EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

• Sit a good distance away from the monitor.

• Avoid playing if you are tired or have not had much sleep.

• Make sure that the room in which you are playing is well lit.

• Rest for at least 10 to 15 minutes per hour while playing a video game.

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CONTENTS

INTRODUCTION

In the early 1940s the Pacific region is made up of a number of territories controlled by European and American powers. In order to become the superpower it aspires to be, Japan must wrest control of these territories and seize their vast supply of natural resources. The Japanese offensive is the spark that ignites the War in the Pacific and brings America into the war.

JAPANESE CAMPAIGN

The Japanese campaign is based on actual Japanese plans for the defeat of Allied forces. The campaign will start with the historic attack on the US forces at Pearl Harbor on Sunday December 7th 1941; allowing the player to alter the course of history and reshape the future of the whole Pacific Region.

US CAMPAIGN

After the Battle of Midway, the US and Allied forces have managed to turn the tide in the battle for control of the Pacific. But total victory is still a long way off; the Imperial Japanese Navy still remains a formidable opponent and will be looking to exact revenge for the sinking of its carriers at Midway.

GETTING STARTED

It is important that the game is installed correctly before playing. Installation is a one-time process that only takes a few minutes. Please follow the instructions below:

INSTALLATION AND ACTIVATION

1. Double-click on the **BattlestationsPacific.dmg** DMG file and wait for the **Battlestations: Pacific** icon to appear on your desktop.

2. Double-click on the **Battlestations: Pacific** icon to open it.

3. Before doing anything else, read the file called **ReadMe** found in the **English** folder.

4. Drag the **Battlestations Pacific** folder onto the **Applications** folder that appears next to it. It will start to copy across.

5. Once the copy has finished, drag the **Battlestations: Pacific** icon on your Desktop to the Trash. You may now delete the **BattlestationsPacific.dmg** DMG file.

6. Once installation is complete, double-click on the **Battlestations: Pacific** application icon in the **Battlestations Pacific** folder, which is found in the **Applications** folder on your hard drive. The pre-game Options window will appear showing the Activation Panel.

7. Enter your Product Key into the six empty boxes. Once the Product Key has been entered, the **Save** button in the right-hand corner of the Panel will activate.

8. Click the **Save** button to save your Product Key.

PLAYING USING ONLINE ACTIVATION

Click the **Activate Online…** button in the Activation Panel. A dialog will appear confirming that your Product Key will be sent to Feral's servers. Click the **Activate Online…** button in the dialog. After a few seconds a message will appear confirming that your game has been successfully activated. The Activation Panel will update showing you the number of machines you are allowed to activate the game on and how many machines you have currently activated. In future, you can play your game without an internet connection.

You can now move onto the "Getting Started" section below, which will take you through playing the game for the first time.

GETTING STARTED

1. If **Battlestations: Pacific** is not already running, double-click on the **Battlestations: Pacific** application icon. By default this is to be found in the **Battlestations Pacific** folder within the **Applications** folder on your computer's hard drive.

2. The pre-game options screen will appear. Click on the **Play** button.

The game will launch.

3. After the loading screens press **Enter** to be taken to the **Main Menu**. Select **Single Player** to play either the Japanese or US campaign.

MENU NAVIGATION

Use these controls to navigate the menus in *Battlestations: Pacific*:

Highlight menu option	–	↑ / ↓ cursor keys or W / S
Alter options / move sliders	–	← / → cursor keys or A / D
Confirm selection / Go to next screen	–	ENTER / Mouse Button 1
Cancel selection / Return to previous screen	–	ESC / BACKSPACE / Mouse Button 2

MAIN MENU

SINGLE PLAYER

You can dive straight into either the JAPANESE or US CAMPAIGN or practice your skills at the TRAINING GROUNDS. Alternatively, try your hand in the SKIRMISH mode against, or in cooperation with, AI "players" in an offline version of the Multiplayer game.

MULTIPLAYER

Pit your skills against other players and team up with your buddies in 5 different multiplayer modes.

TACTICAL LIBRARY

Learn how to succeed in naval warfare or learn about military hardware. You can also check your progress in ACHIEVEMENTS.

OPTIONS

To adjust various options within *Battlestations: Pacific*, select OPTIONS from the Main Menu. You can also access the OPTIONS menu when pausing the game. Options are grouped as follows:

Game	Change various in game settings such as units of measurement, subtitles, hints, camera shake and water drops on camera.
Audio	Adjust your music, speech and sound effects volume.
Video	Adjust your screen resolution, select full screen mode and switch graphical effects on or off.
Controls	Invert stick vertical controls for camera and planes, as well as swap stick controls for movement.
Control Layout	This shows how the controls are laid out on a gamepad.

