some exaggeration and some unrealistic parts in any kind of mission, so for a few hours, forget that you're in a simulator that tries to be as real as possible in every aspect. The life of a real pilot is *very* boring most of the time. But Flight Tales II – ZONK OUT wasn't really selling well with our testers, so we decided to forget about realism here and there to make the missions a bit more exciting.

  When we talk about realism, we have to talk about crash detection in FSX. That was never one of the brightest aspects of the Microsoft Flight Simulator legacy, since more often than you expected you were faced with crashes or damages to your aircraft. We decided to mostly disable crash detection between the user aircraft and surrounding scenery. That doesn't mean you cannot crash! You will

most likely crash and fail a lot of times in these missions, as the last thing we wanted those missions to be was *easy*. That's why you also can't change any crucial settings in the FTII missions. You can't change weather, time, the user aircraft, fuel, failures and things like that. If the mission script decides your aircraft should have an engine failure you better try to live with that and make the best of the situation. If you want to change some of the above settings anyway (and forgo the rewards you would have earned in the mission), you can always tick the *Enable changes in selected mission* box in the mission UI. Which brings us to the next point:

– **Settings**

You want to make sure you use the graphics and sound settings we suggest in the settings paragraph later in this manual. Make sure you set your scenery slider to at least *normal* to see all important scenery objects. To be able to hear sound dialogs, set the Voice slider as high as possible in the sound settings. Also make sure you enable the mission compass and pointer in the general FSX settings and – if you need them – the mission captioning (subtitles).

– **Briefings**

The most important key to succeeding in missions is the mission briefing. Each FTII mission comes with a detailed briefing that includes all necessary information for you to master the mission – assumed you have the piloting skills needed for that mission! **Make sure you carefully read the complete mission briefing before you start the mission!**

– **Help**

Whenever you're lost in a mission, open the kneeboard and re-read the last voice messages as well as the mission objectives. The missions sometimes don't automatically guide you through the story like you're probably used to from other missions. You might have to find your own way or decide what to do next. If you run into severe issues with any of the missions, better contact our support before you're in despair, though. We are more than willing to aid you mastering these missions!

