

BRITISH ISLES

PART 2

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SYSTEM REQUIREMENTS

PC CD-ROM

Minimum Specifications:

IBM Compatible computer capable of running Microsoft Flight Simulator 4 or 5

CD ROM Drive

25Mb Free Hard Disk Space

Microsoft Flight Simulator 4 with Microsoft Aircraft &
Scenery Designer or Microsoft Flight Simulator 5

For max. scenery density 486/50 recommended

FlightShop for using Aircraft in Flight Simulator 5

PC3.5

Minimum Specifications:

IBM Compatible computer capable of running Microsoft Flight Simulator 4 or 5.

3.5" Floppy Drive

25Mb Free Hard Disk Space

Microsoft Flight Simulator 4 with Microsoft Aircraft &
Scenery Designer or Microsoft Flight Simulator 5

For max. scenery density 486/50 recommended

FlightShop for using Aircraft in Flight Simulator 5

AIRCRAFT

Included are aircraft for use with both FLIGHT SIM 4 & FLIGHT SIM 5:

•De-Havilland Chipmunk	Trainer	(FS4 only)
•Piper Tomahawk	Trainer	(FS5 only)
•Avro 504	Trainer circa 1904	
•Armstrong Whitworth Argosy	Transport	
•De-Havilland Rapide	Passenger	(FS4 only)
•Miles Gemini	Twin engined 4/6 seater	
•Petrel Amphibious Microlight		
•Grumman Goose Amphibian		
•Aerocar		
•Bristol Superfreight	Twin engined commercial	
•Grumman Goose Land		
•Petrel Microlight		
•Tiger Moth	Circa 1930`s	
•Shorts 360	In Datapost Colours	(FS5 only)
•Miles Magister	Two seater trainer	(FS5 only)

N.B. FLIGHT SIM 5 needs FlightShop to use Aircraft.

NOTE: The Two versions of both the Petrel and the Grumman Goose are supplied. The reason for this is the standard land version doesn't sit right on the water, so use the Water version on the sea; and make sure to turn the crash detect "OFF".

FLIGHT SIMULATION 5

INSTALLATION INSTRUCTIONS

SOUND

If you are a sea-plane fanatic; you can, if you wish create a splash sound when landing.
To do this:

[Type]: **cd\fltsim5\sound**

[Type] - **move screetch.wav c:**

You have now moved your touch down sound out of your FS5 directory.

Now [Type] **ren splash.wav screetch.wav**

Now when you touch down instead of hearing a screetch of tyres you will hear a much more realistic splash.

When you wish to change back to a screetch of tyres, make sure you are again in -
FLTSIM5\SOUND subdirectory and simply:

[Type] **ren screetch.wav splash.wav .**

[Copy] **c:\screetch.wav.**

You are now back to the original default settings.

GAME

***NOTE:** If you are using British Isles part 1, you must manually change from
BRITAIN.SCN to the SENGLAND.SCN, failure to do this will mean scenery and
navigation aids will be inaccurate!!!*

USING SC1 FILES WITH FLIGHT SIMULATOR 5

1. BEGIN FS5
2. Once loaded,[SELECT] **SCENERY**" situated to the right of the Top Menu.
Go into **"SCENERY COMPLEXITY"** and change to **'VERY DENSE'**
3. Now go into **'SCENERY LIBRARY'**. Find and [SELECT]
"SENGLAND.SCN".
4. Located at the Bottom Right of the Menu is a small window, [SELECT]**"SC1"**
(This window will change from GHOST to SOLID script after your SCN selection).
Selecting this window will now take you through to your Scenery Files.
5. [SELECT] **'MANUAL LOAD'** and change to **'AUTOMATIC'**. Press [ENTER]
to return to **"SIMULATION"** after your selection.
6. [EXIT] Scenery Library and quickly go into **OPTIONS"**
7. Find and [SELECT] **SITUATIONS'**. Find your desired situation. You are now
ready to START

Failure to set memory to "VERY DENSE" in FS5 will result in mountains and/or
buildings disappearing.