IN-GAME CONTROLS SUMMARY

These are the default keyboard controls for *Battlestations: Pacific*. However, they can be reconfigured in the Options menu.

SHIP CONTROL

Speed Up	–	W
Slow Down / Reverse	–	S
Steer Left	–	A
Steer Right	–	D
Repair	–	OPTION
Launch Landing Ships	–	CTRL
Look Up	–	Mouse Up
Look Down	–	Mouse Down
Look Left	–	Mouse Left
Look Right	–	Mouse Right
Zoom Toggle	–	Mouse Button 3 / T
Zoom In	–	Mouse Wheel Up
Zoom Out	–	Mouse Wheel Down
Fire	–	Mouse Button 1
Weapon: AA	–	1
Weapon: Artillery	–	2
Weapon: Torpedo	–	3
Weapon: DC	–	4
Next Weapon	–	SHIFT

PILOT MODE PLANE CONTROL

Pitch Up	–	Mouse Down
Pitch Down	–	Mouse Up
Roll Left	–	Mouse Left
Roll Right	–	Mouse Right
Speed Up	–	W
Slow Down	–	S
Speed Boost	–	OPTION
Rudder Left	–	A
Rudder Right	–	D
Fire	–	Mouse Button 1
Bomb Mode	–	SHIFT
Mouselook	–	CTRL

SUBMARINE CONTROL

Dive	–	F
Emerge	–	R

CONTROLLERS

MOUSE

Most players will be using either an Apple Mighty Mouse or an Apple Magic Mouse.

The Mighty Mouse is for the purposes of this manual a 3-button mouse with the central track ball functioning as the 3rd button.

The Magic Mouse is for the purposes of this manual a 2-button mouse.

The default configuration for both mice is 1-button, but we recommend that it be configured as a 2 or 3-button mouse when playing *Battlestations: Pacific* (this should be done in your computer's System Preferences -> Keyboard & Mouse).

GAMEPAD

Battlestations: Pacific may also be played with a gamepad. This manual refers to a generic gamepad controller which has been designed to be a good representation of the controllers that are currently available. Your gamepad may not match the generic layout exactly but should be close enough to show which buttons are used in the game.
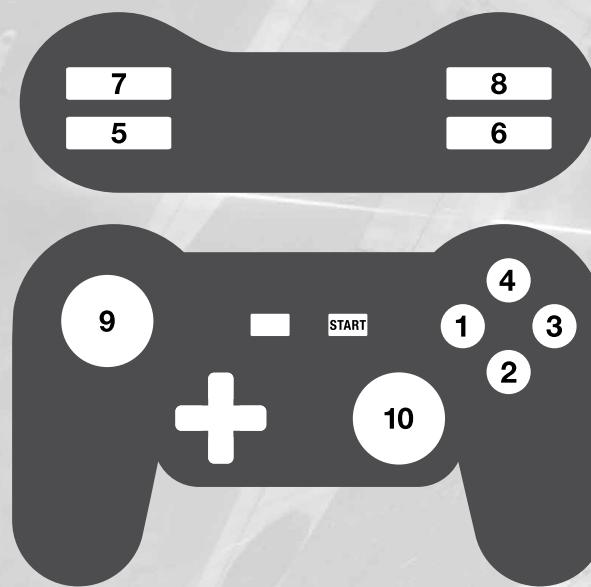
In order to use a gamepad you should go to OPTIONS from the Main Menu. From there, go to CONTROLS -> GENERAL and ensure that Gamepad Compatibility Mode is enabled.

A gamepad already has default controls set up. The button assignments cannot be changed, however should you wish to view them go to CONTROL LAYOUT in the Options menu.

ADDITIONAL CONTENT

Battlestations: Pacific for the Mac comes with all additional multiplayer content already present:

- **Volcano Map Pack** - Adds two new multiplayer maps - Volcano and Choke Point.

- **Mustang Unit Pack** - Adds six new units and 18 new pieces of nose art (US and Japanese).

- **Carrier Map Pack** - Adds four new multiplayer maps playable across all five multiplayer modes - Midway Islands, Philippine Islands, Leyte and Aleutians.

- **Double Trouble & Lady Luck Nose Art Pack** - Adds 5 new pieces of nose art (US planes only).

All of the above content is enabled by default, however should you wish to disable these features at any time, navigate to OPTIONS -> DOWNLOADABLE CONTENT and set the desired pack to 'Disabled'.

There is also the option of enabling **Authentic VO**, which will add authentic Japanese voice-overs for the Japanese campaign.