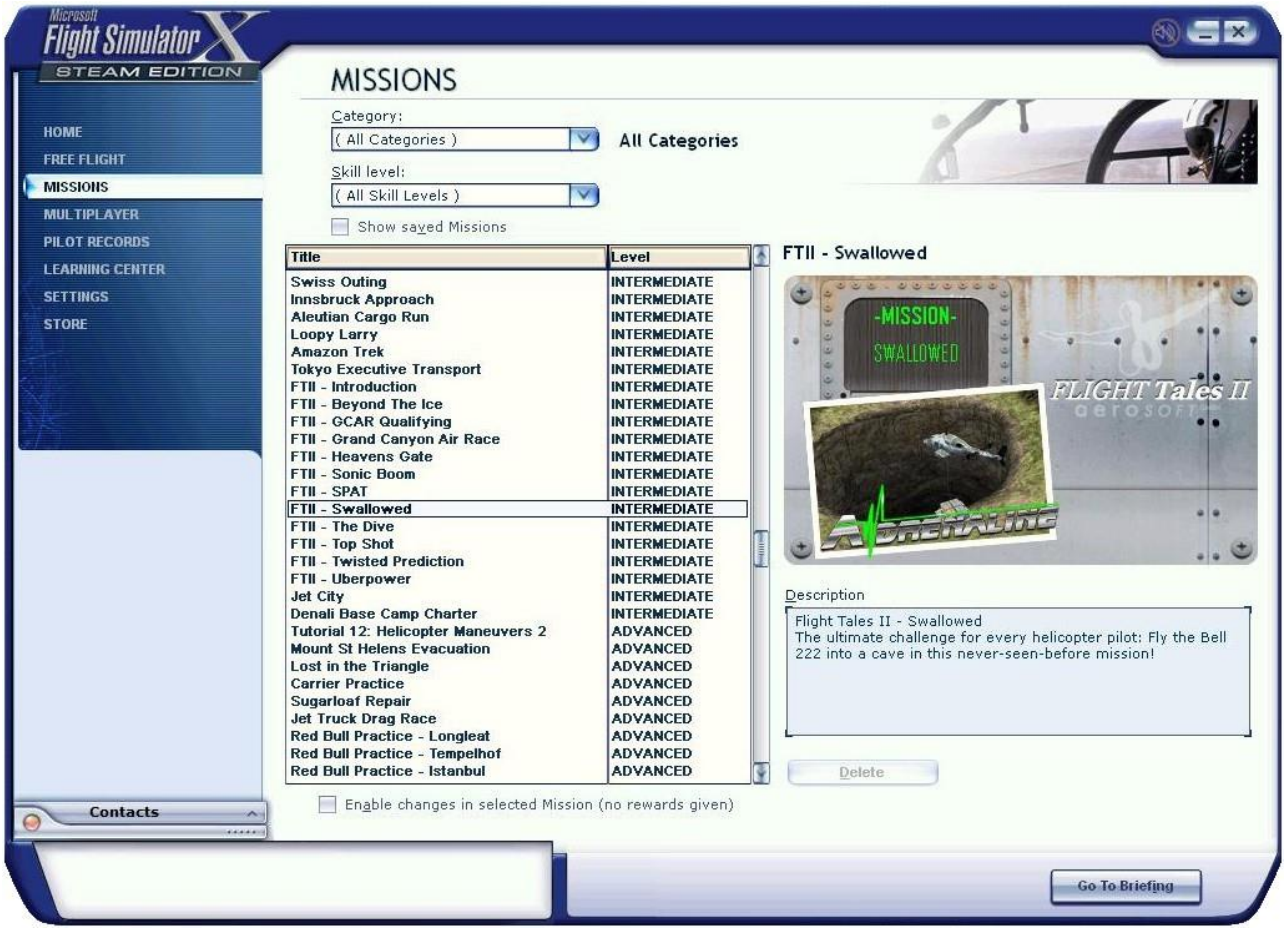
– **Save**

Don't forget to save your mission progress from time to time to avoid having to start all over again. Trust us, you will need those save points!

Let's Get Started

Ok, I see you can't wait to start your first FTII mission! To do so, start FSX (after you successfully installed FTII on your computer), check your FSX scenery library and

settings to make sure everything is set up the way we describe and suggest in this manual – then click on MISSIONS in the FSX opening screen and you should see the FSX mission list. Usually this list is sorted by difficulty, so scroll down to INTERMEDIATE and you will find all 12 FTII missions, grouped together alphabetically. We decided not to sort them by difficulty into the probably huge list of all your installed missions but rather keep them together to make things easier for you.

