

Flying Range II - Long Way Home

USERS MANUAL

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1. Unregistered version

All in-game functions are available - there are no restrictions, or significant differences in the registered version. Two exceptions in the unregistered version are:

- the save and load functions are disabled,
- the time limit is 20 minutes.

Even after this time limit has expired the game will be continue. But after the Shullat's invasion has started you can continue to play but you'll never win.

2. The game

In the year of 2026 the Lowis And Clark battleship has been launched and equipped with the first hyperspace engine. While testing the hyperspace engine, the ship and all the onboard crew get lost in the galaxy and they can't find the way back to their home planet.

You are the captain of this mothership and you have the challenge to lead them back home.

Main functions

- Control and equip mothership
- Gather resources
- Enemy species with heavy weapons
- Battleships, destroyers, cruisers, fighters, starbases
- Over 80 star system to explore

- Varieties/Types of planets
- Management of SCOUT ships

3. System requirements

The game engine will automatically set up the game visuals for the best performance.

- Windows98 operation system
- 2.0 GHz CPU
- DirectX 8.1
- Mouse (wheel advisable)
- DirectX compatible sound card
- 256MB system memory
- 3D accelerated video card
- SVGA monitor with min. 800x600 screen resolution
- Internet connection with valid e-mail address for activation

4. Error issues

There are no marked errors yet.

5. The main menu

NEW GAME	Starts a new game, abandoning the existing game (if any)
RESUME	Continue an existing game
DISK OPERATION	Save and load game (<i>just on registered version</i>). The save function is only available when all of your SCOUT ships are docked and the Lewis And Clark is in open space.
ENCYCLOPEDIA	In-game help system
OPTIONS	Game settings. You can disable or enable the sound effects or background music. You can also set up the screen resolution – if you select larger resolution and it causes the program to malfunction please run the „ Settings ” from „Start Menu/RPI Games” to select correct resolution.
CREDITS	The credits screen
LOGOUT	Return to Windows

6. Controls

Move ship	Mouse move
Rotate ship	Mouse move + right button / Q,E
Accelerate	W (+LSHIFT, turbo engine)
Slow down	S (+LSHIFT, backward)
Elevate up	LCTRL + W
Elevate down	LSHIFT + S
Select weapon	1..6
Fire with selected weapon	mouse left button (just on SCOUT)
Scanner ZOOM	NUMPAD (+) / NUMPAD (-)
Select target	SPACE
Main menu	ESC
Cockpit view	F1
Cycle view modes	LSHIFT + F1
Camera to target	C
Ship manage	F2
Starmap / hyperspace drive	F3
Communication channel	F5
Tactical computer	F6
High Resolution scanner	TAB
Buy / Sell	B / S (ship manage screen)

(Where: LSHIFT: left shift key, LCTRL: left control key)

7. Lowis And Clark Battleship (LAC)

Cargo capacity: 2000 tons (expendable to 6000 tons with cargo modules)

Length: 150 meter

Speed in normal field: max 1000 su/min

Crew: 1500

The first battleship produced by starfleet in year of 2026 with heavy class spacecraft and strong hull and with 3 separated engine:

- **impulse engine:** max speed about 1000 su/min
- **turbo engine:** this module is installed on impulse engine, may it provide significant assistance in certain cases if activated (LSHIFT+W). When activated, the mothership is able to speed up about 10000 su/min by using up the power of weapon system and shield energy. Keep an eye on deployed SCOUTs as you do not want to have to great a distance between your mothership and your SCOUTs. Also when using your turbo engines you must avoid moving too close to the system's star.
- **Hyperspace engine:** At several intervals during the game you will be given coordinates to distant systems. Once you purchase enough fuel from a friendly starbase, you can travel to these distant systems by opening the starmap (F3) and selecting the destination.

LAC has many mounting points:

- 4 pcs fuel-tank
- 5 pcs space dock for SCOUTs
- 8 pcs laser cannon mp.
- 6 pcs plasma cannon mp.
- 4 pcs torpedo launcher mp.
- 1 pcs energy capsule launcher mp.

- 1 pcs disruptor cannon mp.
- 4 pcs cargo space extension module mp.
- 5 pcs generator module mp.
- 1 pcs service droid well
- 20 pcs minelayer module dock

You are unable to fire directly with the mothership (as against SCOUT), instead set up the **tactical computer** (F6) to deal a blow to the enemy (more on chapter no.17).