THE GAME SCREENS

This section is designed to familiarize you with the general game interface which is visible on screen whenever you are in control of a unit.
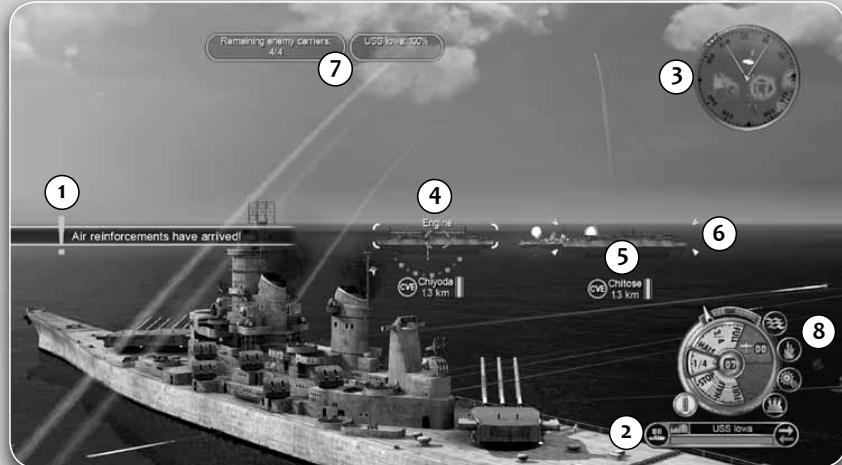
1. On-Screen Help
2. Unit Window
3. Radar/Compass
4. Crosshairs
5. Target Info
6. Marker
7. Objective Tracker
8. Movement and Helm Controls

ON-SCREEN HELP

As you advance through the game, hints and on-screen help appears. This information is designed to help you learn the game's controls and features, so take time to read it.

NOTE: These can be accessed from the in-game TIPS MENU, which is available when the game is paused.

UNIT WINDOW

The currently selected unit is displayed in the bottom right corner of the screen in the unit window. This provides a visual indication of your unit's health, its type and its current orders.

1. Unit name
2. Unit type
3. Unit health
4. Current orders

SHIP DESIGNATION ABBREVIATIONS

During the Pacific War, the Allied navies used the following abbreviations to denote the class of a ship. These designations are used in both unit windows and target displays:

AK	–	Cargo Ship	DD	–	Destroyer
AP	–	Transport	LCVP	–	Landing Craft, Vehicle, Personnel
BB	–	Battleship			
CC	–	Battle Cruiser	LSM	–	Landing Ship, Medium
CA	–	Heavy Cruiser	LST	–	Landing Ship, Tank
CL	–	Light Cruiser	PT	–	Motor Torpedo Boat
CV	–	Aircraft Carrier	SS	–	Submarine
CVE	–	Escort Aircraft Carrier	AO	–	Fleet Oiler

CURRENT ORDERS

This icon indicates the Current Orders that have been issued to the unit.

Move

Attack

Stop

The unit is on manual control.

Land *(available only for planes)*

USING THE RADAR

The Radar and Compass provide an overview of the location of other units in relation to your unit. The yellow arrow in the center of the compass shows the direction your unit is heading, the pie section shows your field of vision.

The colored marks listed below will be visible on the on-screen radar.

① **Central Arrow**	–	Direction of travel
② **Pie Section**	–	Field of vision
Red mark	–	Japanese unit
Blue mark	–	US unit
Gray mark	–	Neutral unit
Gold mark	–	Primary objective
Sky Blue mark	–	Secondary objective

THE CROSSHAIR

The crosshair shows which weapons system is currently selected and the status of those weapons. It changes depending upon which weapon is selected.

DISABLED CROSSHAIR

This is the neutral state that means that you have no available weapons or that they are currently disabled.

FRIENDLY INDICATOR

Whenever your crosshair is over a friendly unit the circle turns green.

HIT INDICATOR

Whenever you hit a target with your active weapon the crosshair turns red or gray depending on whether your hit was effective or not.

CROSSHAIR INFO

3xA6M Zero
0.7 mls
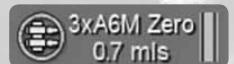
This provides information on the unit(s) that is nearest to your crosshair including type, name, number, health level and distance from your unit. If the distance display turns gray the unit is outside of your selected weapon's range.

TARGETING

In order to be successful in *Battlestations: Pacific* it is important to select the right targets. Choosing between a unit's threat level or relevance to the objective could be the difference between mission success and failure!

ACQUIRE CLOSEST ENEMY AS TARGET

To select the closest enemy to your position press Mouse Button 2. Press Mouse Button 2 repeatedly to cycle through other potential targets.

ACQUIRE UNIT CLOSEST TO CROSSHAIR AS TARGET

To select the unit closest to the crosshairs, press and hold Mouse Button 2.

TARGET INFO

The target info displays the details of your current target; the unit is marked with a colored targeting arrow.

CLEAR SELECTED TARGET

To deselect the current target press [SPACE].