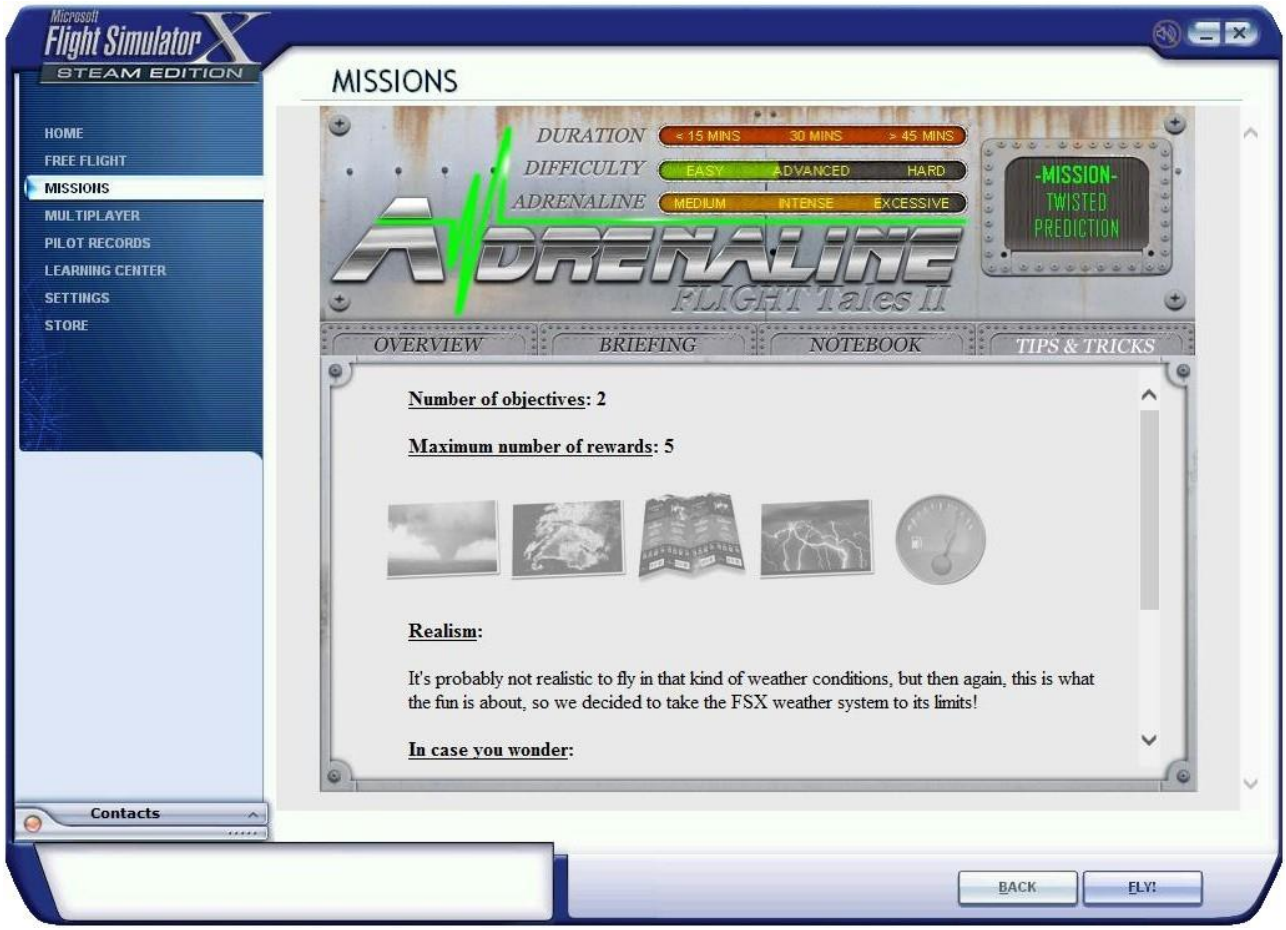


Select a mission and click on *Go To Briefing*.

If you want to use the slew mode, change realism or weather settings within the mission, you can tick the Enable Changes box before you go to the briefing page. We strongly suggest not doing so since you will not only lose the chance of earning some of the precious mission rewards but also probably change a setting that might be crucial for the mission to work properly!

Mission Briefings

Every mission includes a detailed mission briefing. They look like this:



We created an exclusive design for the FTII that offers a nice and quick overview of what to expect of the current mission. On top of the briefing pages you see the name of the mission along with three bars which indicate duration, difficulty and intensity of the mission. Look at those bars to know what to expect when you fly the mission.