8. SCOUT ships



Cargo capacity: 500 tonns
Length: 20 meter
Speed in normal field: max 500 su/min
Crew: 4

Equip you SCOUTs with the best supplements that you can! You can equip your scouts at starbases (with open trading channel) if the SCOUT is docked on the mothership. If you want to transfer large amounts of an item (eg lot of plasma ammo) press left and right mouse button simultanously to speed up loading.

You can assign orders to scouts:

- **STOP!** 
The scout will be stop it's engine.
- **PROTECT!** 
If you launch the SCOUT it will stay close to the mothership (if more than one ship deployed, the default formation is the Delta). The moment an enemy object – described in tactical screen – comes near the ship, the SCOUT will intercept it and the SCOUT will automatically change its order to ATTACK.
- **ATTACK!** 
You cannot select this order directly. When the SCOUT is given the order to PROTECT it will automatically change its order to ATTACK if enemy ships are nearby. After the SCOUT destroys all of the nearby enemies it will be return to PROTECT mode.
- **GATHER!** 
When given this order the SCOUT will go to the nearest planet to gather resources. The SCOUT will even gather from planets with dangerously high surface temperatures so be sure that the SCOUTs generators are well upgraded or you may be sending your SCOUT to its doom! The SCOUT will automatically gather resources until its cargo is full or the planet's resources depleted then the SCOUT return to the mothership.
- **RETURN!** 
Activate this order to call the SCOUT back to the mothership. You have to slow the mothership down so the SCOUTS can dock.

Once you've selected an order for the SCOUT, click on the LAUNCH button to launch the ship! You will see turning yellow arrows above the position marker, which indicates that the SCOUT is under player control. If you have more than one SCOUT you can click on the next ship in the

manage screen (F2) to assign orders and launch the next SCOUT, and so on for additional SCOUTs. You can also take control of the SCOUT by holding shift and clicking on the SCOUT's position marker icon (the oval display at the bottom of the SCOUT's equipment screen).



The position marker icon will change to turning yellow arrows - meaning that the SCOUT is under player control. If the player selects another ship the former ship will continue with the previously selected order.

Each launch procedure requires 1-2 tons of fuel.

*Note: You can not launch ship if the mothership is in a planet's atmosphere.



position markers

If you have equipped your SCOUT with weapons, you can select the SCOUT's weapon with keyboard (1 - 6) through the ship manage screen (F2). Some of the weapons need to lock on to the target (i.e. photon torpedo, energy capsule) by pressing the **space** key on the keyboard.

If you have a service droid the docked ship's shield is automatically recharged and damage is repaired..

9. Weapons

- **Impulse laser cannon (hotkey 1):** No ammo required but it needs a generator module to charge the laser cannons. Don't forget: more generators produce more energy.
Range: 1000 su.
Available slots: 8 in LAC, 2 in SCOUT.
- **Photon torpedo launcher (hotkey 2):** Photon torpedo ammunition required. If you select this weapon you **have to** select a target (**SPACE**) before firing a missile.
Range: 5000 su
Available slots: 4 in LAC, 1 in SCOUT.
- **Rapid plasma launcher (hotkey 3):** Just press the fire button (left mouse) to launch a plasma stream, short range and deadly weapon - plasma ammo required.
Range: 800 su
Available slots: 6 in LAC, 2 in SCOUT.
- **Energy capsule launcher (hotkey 4):** Energy capsule ammunition required. If you select this weapon you **have to** select a target (**SPACE**) before firing a capsule.
Range: 3000 su

Available slots: 1 in LAC, 1 in SCOUT.

- **Minelayer module (hotkey 6):** This unit deploys 10 mines that arm themselves after a few seconds. After the mine is armed any objects that fly too close to it, will detonate the mine.
Available slots: 20 in LAC, 4 in SCOUT.
- **Disrupter cannon:** You can only install it on the mothership due its high energy requirement. Due to the automatic targeting vector system, enemies cannot escape the cannon's deadly ray.
If the target is destroyed the cannon automatically seeks the next target – depending on Tactical Computer settings.
Generator module required.
Range: 1500 su

10. Equipment

- **Generator module:** necessary for shield generator and weapon systems.
- **Service droid:** buy this as soon as possible! It can repair damaged to the ship's hull both on LAC and docked SCOUTS.
- **Cargo:** this will expand your mothership's cargo capacity
- **Fuel tank:** this will expand your mothership's fuel capacity. You will need to store large amounts of fuel for long-range travel. One tank stores 200T fuel.
- **Fuel:** you will need fuel to jump another star system and to launch SCOUTs

The ammo is transferable between mothership and scout ships so you can reequip your fighters far away from star bases and even in the middle of battle!