NOTE: If you are leading a squadron, the rest of the squadron will attack the target specified by you. If there are no targets assigned, they will attack the same unit as you. For more information about issuing orders to units, see page 20.

MARKERS

Units on the game screen are marked with color coded brackets and arrows to help you determine their allegiance and whether they are objective units.

| **Red Bracket**	–	Japanese unit
Blue Bracket	–	US unit
Gold Bracket	–	Primary objective
Silver Bracket	–	Secondary objective
Bronze Bracket	–	Bonus objective marker
Gray Bracket	–	Neutral or unknown unit

Whenever you select a unit as a target, its brackets will turn into arrows of the same color.

A pointer to indicate the direction of objective units and targets is shown at the edge of the screen if they are not in your current field of view.

MOVEMENT AND UNIT CONTROLS

SHIPS AND SURFACE CRAFT

The helm controls allow you to pilot the ship and control the speed of the engines. Additionally it displays the onboard stock of any limited equipment.
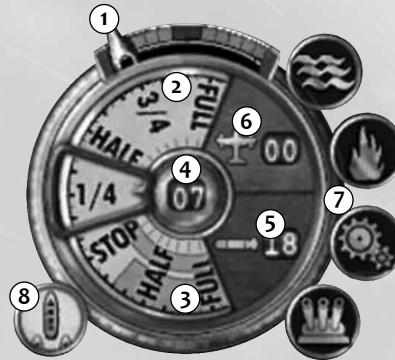
1. Rudder direction
2. Speed setting ahead *(Forwards)*
3. Speed setting astern *(Backwards)*
4. Current speed
5. Torpedoes onboard
6. Recon planes / Landing boats onboard
7. Failure Display
8. Formation Indicator

STEERING

The heading you set the rudder on holds until you make another control input. Any other orders set will override this.

SETTING SPEED

A ship's engines propel the craft fore (forwards) and aft (reverse). Once the speed is set, only another input from you or issuing other orders will change the setting.

AIMING

Use the Mouse to look around and acquire targets. Click Mouse Button 3 to use binoculars and spot enemy units over a long distance.

FAILURE DISPLAY AND REPAIRS

Direct hits to your vessel will cause failures. A red circle will appear around the failure type icon whenever this happens.

If this icon is marked, a hull breach has occurred.

Indicates if fire is present onboard which will slowly damage your ship.

While engine failure is present your ship will drift in the water.

Enemy attacks can disable your weapons.

In the event of a failure you will need to carry out repairs.

- Press and hold [OPTION] to open the Repair Menu.
- Use [W] [S] [A] [D] to highlight a repair category and release [OPTION] to confirm it.

Releasing [OPTION] on this icon will assign crew to repair the hull.

FORMATION DISPLAY

Ships can be grouped into formations for easier handling.

Your unit is the formation leader.

Your unit is a member of the formation.

WEAPON SYSTEMS

The key to a warship's power is its weapon systems.

ANTI-AIRCRAFT CROSSHAIR

The crosshair for the Anti-Aircraft (AA) and flak cannons will turn red when your shots are on target.

ARTILLERY CROSSHAIR
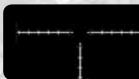
Artillery are large calibre main guns, suitable for attacking armored vessels, cargo ships and land based fortifications. They cannot be used against airborne units.

Firing the guns continuously will decrease their accuracy, so firing one shell at a time might increase the chances of hitting your target.

TORPEDO CROSSHAIR

These propeller-powered underwater missiles are guaranteed to breach the hull of any ship they strike. Unless repaired quickly ships will sink after being struck by a torpedo.

Torpedoes are difficult to aim at long distances and cannot be guided after being launched. They are most effective if a group of them is fired in an arc, giving the helmsman of the enemy ship much less room to maneuver.

DEPTH CHARGE CROSSHAIR

The Depth Charge is effective against submerged submarines. Depth charges cannot be directly aimed at a target as they are dropped from the back of a boat. They require accurate maneuvers and split-second timing to be used successfully.

To move to underwater view and drop depth charges, click Mouse Button 1. Further clicks of Mouse Button 1 release additional groups of charges. You can still control the ship's movement whilst dropping charges.

WEAPON STATUS INDICATOR

The weapon status is indicated by small circles located above the crosshair. The more guns your boat has, the more weapon status indicators there will be. Status is shown by the color of the circle:

Red	–	Weapon unable to fire at target due to angle or range restrictions.
Yellow	–	Weapon currently changing direction, will be ready soon.
Green	–	Weapon ready to fire.
Yellow/Green	–	Weapon reloading.
Gray	–	Weapon out of ammunition.
Black	–	Weapon damaged but repairable.

SUBMARINES

Submarines are steered in much the same way as ships but have additional controls for diving and surfacing. They also have a limited air supply that is indicated by a gauge on the sub's helm control. When the gauge enters the red sector the submarine will need to surface to get more air.

