

Japan Islands 1 (V3.5)

Flight created on 10.03.2019 (27.09.2023 V3.5 English)

This flight works with P3DV4, P3dV5 and P3dV6.

Estimated flight time 1h

Difficulty level difficult - extremely difficult (short landing areas, difficulty level adjustable at the beginning).

Mission: Land on 2 small islands, fly no higher than 200 feet and land at Okushiri airfield at the end.

Introduction

You are in Japan on a small island, at Okushiri airfield (RJEO), runway 31. Take off, follow the described course and land on 2 small islands. Take off again and land again at Okushiri airfield. Stay below 200 feet.



Attention, the airfield is at 170 feet! Do not fly higher than 200 feet.

If you briefly fly above 200 feet at takeoff, it is not a big deal, because the airfield knows that you have just taken off. After that, however, it is better to stay under the radar, i.e. below 200 feet.

Start

As a newbie, you've done well and have already successfully completed flights. This flight will be difficult.

Our customer wants only grass from a very specific island. So you're going to fly there, load up 300 pounds of "grass" and

deliver it to him. The customer doesn't want his competition to know where the product is coming from, so you'll have to stay under the radar.

Try this flight with other aircraft as well.

(Tested successfully so far: Baron58, Mooney Bravo, AN2, Cessna 172SP, Cessna C208B, AC500S, Maule M7 260C, D18S, DR400, Goose G21A, DC-3)

Take off, descend to 100 feet just after the island and fly heading 200. You will see an island in the distance, fly towards it so that you can pass the island a little to the right.



Air traffic control will see you disappear from radar right after takeoff and probably search for you in the water for hours because they suspect a crash.

It's especially funny when you say something over the radio like: "Crap, what's going on, I've got prob..." and then interrupt the radio.

A little joke among colleagues and we can make our delivery undisturbed. :-)

What? You don't want to, because then you can never show your face to them again?

Don't worry, as soon as you show up again, you'll have a good excuse and a funny story ready:

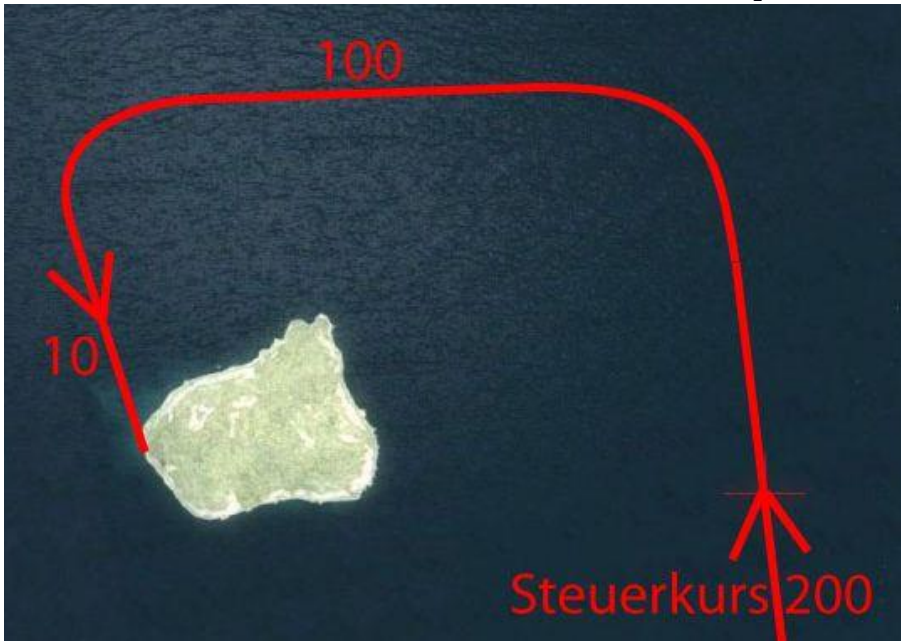
You tell them you said on the radio earlier, "Crap what's going on, I was able to take off without any problems, but I can't climb, the plane is sinking to 100 feet and stays there. The autopilot must be stuck and I can't turn it off because the switch is stuck. Don't worry about it, I'm okay."

Later you managed to release the jammed switch and climb to normal flight altitude....

Everyone will be happy that you are okay, no one will blame you, but maybe you will get the nickname "Jammed Pilot"....

But now back to your mission:

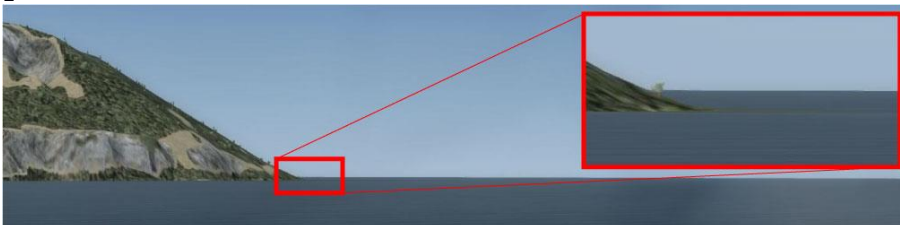
Fly a circuit far to the right of the island, because you will land on the other side on a narrow strip of beach.



As soon as the island is about 45° behind you, fly a left turn to heading 100.



At the end of the island you will see a flat piece of beach where you will land.