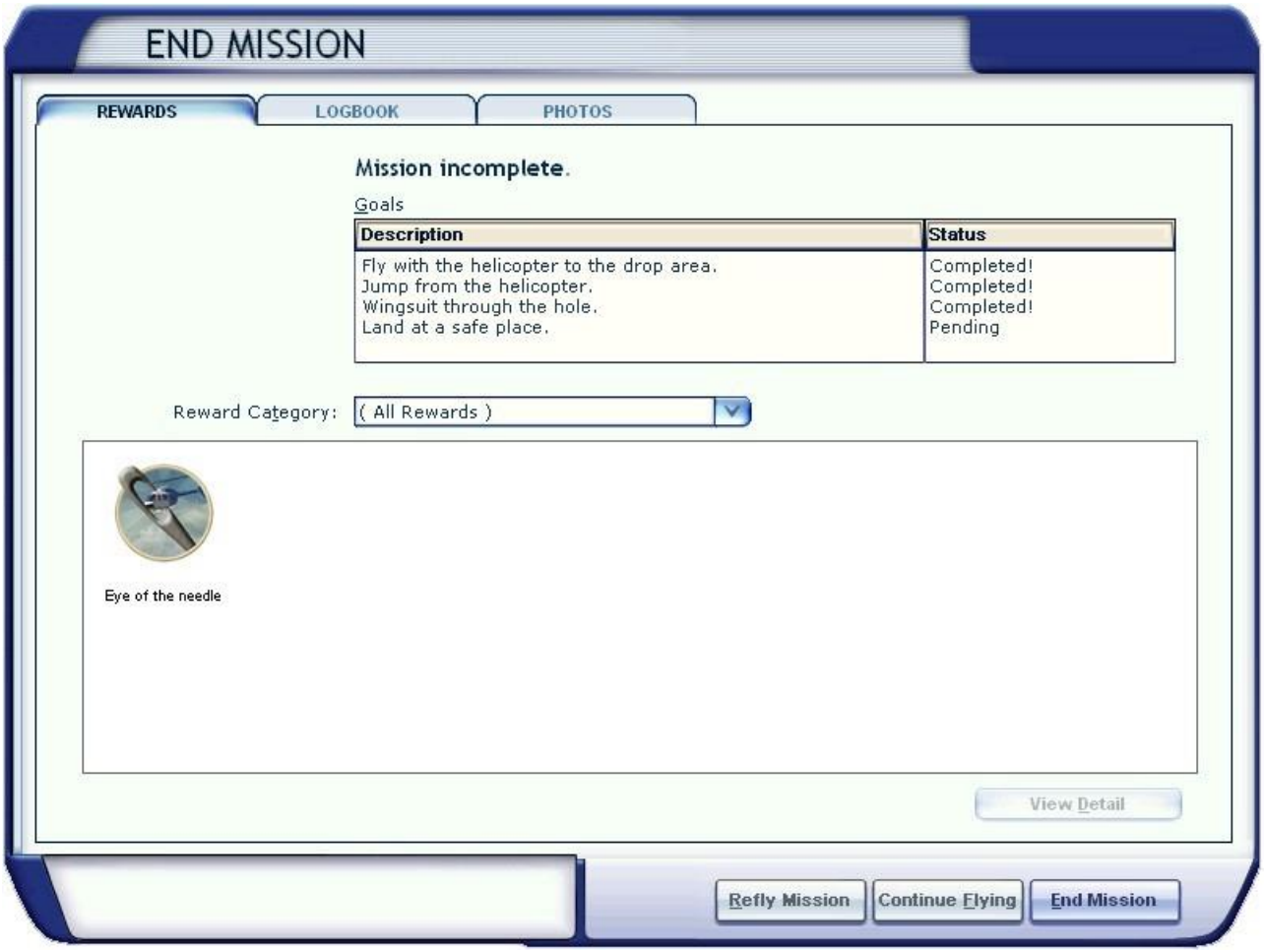
There are four pages in each mission briefing: Overview, Briefing, Notebook and Tips&Tricks. The first page, Overview, includes a preview image and a short story that gives you a general idea of the mission. In the Briefing tab you'll find a more detailed description of what to expect and what to do in the mission. Carefully read this page or you'll most probably get lost along the way! The Notebook page shows the pilot's clipboard with useful information for the flight. This notebook can also be found in the kneeboard within the mission. Finally, the Tips&Tricks page shows you the number of goals and rewards and gives a bit or background information for the mission. We provide quite a few pieces of insider information on that page, so it's definitely an interesting read.

After you carefully read the mission briefing, you should be all set to start the mission. Click *Fly!* to load the mission!

Depending on which mission you chose you will probably see a video or some kind of introduction as the mission starts. **It is generally a good idea not to use the yoke or use any joystick or key commands while an introduction video is running!**

Follow your copilot's commands and start the mission, take over or do whatever you are told to do. If you're lost, open the kneeboard (F10) to look at the mission goals and dialogs history, or press ESC to get to the End Mission UI.

This End Mission UI is actually quite helpful since it not only shows your current mission goals and all rewards you earned in the mission, it also shows you one thing: **The mission has loaded fine and runs without any issues!**



That might sound a bit weird, but it's a very important piece of information, as missions sometimes fail to load correctly because of an installation error, missing file, changed user aircraft, among other reasons.

The End Mission UI is the best way of telling if the mission is ok (meaning: FTII is installed correctly and all files are in the places they need to be). If this is not the case, the End Mission UI will not be visible. Instead you will see the usual End Flight UI (see image next page):



If you see this End Flight screen, something's wrong with the current mission.

Please re-install FTII and – if this doesn't fix the issue – contact our support!