In the Ship manage screen (F2) you will see the top area (blue) this is the Lewis And Clark equipment. The lower green area is the SCOUT ships' equipment.

11. Planetary Scanner

Before you enter the planet's atmosphere check the surface temperature to avoid ship damage by using planetary scanner. When you're near planet a window will automatically open, displaying important data about the planet's temperature and resources. Be sure to take note of the planet's surface temperature - if this value is too high it will quickly deplete your shields and destroy your ship. But you can purchase additional shield generators which will allow you to navigate dangerous planets. If a planet is rich in high value resources you may decide to gather them at your own risk.

TIP: *Select a planet with the target select key (SPACE). The planetary scanner shows you this planet datasheet (temperature, amount of resource, distance) even if it is far away.*

12. Trade

If you are near (distance less than 2000 or 1000 SU) any friendly star port or trade ship (freighter) you can trade (hotkey F2). The prices are different in all systems and stations which is good news for trade ships approaching you!

The current and universal paying currency is the **sbuck** (SB).

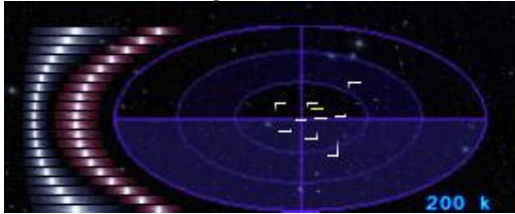
You can get detailed information about prices on starmap (F3) by pressing the TAB key. This feature only available for the system you are currently in.

Go to the "Ship Manage" screen by pressing F2 to trade!

TIP: *Press the left and right mouse button simultaneously to speed up the trade or you can use the B or S key to buy or sell.*

13. Shield and hull

Your ship's shield generator energy will decrease from weapon use, planet surface effects and collisions. The generator will recharge in time. You can see the current state of shield and hull in the bottom of the game screen.



The Shield strength is represented by the blue bar to the far left and the hull strength is represented by the red bar near the radar screen.

14. Resources

You can gather resources from the planet's surface by flying directly at a planet and entering its atmosphere. Use your radar to locate resource spheres and fly close to the planet's surface to see the colored spheres. (see the figure).

The diameter of the circle depends on the amount of resources.



Resources (Type-A,B,C)

- **Type-A** (low value elements): iron, carbon, sulfur, hydrogen, metan
- **Type-B** (high value elements): sulfur, vanadium, chrome
- **Type-C** (egzotics): uran, uridium, gold, radioactives

Just fly close the resource and the mining laser will automatically transfer them into the cargo bay– if there's enough free space in cargo.

Another method for gathering resources - automatically with Scout ships:

If we have a Scout ship and we have fuel to launch it, you can order the SCOUT to "gather" from the Manage Screen (F2), and click launch button (Note: the LAC must be in space to launch SCOUTs, you cannot launch SCOUTs when the LAC is in a planet's atmosphere).

The pilot of the SCOUT will automatically fly into the planet surface and will return to the mothership when his cargo is full, the planet's resources are depleted, or if you give him another order. The resources will be automatically transferred to LAC when the scout ship docs with the LAC.

You can gather resources simultaneously with all five SCOUTs and the mothership at the same time.

Important! Only the Lowis And Clark is able to localize the exact position of the resources – so don't move with the mothership too far away from the planet.

Warning! Avoid the contact of lava and fireballs! It may cause damage to the ship and loss of the onboard crew! To avoid this we have to check the planet datasheet to get its temperature. You will need to buy several generator modules to navigate planets with dangerous surface temperatures!

15. Starmap

We can set up a hyperspace jump destination in the Starmap screen (hotkey F3). Your current location is marked by turning yellow arrows and a blue circle, which shows you the maximum distance you can travel.

The selected destination starsystem is marked by four small arrows and a red circle which shows you how much fuel will remain **after** the hyperspace jump.

The unvisited starsystem names are darker. The visited starsystem names are highlighted and you can see two pieces of important data below it's name: the number of space stations (with nationality) and the number of un-mined planets.

If you select a visited system with at least one friendly starbase and press the **TAB** key you can get a detailed price list for that system.

After you selected a destination, click on the **ENGAGE HYPERDRIVE** to perform a jump. Then the main engine will stop and the control and the weapons will be locked. After five seconds, the wormhole opens and the mothership goes across it to the selected star system.

WARNING! Call the undocked ships back to the mothership before you start the jump! Be careful with space objects to avoid collision damage!