Landing direction is approximately heading 010.
Watch out for small bushes on the landing track, they can damage the aircraft.



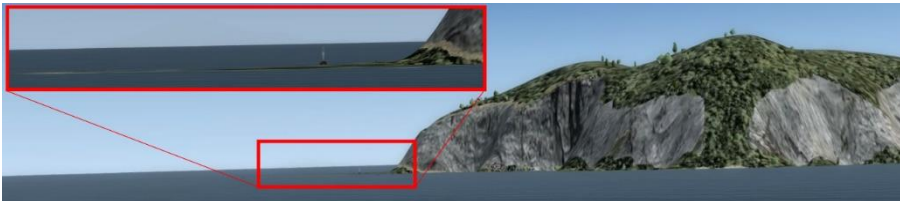
Load the lawn. Turn around and start again.
Door closed again?

Fly approximately heading 120. A small island appears in the distance, fly towards it so that you pass it about one circuit to

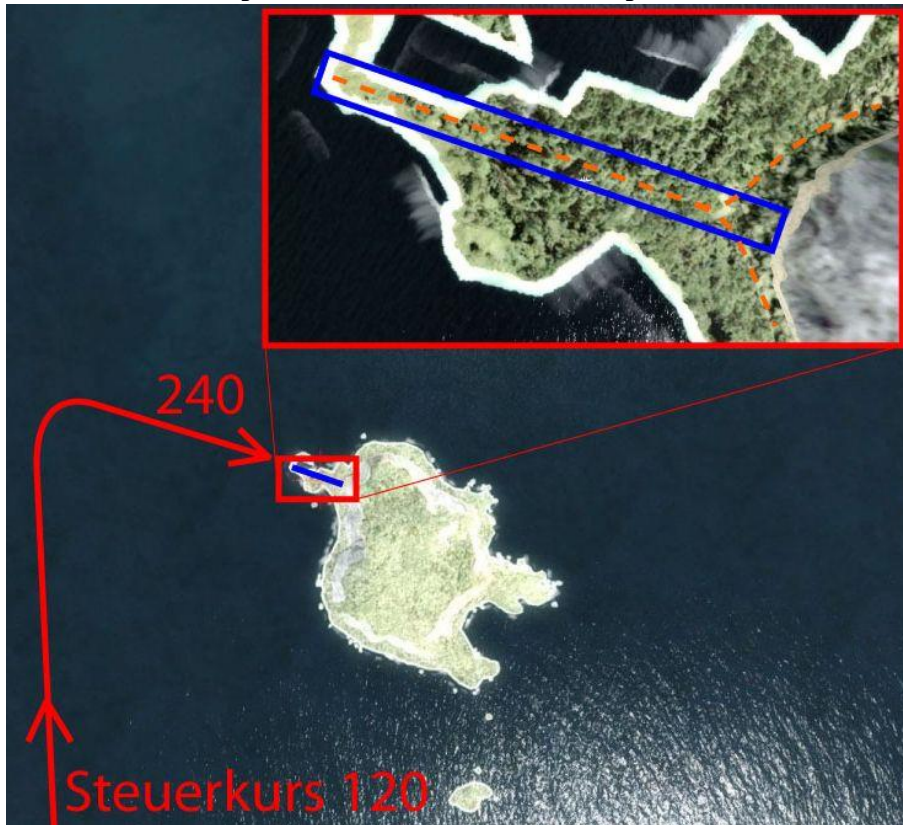


the left.

On the right front you will soon see a flat area where you can land. The grassy area is very short, so approach as slowly as possible (slower than 80 knots / 90 mph).
Land and taxi to the small hut.
Watch out for small bushes, they can damage the aircraft.



You may have to steer a turn to the left or right at the end to avoid hitting the rock (see orange line).



Phuu, extremely tight landing! Unload the grass at the hut, turn around, and take off again. The takeoff direction is approximately heading 060.

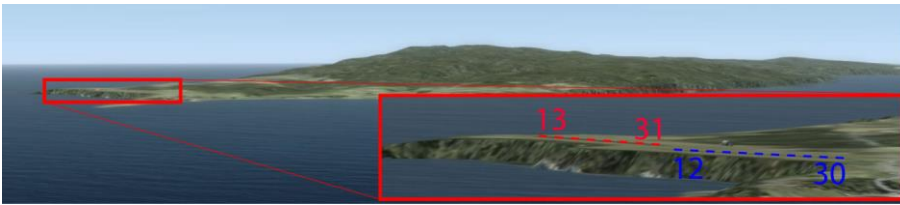
Because the landing distance was already almost too short, the takeoff is not easier. I recommend to start a little bit to the side of the takeoff distance. Full braking and bring the motors up to speed. As soon as the motors bring full power release the brakes and taxi towards the launch area. Good luck!

Now fly heading 345 and stay at 100 feet until you can see an island in the distance.



From there, you can climb to 1500 feet and tell your colleagues the story about the stuck autopilot button. Sure, you didn't land anywhere, you didn't reach your destination airport, you just circled around and fiddled with the autopilot button. Now you're happy to land somewhere.

Head for the left end of the island and land on runway 31.



I hope you enjoyed this flight, if so please give feedback to p3d@andi20.ch . Also send error messages (spelling mistakes, wrong information, etc.) to p3d@andi20.ch, I appreciate any feedback.