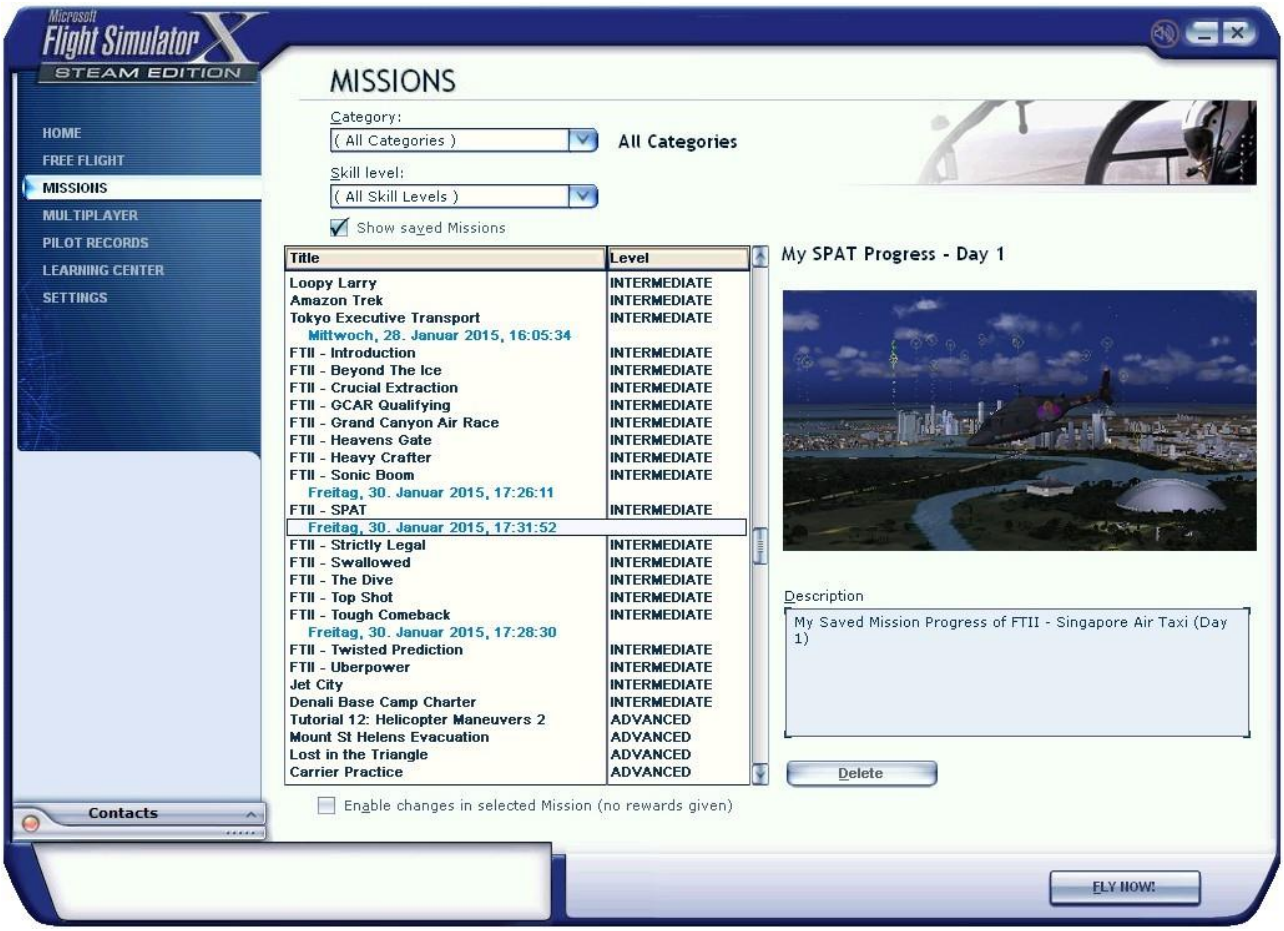
For more on issues, incompatibilities and usual questions, please see the FAQ paragraph later in this manual.



SAVING MISSIONS

You should always save your mission progress while flying missions. Some of the FTII missions can take up to one hour – the Singapore Air Taxi mission (SPAT) can even be played for dozens of hours – so always make sure you save your mission from time to time. To do so, simply save the flight like you do with free flights.

To load a saved mission enable the *Show saved Missions* option in the Missions UI:



FSX will show you all your saved mission files, already sorted to the original mission they belong to. Select the saved file and click *Fly Now!*

You might want to create individual saved flights along the way so you can go back to different points of the mission. This will help you make different choices or using different approaches to some of the missions.

Use the Description field (like we did in the image) to keep a better overview on your different saved missions.

Missions List

On the following pages you'll find an overview of the individual Flight Tales II – ADRENALINE missions and what you should know about them.

Introduction

Get familiar with mission flying and learn all you need to know to master the challenging FTII missions.

Note: We strongly suggest flying this mission before you start any other FTII mission!

Beyond the Ice

This mission is unlike any other you've seen before, that's a promise! Several surprises and plot twists in this mission make it worthy of movie theaters.

There are 2 aspects in this mission that might feel familiar if you followed the news in 2014. Remember that the mission still is 100% fictional, there is no link between tragic real-life events like missing aircraft or stuck icebreakers and our missions!

This mission is compatible with Aerosoft's Antarctica X.

Note: You don't have much control for the first part of the mission. Never mind, there's enough to do later on, so just enjoy the show!