16. Communication channel

When you're near any starbase or ships and the communication channel is open, the "com" icon shows you that you can access the intercom console (**F5**) and you can talk with somebody. Answer the questions in the way you think will be the most successful to your mission.

17. Tactical Computer (TC)

You are **unable to fire directly with the Lowis And Clark mothership**. But you can set up the weapon system in Tactical Computer screen (hotkey F6):

- **Activate the Tactical Computer:**
[*Enable / Disable*]
In certain cases (i.e. hit-and-run raid) it will come in handy to disable all weapon systems. You can then set up all of the attack parameters and when the time to attack comes you can enable the weapon system and launch a surprise attack!
- **Target sequence:**
[*Asteroids / TMM(*) / Light Ships / Heavy Ships / Starbases*]
We can set up the sequence of the targets. For example:
We can put asteroids in the first place of the que and Starbases in the second place.
The weapon system will perform the following: fires with all the enabled weapons at asteroids that are in weapon range. If there are no asteroids the weapon system will scan for a starbase.
We can set up the target priority for all weapon types by clicking it on with the left mouse button. You can disable one or more targets by clicking on it with right mouse button. Default value: all target types are disabled.
(*) *TMM objects: torpedoes, mines, minelayer or other space objects.*
- **Tactics:**
[*One-By-One / Multiple targets / Friendly*]
The weapon system automatically fires at the closest target until the target is destroyed, when you select One-By-One tactics. If the Friendly button is enabled the Tactical Computer will not fire at ships that are with you or your SCOUT ships. There may be times when you will need to fire on friendly objects, to do so

disable the Friendly button.

- **Weapon systems:**

In this section you can disable or enable weapons one-by-one or as your ammunition allows. This is necessary, for example, when you don't want to fire all of your laser cannons because you don't have enough generator modules.

In the right hand corner you can set up similar settings for your SCOUT ships or other allied ships which are joined to you.

In the middle of the screen you'll see a three-dimensional scanner which shows you the surround of the mothership (max 15000 su). Adjust the zoom factor with numpad + / - or with the mouse scroll.

WARNING!

If you want to be hidden you **have to disable** the weapon system by deactivating the **ACTIVE** button!

18. Companies

You can expand your war-power with friendly spacecraft. During gameplay you can agree to let companions join your fleet. They will follow you anywhere and fight by your ideas you set up the tactical screen.

19. The HUD

You can see different HUDs depending on ship type or camera settings.

Camera settings (with LSHIFT+F1):

- **Cockpit view:** the cockpit of the current controlled ship.
- **External view:** the camera is behind the ship and it follows it.
- **Movie view:** Side view of the ship.

Press 'c' key to view selected object! The camera shows you the object until it is destroyed, disappears or until you switch back by pressing 'c' key.

LAC or SCOUT ships:

- In the middle left you will see the radar (the zoom factor is adjustable with the numpad + / - or with the mouse scroll). The radar range is 25000 su but it can detect planets even when they are far away.
- The speed level (0..6), the current speed (su/min), and the location with the stardate is located in the left-top hand corner. You can see reports sent by your crew there.
- There is a target system in the middle of the screen.
- The planetary scanner comes up in the top right-hand corner when you're close enough to a planet.

LAC:

- The trading channel appears below the planetary scanner once you are within range of a ship or station that you can trade with.
- A communication panel will appear below the trading channel when you are in communication range of another vessel. You can talk to the vessel by pressing the F5 key.
- You can see the active weapons with number of locked objects and with amount of ammunition.

Most of the screen displays the scene where you can will see small icons and information for any object that your ship detects including the direction of the selected object (if any).

If you are in control of a SCOUT fighter you will see a **target aiming helper**, which will help you aim more accurately.

Other icons:

- **Collision warning!**
If you are close to an object in space and if your path is on a collision course with that object your ships sensors will warn you of a possible collision.
- **Hidden.**
When the LAC weapon system is disabled and you are in nebula clouds, the enemy will not see you (if the enemy is far away).
- **Duty icon.**
If you have to do something a blinking 'i' icon will notify you.

20. Please register your copy!

Information

If you are satisfied with the game or you have any opinion, please share it with us at: longwayhome@redplanet.hu.

Activation, registration (*)



If you would like to activate the program (i.e. you want to be an owner of full version game) you'll need to send to us a payment. For payment and activation instructions please email: longwayhome@redplanet.hu. You will receive an activation reply e-mail within 48 hrs.