FLIGHT SIMULATION 4

INSTALLATION INSTRUCTIONS

1. Quickscene (FS4 only) must be run in Expanded Memory (EMS). If your computer is configured to running XMS read the section below

To change your memory configuration, change to the root directory:

[Type] **cd**

[Type] **EDIT CONFIG.SYS.**

This line must be inserted or modified:-

DEVICE=C:\DOS\EMM386.EXE RAM 64 i=e000-efff

2. If present, the word NOEMS must be removed, this stands for No Expanded Memory!

3. If you modify any of the catalogued files whilst running FS4, Quickscene will remove them from its list. To regain full benefit you should EXIT Flight Simulator, remove QS by:

[Type] **QS OFF**, then run it again by

[Type] **QS.**

This makes it rebuild the catalogue.

4. Set scenery to '**COMPLEX**' by pressing **2 - E - 2**.

Failure to do this will mean, when the map view is selected, hills will not be seen. When in flight mode, scenery objects will flash on and off.

SETUP CONFIGURATION IN FS4:

[Press] **1 - J - 0**

Static Scenery Memory Allocation- should be set to- 61440.

Dynamic Scenery Memory Allocation should be set to- 21222.

Objects Active -20.

Failure to set memory to "COMPLEX" in FS4 will result in mountains and/or buildings disappearing.

RUNNING BRITISH ISLES PART 2 WITH FS4

Enter your FLIGHT SIM 4 directory and type FLY followed by <RETURN>.

AIRPORTS

S - S Sunrise to Sunset

1. Alderney Alt. 291ft

N- 18000 E- 13031

08/26 880 x 23 m Grass/Bitumen

14/32 723 x 37m Grass

03/21 497 x 37m Grass

NDB 383 Range 50 miles

Fuel. Yes S-S

=====

2. Alderney (Fictional Sea-Plane Base)

N- 18008.1306 E- 13034.6454

Heading,295

NDB 384 On Base Range 10 miles

Fuel. Yes S - S

=====

3. Bembridge Alt. 55ft

N- 18355.5000 E- 13447.

12/30 837 x 23m Concrete

NDB 276 On A/D Range 15 miles

Fuel. Yes S - S

=====

4. Biggin Hill Alt. 600ft

N- 18583. E- 13777.

03/21 1834 x 46m Concrete

11/29 816 x 24m Asphalt

VOR 115.10 On A/D

Fuel. Yes S - S

=====

5. Blackbushe Alt. 329ft
N- 18611. E- 13558.

08/26 1342 x 46m Asphalt
08/26 550 x 18m Grass

DME 116.20
NDB 328 Range 15 miles

Fuel. Yes S - S

=====

6. Bodmin Alt. 625ft (Elevated Runway)
N- 18415 E- 12483.

N - S 610m Grass

Fuel. No S - S

=====

7. Bognor Regis Alt. 4ft
N- 18385.5000 E- 13567.

05/23 610 x 18m Asphalt

Fuel. No S - S

=====

8. Booker (Wycombe Air Park) Alt.520ft
N-18725. E- 13578.

07/25 735 x 23m Asphalt
07/25 610 x 23m Grass
17/35 787 x 30m Grass

Fuel. Yes S - S

=====

9. Bournemouth Alt36ft
N- 18415. E- 13254.

08/26 1838 x 46m Asphalt
ILS 08 (081) 110.50
ILS 26 (261) 110.55
17/35 1476 x 46m Asphalt

NDB 394 (3.8nm toThr 26) Range 20 miles
NDB 339 (3.6nm toThr 08) Range 15 miles

Fuel. Yes S - S

=====

10. Bristol (Lulsgate) Alt.620ft
N- 18709. E- 13071.

09/27 2011 x 46m Asphalt
ILS 09 (093) 110.20
ILS 27 (273) 110.15

15/33 496 x 46m Asphalt
NDB 380 On A/D Range 18 miles

Fuel. Yes S-S

=====

11. Canterbury Alt. 300ft
N- 18538. e- 14060.

02/20 670 x 12m Asphalt
02/20 426 x 18m Grass

Fuel. No S - S

=====

12. Chivenor (Undetailed)

10/28 1833 x 46m Asphalt

Fuel. No 24Hrs

=====

13. Compton Abbas Alt.810ft Elevated Runway

08/26 803 x 30m Grass

Fuel. No S- S

=====

14. Deanland (Lewes) Alt. 75ft

N- 18396. E- 13784.