Submarines operate at four depth levels:

LEVEL 1 *(SURFACE)*

On the surface, submarines are highly visible to other ships so can come under attack from enemy artillery and torpedoes. On the plus side, they can travel faster than when submerged and can deploy torpedoes of their own, as well as any equipped deck-mounted weaponry.

Subs must surface occasionally to replenish their air supply.

LEVEL 2 *(PERISCOPE DEPTH)*

Use the periscope to assist you in aiming torpedoes at enemy targets at this level but be careful – a raised periscope can be damaged if it makes contact with another unit.

At periscope depth, submarines are only visible to units equipped with Sonar (destroyers, recon planes, etc.). Subs are very vulnerable to depth charges at this level.

NOTE: The telltale ping of the Sonar shows that an enemy unit has spotted you. To avoid detection open the map (TAB) to check on the enemy unit's Sonar range (denoted by the green area).

LEVEL 3

You are unable to fire torpedoes at this depth but it is ideal for skulking around and manoeuvring your sub into position. At this depth subs are still vulnerable to well-aimed depth charges.

LEVEL 4

Operating at this depth for extended periods causes the sub's pressure hull to rupture. Conversely, submarines are invisible to Sonar and cannot be hit by depth charges. It is advisable to only dive to this depth in emergencies when evading expert sub killers.

NOTE: Submarines, including their periscopes, can be repaired in the same way as ships (see page 12).

WEAPONS

All submarines are equipped with torpedoes, which can only be launched at periscope depth or when surfaced. Most subs are also equipped with deck-mounted AA guns and some of the larger craft even possess an artillery weapon to take on armored targets.

All submarine weapons are operated in the same way as their ship-borne counterparts.

NOTE: In order to hit an enemy submarine with a torpedo you must first set it as a target. This will ensure that the torpedo travels at the correct depth.

AIRCRAFT

Aircraft are highly manoeuvrable and their speed can be used to great effect against ships and other surface targets. There are several things to be aware of when flying:
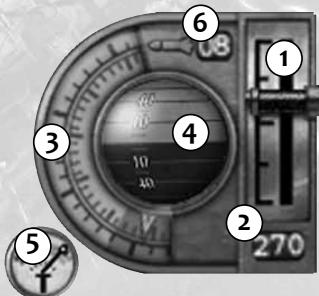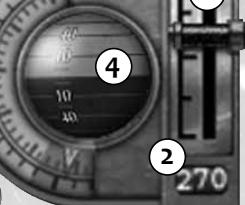
1 Throttle - This sets the desired engine power level, and so determines speed.

2 Air Speed Indicator - This shows the speed of the plane in knots.

3 Altimeter - This gauge indicates the plane's current height above sea level. If it flashes red you are in danger of a collision!

4 Artificial Horizon - This instrument allows you to gauge the attitude of your plane to the horizon. The blue segment represents the ground or surface of the ocean, the white area is the sky and the central line shows the horizon.

5 Boost Indicator - Most planes are capable of an engine overdrive to increase maximum speed for a short time. This is useful if an aircraft stalls.

6 Armament Info - This shows how many bombs or torpedoes a plane has.

If you are to become an ace pilot, flight and throttle controls using the keyboard should be combined with pitch and roll with the mouse.

AIRCRAFT WEAPON SYSTEMS

MACHINE GUNS

This weapon has a dynamic crosshair that turns red when shots are on target. To aim the weapons, simply use the flight controls to maneuver into a firing position.

AIMING AT MOVING TARGETS

When attacking moving airborne targets with the forward firing machine guns you must aim the weapon where the target will be and not where it currently is. A yellow Target Lead Indicator will show where to fire.

BOMBS, TORPEDOES AND ROCKETS

Bombs are primed and aimed using the Bomb Mode. The crosshair is calibrated to compensate for your forward movement so bombs should be dropped when the crosshair is over the target.

Torpedoes must be dropped from just above the water and cannot be controlled once launched. The yellow lines of the crosshair indicate your attitude and must be in alignment in order to launch the torpedo successfully. Flying at too steep an angle will result in the torpedo detonating when it hits the water.

Some planes are even equipped with air-to-air or air-to-surface rockets. They are aimed in the same way as machine guns.

- To activate a bomb, rocket or torpedo press and hold SHIFT.
- Click Mouse Button 1 to fire the weapon.
- Keep Mouse Button 1 pressed after release to follow weapon trajectory (the AI will take control of your plane).

PLANE STATUS

The Unit Window details the health of the squadron leader, while the number shows how many squadron members there are.

Remember to keep an eye on your damage status in the Unit Window. To repair damaged units automatically, order them to land. See the Command Menu section (page 21) for details on controlling multiple aircraft.