Grand Canyon Air Race – Qualifying

The qualification event for the big Grand Canyon Air Race. You have to successfully finish this mission and earn the coupon reward in order to compete in the actual race!

Note: Write down the coupon number, you'll need it for the race!

Grand Canyon Air Race

A fictional air race in the center of one of the most famous landmarks in the world! You'll be competing against the best pilots, so don't expect this to be easy. You'll have nitrous injection in your aircraft, but it will only last some 20 seconds, so make it count.

The gates in this race might bear some resemblance to the logo of a popular beverage company – this would be completely coincidental. Absolutely, 100% coincidental!

This racing mission as well as the qualifying mission is compatible with any Grand Canyon addon scenery like the great OZX freeware.

Note: You have to qualify for the race before you can start this mission!

Heavens Gate

Go basejumping at one of the best wingsuit locations in the world!

We created a 3D model of Tianmen Mountain exclusively for this addon. It includes a huge number of polygons, so your framerate might drop slightly compared to other missions. If you experience very low fps you can reduce the autogen density or – if that doesn't help – remove any weather settings and load clear skies for this mission. That should improve fps as well. To do so, open the mission folder in Windows and search for the file "FTII - Heavens Gate.WX". Rename it to "Disabled_FTII - Heavens Gate.WX". If you start the mission now, the skies will be all blue without any clouds.

Note: It is *very* difficult to control the wingsuit, even more to fly with it through a tiny hole in the mountain! Make sure you save the mission before or immediately after you drop from the helicopter. You don't necessarily have to soar through the hole, just try to make it to the parking lot and land there, that's the most important thing.

Sonic Boom

Another quite unique mission: racing a superfast rocket car across the world's largest salt flat! Whenever you think you've seen it all in FSX, start FTII to see something completely new. You'll find that driving the MaxxThrust is quite different from flying an aircraft, but you'll eventually get the hang of it. Just don't forget to save from time to time!

Note: The MaxxThrust actually isn't a rocket car; it's equipped with turbofans, so technically speaking it's a supersonic jet-propelled car, but we still call it rocket car since it's as loud, as fast and as dangerous as a rocket! Oh, yes, and we also modelled it after a real vehicle, only the real one doesn't have a cool HUD helmet like the MaxxThrust!

SPAT

The biggest, longest and most complex mission ever created for Flight Simulator: that's our promise for this mission, and we're positive we can keep it. You can have hundreds of hours of fun with this mission before getting bored with it. Don't believe us? How about more than 70 different job assignments, more than 30 different helipad locations, authentic passengers that react to your actions, a career and reputation system where you have to climb the ladder before getting the extra lucrative jobs, challenging helipads on the rooftops of hotels and bank buildings, a clever AI system – and of course the scenery of one of the most sizzling cities in the world! Being a pilot for the well known Singapore Air Taxi company isn't just fun, it's an honor, so give your best to make it to the top pilot!

Note: This mission is so complex, it sometimes makes FSX do weird things like crashing or failing to fire a trigger. Make sure you carefully read the mission briefing and use incremental mission saves from time to time, so you can always go back to an earlier save if anything goes wrong.



Swallowed

Another never-seen-before mission: descending into a gigantic pit cave with a helicopter, and even more, carrying cargo in and out of the cave. You thought that's impossible? So did we – until we found a way to do it!

Note: The cave in this mission actually exists! Read the mission briefing for more information.

We found that after saving and reloading this mission, the cargo sometimes vanished because of a bug in the FSX slingload technology. If you run into this problem, try to finish the mission in one go.

The Dive

Ascending to the edge of the Earth's atmosphere and jumping down to Earth – does that sound a bit familiar? We took real-world events that took place in the year 2014 and created a mission similar to them. Of course we changed them quite a bit, since we didn't want you having to wait 2 hours before you reached the jump altitude. We also wanted to make the jump a bit more fun, so we decided to add some excitement to it. We hope you enjoy it as much as we did when we created it!

Note: Any resemblance with existing persons, companies or events are yet again very much coincidental and not intended!

Top Shot

We liked the idea of carrier landings and fighter action when Microsoft released the mission pack *Acceleration*. What we didn't like was that you couldn't lock onto any target with the F18 jet. We decided to change that and enable you to at least lock onto a training target in a secure and completely violence-free setting. Can you beat your trainer to become the famous *Top Shot*?

Note: You cannot lock onto any other target than the two training targets in this mission, so don't go looking for any commercial airliner!

Twisted Prediction

Another mission that expands FSX's weather system, only this time with a weather phenomenon you'll very seldom see in real life...