06/24 457 x 27m Grass

Fuel. No S - S

=====

15. Draycott Farm Alt.528ft Elevated Runway

N- 18710. E- 13327.

18/36 530 x 30m Grass

Fuel. No S - S

=====

16. Dunkeswell Alt. 850ft Elevated Runways

N- 18521. E- 12893.

05/23 1301 x 46m Asphalt

18/36 641 x 20M Asphalt

09/27 775 x 20m Asphalt

Fuel. No S - S

=====

17. Dunsfold Alt. 172ft

N- 18510. E- 13606.

07/25 1896 x 46m

Fuel. No S - S

=====

18. Eaglescott Alt.655ft Elevated Runways

18/36 Large grass field

Fuel. No S - S

=====

19. Eggelesford Alt. 516ft Elevated Runway

N- 18545. E- 12738.

18/36 Large grass field

Fuel. No S - S

=====

20. Elstree Alt.334ft

N- 18736. E- 13699.

08/26 656 x 30m Asphalt

Fuel. Yes S - S

=====

21. Exeter Alt.102ft

N- 18474. E- 12847.

08/26 2083 x 46m Asphalt

13/31 1338 x 46m Asphalt

ILS 26 (262) 108.30

NDB 337 4.1nm toThr 26 Range 15 miles

Fuel. Yes S -S

=====

22. Fair Oaks Alt. 80ft

N- 18612 E- 13618.

06/24 800 x 27m Asphalt

NDB 348 On A/D 8 miles

Fuel. Yes S - S

=====

23. Chichester (Goodwood)

N- 18414. E- 13548.5000

14R/32L 1287 x 46m Grass

14L/32R 645 x 30m Grass

06/24 847 x 46m Grass

10/28 613 x 36m Grass

VOR 114.75 On A/D

Fuel. Yes S - S

=====

24. Guernsey Alt.336ft

N- 17896.2854 E- 12906.

09/27 1463 x 46m Asphalt

ILS 09 (093) 108.10

ILS 27 (273) 108.15

NDB 361 1.8nm toThr 09 Range 30 miles

VOR 109.40 ON A/D

Fuel. Yes S - S

=====

25. Guernsey Sea-Plane Base (Fictional)

N-17912.7154 E-12940.3081

Heading- 000

NDB 382 Range 10 miles

Fuel. Yes S - S

=====

26. High Easter Alt.244ft

N- 18758. E- 13860.

08/26 450 x 21m Grass

Fuel. No

=====

27. Jersey Sea Plane Base (Fictional)

N- 17760.8309 E- 13029.2536

Heading,280

NDB 358 Range 10 miles

Fuel. Yes S - S

=====

28. Jersey Alt. 276ft

N- 17782. E- 13013.

09/27 1706 x 46m Asphalt

ILS 09 (088) 110.90

ILS 27 (268) 110.30

NDB 329 .5NMThr 09 Range 25 miles

NDB 367 5.8nmThr 27 Range 25 miles

VOR 112.20

Fuel. Yes S - S

=====

29. Lands End Alt. 400ft

N- 18277. E- 12188.