PLANE ICONS

Planes are categorized by the type of armament that they are carrying:

	Machine gun		Tiny Tim Rocket
	Dive Bomb		Paratroopers
	Level Bomb		Kamikaze
	Torpedo		Ohka
	Fido Homing Torpedo		Depth Charge
	Rocket		

JAPANESE SUICIDE CRAFT

Suicide units are available only on the Japanese side. Kamikaze attacks made by non-kamikaze planes (including all US planes) will do no damage.

There are other ways to launch suicide attacks other than kamikaze. Boats loaded with explosives, or human guided rockets (Ohka) and torpedoes (Kaiten) are also available.

Suicide units are used like other units in the game but they cannot be equipped with weapons. They appear as a different unit class in the selection menu.

Units like the Ohka and Kaiten are carried by a mother plane or submarine. They can be launched by selecting the Betty/Ohka or Type-B/Kaiten from the Support Manager (see page 23).

ADVANCED MANAGEMENT SYSTEMS

As missions become more complex, you need to balance your time between manually commanding a particular unit and issuing orders to all of your units and squadrons. You will also need to be able to repair failures quickly and order reinforcements.

TACTICAL MAP SCREEN

This is your center of operations. You can command your entire fleet through this dynamic map while observing all enemy unit information supplied by your units.

Press TAB to access the Tactical Map.

1 Selected Unit
Shows the unit that is currently under your control.

2 Selected Unit Info Panel
Shows the status of the unit currently under your control.

3 Cursor Unit Info
If the mouse cursor moves over a visible unit a pop-up will appear giving information on the highlighted unit.

4 Ranges
The map displays different colors depending on the range of enemy units from your fleet:

Bright - *Indicates that units can be detected visually.*
Gray - *Indicates that units can be detected only on radar.*
Green - *Indicates that a unit is within sonar range.*

5 Filters
Shows what information is currently being displayed (see page 20).

MAP SCREEN CONTROLS

Open/Close the Map Screen	TAB
Show/Hide Objectives Menu	O
Cycle Objectives *(only when Objectives Menu is on screen)*	A and D
Zoom Out/In	Mouse Wheel Up / Mouse Wheel Down
Move Cursor	Mouse
Select Unit	Mouse Button 1
Order a selected Unit to 'Move To' a waypoint	Move the cursor to a location and press Mouse Button 2
Attack an enemy unit with the selected unit	Highlight the enemy unit with cursor and press Mouse Button 2
Instruct a friendly ship to join a formation with another ship	Highlight the friendly ship with cursor and press and hold Mouse Button 2 over the formation leader
Circle a friendly unit with a selected plane	Highlight the friendly unit with cursor and press and hold Mouse Button 2
Cancel the last command	Press SPACE when the unit is selected
Cancel the current command queue	Press and hold SPACE when the unit is selected

OBJECTIVES
Keep an eye on your mission objectives using O:

- **White** – Active Objective.
- **Green** – Completed Objective.
- **Red** – Failed Objective.

TACTICAL MAP FILTERS

For additional information on the map you have several filters. Press Ⓘ to cycle through the different filters:

This is the default filter, the active objectives are marked on the map. Objectives remain marked while other filters are active.

All units have their health bar displayed near their icon all the time.

Displays the unit type availability at different command buildings *(this is a very useful feature in Island Capture mode).*

Indicates the use of active naval supplies.

Displays the failures suffered by the highlighted unit.

ISSUING ORDERS TO UNITS

Ordering units to a point on the map is a key part of reconnaissance and protecting sea and airspace around your units. Both ships and planes can be used in this way.

Select a unit by moving the cursor over it and pressing Mouse Button 1. You will know when it is selected when it is highlighted and you can see its unit window in the bottom right of the screen. Move the Mouse to the point where you want the unit to move, press Mouse Button 2 and your unit will move to that point.

NOTE: This process can be repeated to add additional waypoints – up to a maximum of 8 waypoints.

ATTACK ORDERS

One of the most important orders available in your commanding arsenal is the ability to assign targets to units. After selecting your unit, select the enemy that you wish to attack with the Mouse Button 1. A red line appears showing the route that the unit will follow until it gets into contact with its selected target. From there on it will switch into direct attack.

COMMAND MENU

The Command Menu allows you to issue specific commands to the currently selected unit or squadron.

- To open the Command Menu press and hold the Ⓒ button.
- To select a command, use the Ⓦ Ⓢ Ⓐ Ⓓ keys.
- Release Ⓒ to issue the command.

STANDING ORDERS

You can apply certain priorities, known as standing orders, to units. Standing orders affect the way a unit automatically reacts when you are not directly controlling the unit.