Note: The first part of the mission might feel a bit boring to you, but remember that the job of most pilots is 99% boring – with the remaining 1% taking him into situations he'd rather not be taken into...

Uberpower

Boat racing in FSX? Really? That was the first reactions we got when we talked about the ideas for this mission. It took some time to make it happen, but we found ourselves testing this mission a lot more than necessary, as it is probably the most exciting racing mission ever for Flight Simulator! You disagree with this? Let us know!

Note: The routes of the other boats were created using the FSX flight recorder feature. It is possible to record opponents routes of your own, although the implementation into the mission is a bit tricky. If you want to learn more about this, contact our support.

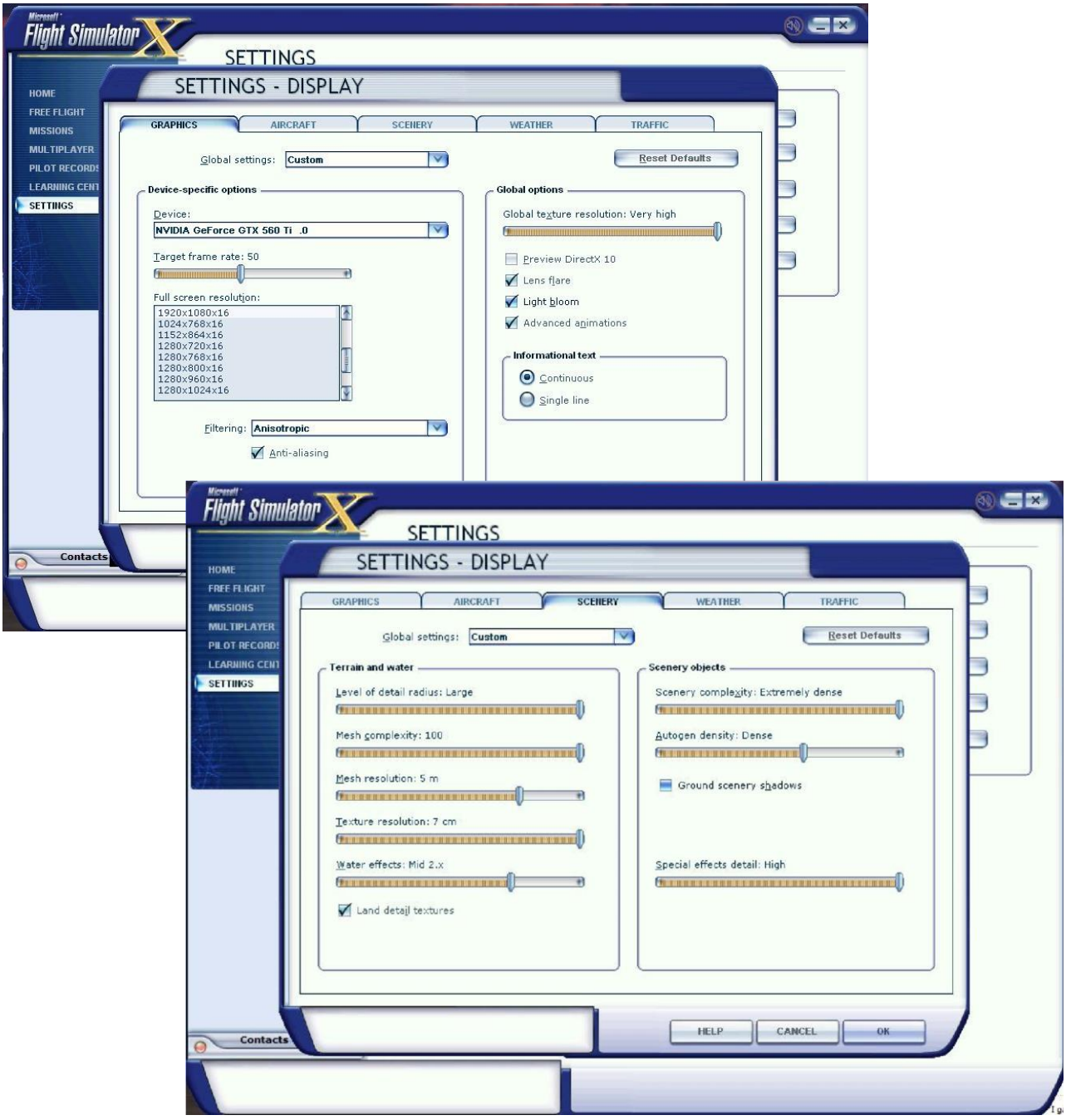


FSX SETTINGS

In order to change your scenery settings, go to Settings -> Display

Note that these settings will influence the quality of the scenery. The higher the settings the more details will be visible. But keep in mind that framerate and overall performance might decrease depending on your PC system.