17/35 792 x 23m Grass

07/25 677 x 36m Grass

12/30 518 x 18m Grass

Fuel. Yes S - S

=====

30. Lasham Alt. 618ft

09/27 1797 x 40m Asphalt

Fuel. No S - S

=====

31. Lashenden (Headcorn)

11/29 796 x 30m Grass

04/22 549 x 30m Grass

Fuel. Yes S - S

=====
32. Leavesden Alt. 335ft

N- 18751 E- 13683

06/24 957 x 46m Asphalt

11/29 870 x 31m Grass

Fuel. Yes S - S

=====

33. London City Airport Alt. 16ft

N- 18658.3889 E- 13790.8966

10/28 1030 x 30m Concrete

ILS 10 (097) 111.10

ILS 28 (277) 111.15

NDB 322 (On A/D) Range 10 miles

Fuel. Yes S - S

=====

34. London City Airport S/P Base (Fictional)

N- 18659.6059 E-13789.2573

NDB 323 Range 10 miles

Situated on the northern side of terrestrial runway.

Land on the eastern side of the Thames water Barrier, then
taxi under the bridge into the Royal Albert Dock.

Fuel. Yes S - S

=====

35. London Gatwick Alt. 202ft

N- 18521. E- 13719.

08R/26L 3159 x 46m Asphalt

08/L26R 2565 x 46m Asphalt

ILS 08 (082) 110.95

ILS 26 (262) 110.90
NDB 353 4.nm toThr 26L/R Range 15 miles
NDB 365 4.2nmth Thr 08R/L Range 15 miles

Fuel. Yes 24 HRS

=====

36. London Heathrow Alt. 80ft

Commercial Aircraft

N- 18658. E-13662.

Light Aircraft (Refueling)

N- 18652.3889 E- 13663.5825

09L/27R 3902 x 45m Concrete

09R/27L 3658 x 45m Concrete

05/23 2357 x 45m Asphalt

ILS 09L 110.30

ILS 09R 109.50

ILS 27L 109.55

ILS 27R 110.35

ILS 23 110.70

NDB 334 Located at OM 09 Range 10 miles

NDB 335 Located at OM 27 Range 10 miles

NDB 389 2.5nm toThr 23 Range 10 miles

Fuel. Yes 24HRS

=====

37. Lydd Alt.11ft

N- 18396. E- 13990.5000

04/22 1504x 37m Asphalt

ILS 22 (216) 108.15

NDB 397 1.1nm toThr 22 Range 15 miles

Fuel. Yes S - S

=====

38. Manston Alt.178ft Government Aerodrome

N- 18553. E- 14114.

11/29 2752 x 61m Asphalt

06/24 792 x 46m Grass

Fuel. Yes S - S

=====

39. Medway Sea Plane Base

N- 18595.7892 E- 13949.1885

Heading- 320

NDB 358

Fuel. Yes S - S

=====

40. Middle Wallop Alt.297ft

N- 18560. E- 13347.

Large Grass Field

NDB 376 Range 25 miles

Fuel. Yes S - S

=====

41. Northolt Alt. 124ft

N- 18690. E-13673.

07/ 25 1684 x 46m Asphalt

Fuel. Yes S - S

=====

42. North Weald Alt. 321ft

N- 18743. E- 13828.

02/20 1900 x 45m Asphalt

13/31 916 x 45m Asphalt

Fuel. Yes S - S

=====

43. Old Sarum Alt. 285ft

N- 18538.5483 E- 13294.4988

06/24 681 x 50 m Grass

Fuel No S - S

=====

44. Perranporth Alt.330ft

05/23 1350 x 46m Asphalt

01/19 990 x 46m Asphalt

09/27 1020 x 46m Asphalt

Fuel. No S - S

=====

45. Plymouth Alt. 474ft

N- 18371. E- 12631.

06/24 752 x 26 Asphalt

13/31 1190 x 30m Asphalt

ILS 31 (311) 109.50 (3.5 Degrees)

IL3 31 (311) 109.55 (7 Degrees)

NDB 396 On A/D Range 20 miles

Fuel. Yes S - S

=====

46. Popham Alt. 550ft

N- 18565. E- 13446.

08/26 914m Grass

Fuel. Yes S - S

=====

47. Redhill Alt.221ft

N- 18545. E- 13723.