The activation steps:

- **First step:** Start the game and the write down the game serial number which located in the upper left corner in the main screen and push the left mouse button on the serial number.
- **Second step:** Click on the „*Flying Range II – Registration*” icon on the desktop or in the „*Start Menu/Programok/RPI Games/Registration*”, and fill all the fields. Please check the game serial number!
- **Third step:** Send this email to longwayhome@redplanet.hu e-mail address and pay through one of the mentioned methods.
- **Fourth step:** After we receive payment, you will get the activation program. . Run the activation program to upgrade your copy of Flying Range 2 to the full version without any restrictions.

After you have activated Flying Range 2 the restriction of disk operation and time limit will be removed.

WARNING!

Please print out the form and keep it in a safe place. Reactivation is only available when your former serial number exists!

IMPORTANT! If you reinstall Flying Range 2 or if you replace one of the main hardware elements, the game may switch back to unregistered mode. You'll then need to reactivate the program (certainly you will not need to pay the activation fee again as long as you have the

original activation serial number).

Payment methods:

Please visit this link for details: http://www.redplanet.hu/pay_eng.html

(*) Valid email address and Internet connection required for activation.

21. Warranty

This software is provided 'as-is', without any expressed or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

We don't guarantee the program playability even if your computer hardware matches the game requirements (even after the activation process, if an installation of new hardware/software caused the game to stop running).

22. FAQ

Frequently Asked Questions

- Question:** - The game won't start, and there is an error message. What's wrong?
Answer: - First check the latest drivers (sound card and video card) and the DirectX version (8.1 required). You can try to adjust the bit depth to 32 bit (by opening the screen settings) or use the enclosed **settings** program which is in start menu or in game directory and select 800 x 600 screen resolution.
- Question:** - I bought new weapons but i cannot fire. What did I do wrong?
Answer: - You are unable to fire directly with the mothership. When you buy a weapon it's priority list is disabled (default) and you will have to open the Tactical Computer (F6) and manually activate the desired target by clicking the right mouse button. Some weapon need special ammo to function (i.e. torpedoes, plasma) or energy. You have to enable the weapon system in Tactical Computer (default is off due to the stealth function).
- Question:** - My game is registered, but I cannot save, why?
Answer: - You are unable to save the game in these cases:
 - One of your scout fighters is not docked with the mothership
 - You are in a planet's atmosphere.
- Question:** - I reinstalled my PC or my game and my registered game switched back to unregistered mode. What can I do?
Answer: - Repeat the activation step. Click on the new serial number to get the new registration form, fill all fields (don't forget the former serial number!) and you will get the new activator! If you have your original serial number you will not have to pay again.
- Question:** - Is there any possibility to play in multiplier?
Answer: - No. This game only supports one player mode.

23. Tips and Tricks

- The travel sometime becomes boring. To avoid the long trips use the turbo engine! When you are in friendly area replace your weapons generators, fuel, and cargo modules!

- You can gather resources with the mothership but it takes more time than if you buy a lot of

scout fighters and order them to gather resources automatically!

- Be careful! Your scout fighters (when in protection mode) will surround the mother ship and can be dangerous if you perform rapid maneuvers! In this case, don't turn on the turbo engine.

- The C-Type resources (which are unstable elements) can be usable to other cases (mostly in hopeless cases):

Gather C type resources with one of your scout fighters and don't dock into the mothership. When you do a kamikaze action with this ship, the cargo will explode (chain reaction) and can cause a great deal of damage to the surrounding ships.

- The torpedoes automatically seek the **selected target** and will avoid other objects. But if you don't select a target before you fire, the torpedo will go straight ahead – weather the target is friend, foe or no target at all!

- You can control SCOUT fighters during battles. Set up the Tactical Computer on the mothership – the officers aboard the LAC will carry out your instructions while you are piloting the SCOUT!

- You can turn on the turbo engine to escape danger, but be careful! It will decrease the mothership shield!

- Don't try to cheat! The game is programmed to detect attempts at hacking. If the game suspects that somebody has manipulated the saved games, it will immediately send a message to the Shullat's Army to destroy your ship!

- Remember, your mothership can hide in nebula clouds! Just don't let the enemy get too close and make sure you have disabled your weapon system, to use this stealth tactic!

- If you want to keep optimal distance between the mothership and the object upon arrival (i.e. strabase) you can turn on the reverse engine (LSHIFT+S) around 8000 su far away from object (supposing you are at maxum speed).

- If you running out of fuel, turn to the Bregis! They are a little bit expensive but it's better than being left stranded somewhere...

Thank you for playing our game!

Contact, information, error report: longwayhome@redplanet.hu

News, support: www.redplanet.hu

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