We suggest trying these settings to get the best visual results in FSX:



This addon makes use of 2048x2048 textures in combination with photoreal images to give the best possible resolution of textures. By default, FSX does not load 2048 textures with their highest resolution. You can tell FSX to load the full resolution, though. Open your FSX.CFG and find/add/edit the following line:

[GRAPHICS]

…

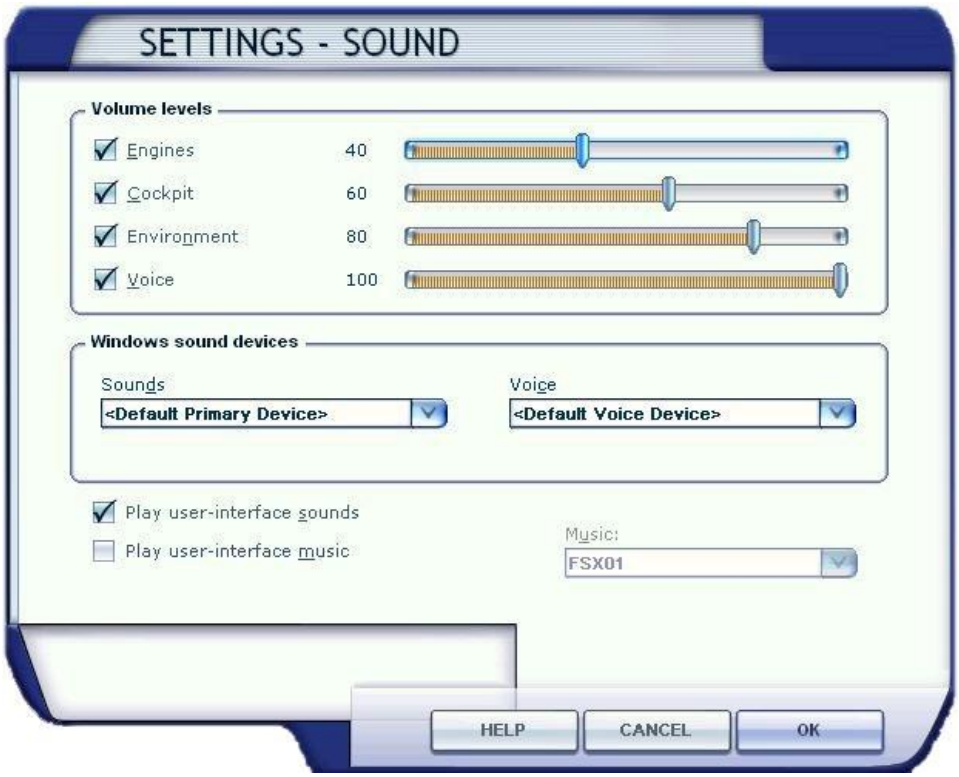
TEXTURE_MAX_LOAD=2048

Save the file and start FSX. Due to the way FSX handles the FSX.CFG, you have to add/change this line everytime you changed your FSX graphics settings from within FSX. If you're inexpecienced with these things, don't worry. You can just keep the default texture load size (1024) and still use the addon with detailed ground textures.

Sound Settings

In order to change your scenery settings, go to Settings -> Sound

We suggest setting the sound levers to something like the following to make sure you can clearly hear mission dialogs and sounds:



F.A.Q.

Q: Is this add-on DX10 compatible? (FSX)
A: FTII should be compatible with the FSX DX10-preview mode.

Q: Is this add-on compatible with other add-ons like UTX, ftx or FS Global? **A:** The FTII missions are developed using the default scenery. They should run with most other addons like UTX, ftx or weather addons. There can be issues with the mission logic or failing mission triggers, though, mostly if the terrain (mesh) was affected by another addon. If you have any issues, please contact our support!

Q: The scenery library is not updated automatically on installation of the add-on. How can I fix this?
A: If you use Windows Vista or later you are strongly advised to start the setup as administrator (right-click in Win 7 and "run as administrator") and disable the User Account Control. Reinstall the add-on to make sure the setup added the FTII area to the scenery library in FSX.

Q: I have technical problems with installing or running this add-on. Can you help me?
A: Yes! Please contact us at www.flightsimdevelopmentgroup.com.