SHIPS / BOATS / SUBMARINES

Defensive Stance means the unit's gunners may fire upon enemy units if there is no target selected by the player. The use of limited ammunition weapons like torpedoes are restricted to player selected targets. The AI won't stray from the plotted course to engage enemies.

In Aggressive Stance the ship may move where the AI decides is best to engage with enemy units. The gunners are authorized to use all necessary force including limited ammunition equipment to destroy any enemies in range. Player selected targets are handled with priority though. When the unit has neutralized all enemy craft in range it will continue its previous movement orders, if there were any.

An attack command issued when you are the captain of a ship. If you give this order the ship will navigate to attack your target. You can then concentrate on aiming or you can jump to another unit.

NOTE: When you select targets in the Map Screen the Attack command is applied automatically.

Decommission the currently selected unit *(Island Capture mode only)*. This option is available for units without a formation residing within a friendly command building's capture range (see the Island Capture section on page 27 for further details).

AIRCRAFT

DEFENSIVE STANCE

Defensive Stance reflects the Combat Air Patrol (CAP); the squadron guards the unit or position they are assigned to. Highlight the unit you want to assign to a CAP and then press and hold Mouse Button 2 over the unit or position to guard. The squadron will chase incoming enemies up to a 2 mile range. Attack planes will use their ordnance only on player selected targets.

AGGRESSIVE STANCE

Planes in Aggressive Stance can select their own targets to engage. Player selected targets are handled with priority though. When the unit has neutralized all enemy craft in range it will continue its previous movement orders, if there were any.

An attack command issued when you are leading a squadron. As a squadron leader, you may choose to attack another target while your wingmen attack the assigned one.

Withdraw the entire squadron from the ordered attack and regroup with the squadron leader.

Order the squadron to return to their home carrier or airfield.

Leave the combat area for the nearest safe zone.

FORMATIONS

Fleet formations are groups of ships that patrol in a formation.

CREATING A FORMATION

With a ship selected, move the crosshair over the ship you want to be the formation leader and press and hold Mouse Button 2. The ship that you are currently in control of is now in a formation with the formation leader - the formation icon will appear on-screen.

To switch between formation members, press R / F.

CHANGING THE SHAPE OF A FORMATION

- Press and hold C and then press S to open the Formation Screen.
- Use the Mouse to adjust the position of the unit in relation to the others in the formation.
- Press ESC to exit the formation screen and then use movement controls to get the lead unit underway. Other units will now assume the formation.

LEAVING THE FORMATION

- Select the unit that you want to leave the formation and press and hold the C button and press D to select the Leave icon.
- The unit leaves the formation and will act on its own, in accordance with any orders you issue it.

SUPPORT MANAGER

Once you have a base under your command you will be able to get hold of new or replacement units. To do this you need to access the Support Manager panel by pressing Z.

The above panel shows that you have a base under your command. This could be a carrier, airfield, command building or any other spawn point.

LAUNCHING A SQUADRON

The ability to launch units is fundamental to victory in *Battlestations: Pacific*.
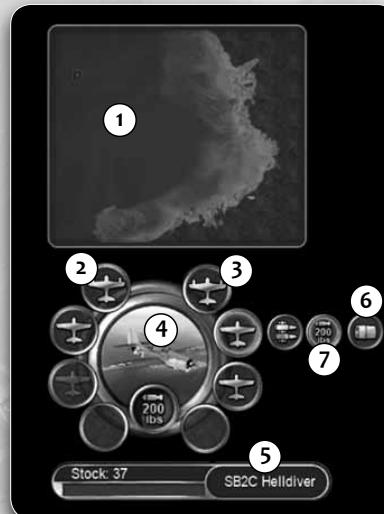
Whenever the Support Manager is accessed the information shown here appears on the left of the screen.

1. Area map with the currently selected base's location.

2. Active squadrons list.

3. Available units in hangar.

4. Highlighted unit's picture.

5. Highlighted unit's type.

6. Possible ordnance load-out.

7. Selected ordnance.

- With the Support Manager open press W / S to highlight the desired unit type.
- If a unit has multiple payloads you can cycle between them with C.
- With unit and armament highlighted press Mouse Button 2 to launch squadron.

Once launched, squadrons will circle around their base until given further orders.

ACTIVE SQUADRONS

To switch between the unit list and the active squadron list use A and D.

Select one of the active squadrons using W and S. To jump to a squadron from the Support Manager, press X. You will be taken back to the game screen with the squadron leader on-screen.

In certain combat situations you might need to reconsider the squadron composition of your carrier. When that happens just select the squadron you don't need anymore and press V to order them to land.

You can cancel a land command at any time before the squadron leader touches down by pressing V again.

SQUADRON STATUS ICONS

The following icons display what your squadrons are doing:

This is an empty slot; a launched squadron will fill it.