01/19 850 x 25m Grass

08R/26L 897 x 30m Grass

08L/26R 678 x 23m Grass

Fuel. Yes S - S

=====

48. Rochester Alt. 436ft

N- 18581. E- 13893.

02L/20R 827 x 32m Grass

02R/20L 690 x 21m Grass

16/34 966 x 35m Grass

NDB 369 On A/D Range 10 miles

Fuel. Yes S - S

=====

49. Sandown (Isle of Wight) Alt. 60ft

N- 18338. E- 13426.

05/23 884 x 40m Grass

Fuel. Yes S - S

=====

50. Scilly Isles S/P Base (fitional)

N- 18272.4680 E- 12022.4486

NDB 385 Range 10 miles

Heading,060

Fuel. Yes S - S

=====

51. Scilly Isles (St.Mary's) ALT. 115ft

N- 18270. E- 12029.

15/33 600 x 18m Asphalt

10/28 523 x 18m Asphalt/Grass

NDB 321 On A/D Range 15

Fuel. No S - S

=====

52. Shoreham Alt. 6ft

N- 18395. E- 13662.

03/21 824 x 18m Asphalt
07/25 909 x 50m Grass
13/31 425 x 30m Grass
NDB 332 On A/D Range 10 miles

Fuel. Yes S - S

=====

53. Southampton Alt. 44ft

N- 18478. E- 13396.

02/20 1723 x 37m Concrete
VOR 113.35

Fuel. Yes S - S

=====

54. Southend Alt.48ft

N- 18658. E- 13956.

06/24 1605 x 37m Asphalt
15/33 1131 x 27m Asphalt
NDB 362 On A/D Range 20 miles

Fuel. Yes S - S

=====

55. Thruxton Alt.330ft

N- 18580. E-13345.

08/26 770 x 23m Asphalt
08/26 900 x 31m Grass
13/31 750 x 31m Grass

Fuel. Yes S - S

=====

56. Thurrock Alt. 30ft

N- 18655 E- 13878.

09/27 650m Grass

Fuel. Yes S - S

=====

57. Truro Alt. 400ft Elevated Runway

N- 18338. E- 12340.

00/18 Large Grass Field

Fuel. No

=====

58. West Malling Alt. 325ft

N- 18546. E- 13854.

07/25 1829 x 45m Asphalt

Fuel. No S - S

=====

59. White Waltham Alt. 130ft

N- 18676. E- 13575.

03/21 1025 x 45m Grass

07/25 1110 x 45m Grass

11/29 930 x 30m Grass

Fuel. Yes S - S

=====

60. Yeovil Alt. 207ft

10/28 1386 x 27m Grass

NDB 343 On A/D

Fuel. Yes S - S

=====

CREDITS

Developer Ignition

TECHNICAL ASSISTANCE

PHONE - Please review the manual in depth before you call. For customer service and technical support, you can call GameTek at 01753.531.831 between 9:30am and 5:00pm. We hope you can begin play as fast as possible, so for greatest speed and efficiency, please be at your computer when you call. If you can't be at your computer, then please write down the following information about your computer: Brand name and type, sound card type, largest executable program size and mouse type.

FAX - You can reach Technical Support by fax at 01753.554.340. On your fax please include your phone and fax number, your computer information (see above), and as many details as possible about the problem you are having with the game.

MAIL - If you would like to contact us by mail, write to:
Customer Service GameTek (UK) Ltd, 258 Bath Road, Slough SL1 4DX

Please include your return address, your computer information (see above), and as many details as possible about the problem you are having with the game.

LIMITED WARRANTY

To the original purchaser only. Gametek (UK) Ltd warrants the media to be free from defects in materials for 90 days. If during the first 90 days after purchase a defect in media should occur, the software may be returned to Gametek, who will replace the media at no charge. If at any time after the limited 90 day period the media becomes defective, the media may be returned to Gametek for replacement at a reasonable service charge.

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