This slot is not available for use. You can only send out squadrons while you have empty slots. Different bases have a different number of slots.

Squadron is ordered to take off.

Squadron is in the air following last orders.

Squadron is under landing orders.

The squadron has been destroyed. Highlight the destroyed squadron icon and press Mouse Button 2 to launch a new squadron of the same type. Selecting and launching another unit type will fill empty or dead slots.

MULTIPLE BASES

If there are multiple bases to choose from, enter the Support Manager and highlight which base to use with the W / S keys and then enter it by pressing Mouse Button 2.

Notice the unit picture of the base in the center panel. When a picture is colored red it means the base is disabled for the moment.

To return to the base selection press ESC once.

NAVAL SUPPLY

You can obtain Naval Supplies through completing challenges. Notice the Naval Supply Received icon will appear on screen when one is available.

When you acquire a Naval Supply you can access it by pressing and holding Z. There are three kinds of Supplies:

- **Air Support** provides aerial backup from beyond the borders of the map.
- **Active Supplies** give temporary bonuses for a short duration.
- **Technologies** give a bonus that remains active as long as the relevant Naval Supply is present.

Naval supplies vary according to the type of craft. A picture of the type of craft that is supported or targeted by the Naval Supply will be highlighted when selecting with W / S.

- By pressing Mouse Button 2 your Naval Supply will be activated on your selected unit.
- If you have a highlighted unit on your screen *(with crosshair info)* then press and hold Mouse Button 2 to request the Naval Supply directly on that target.

MULTIPLAYER

Battlestations: Pacific offers two Multiplayer options, allowing you to enjoy a variety of Multiplayer missions with friends by using a Local Area Network (LAN), or by playing online.

LAN GAME

HOW TO HOST A LAN GAME

1. Launch *Battlestations: Pacific* and select **MULTIPLAYER** from the Main Menu.

2. Select **LAN** and then choose **CREATE MATCH** from the menu that appears.

3. Choose one of the available game types (for more details see page 27).

4. Once selected you will presented with a menu where you can select the maximum number of players as well as the minimum and maximum rank of player that you wish to be able to join the match.

5. Once you have customized the games settings, click on the **CREATE SERVER** button to create the game lobby and wait for players to join your game.

6. To alter the game settings, highlight the **SETTINGS** menu box and press enter. Depending on the game type you will be able to alter various options in the game such as changing the map, selecting the vehicle type and allowing the use of the tactical map. Once you have altered the settings to your liking, click on the **ACCEPT** button to apply your changes.

7. Once all the players have joined the lobby and are ready, click on the **READY** button to start the game.

HOW TO JOIN A LAN GAME

1. Launch *Battlestations: Pacific* and select **MULTIPLAYER** from the Main Menu.

2. Select **LAN** and then choose **CUSTOM MATCH** from the following menu.

3. Select **CUSTOM** and press ENTER to see all of the available matches on the LAN. Alternatively select the desired game type and press ENTER.

4. Highlight the server you wish to join with the arrow keys and then press ENTER to load the lobby.

5. Click **READY** and wait for the host to start the game.

ONLINE GAME

To play *Battlestations: Pacific* online you will need to have GameRanger installed on your computer. GameRanger is a Mac utility that allows you to find other *Battlestations: Pacific* games over the internet. You can download a copy free at http://www.gameranger.com.

When playing online we recommend that you choose the most powerful computer as the host.

Important: If you wish to play *Battlestations: Pacific* online make sure that you have an account with GameRanger. Once you have downloaded GameRanger this is simple to set up and free.

HOW TO HOST AN ONLINE GAME

1. Select **MULTIPLAYER** from the Main Menu and then select **GAMERANGER MULTIPLAYER.** You will be taken to the GameRanger screen. Alternatively you can simply open GameRanger on your desktop.

2. Click the **HOST** button. The Host Game window will appear.

3. You now have a number of options to complete:
   a. Game - Select *Battlestations: Pacific* from the drop-down menu.
   b. Max Players - Select the maximum number of players you wish to host.
   c. Description - Write the name of the game.
   d. Ladder - Competition Option (GameRanger Membership Required).
   e. Password - Enter a word or phrase if you want to password protect the game you are hosting.
   f. Allow Friends Only - Only allow friends in your Buddy list to join.
   g. Allow Gold and Silver members only - Restrict players to GameRanger Premium Players only.

4. Click on **OK** and wait for people to join your game.

5. When enough people have joined click on **START** to start the game.

6. The pre-game options window for *Battlestations: Pacific* will appear. Click on the **Play** button.

7. The title screen will appear, press ⌨ENTER⌨.

8. Choose one of the available game types (for more details see page 27).

9. You will presented with a menu where you can select the maximum number of players as well as the minimum and maximum rank of player that you wish to be able to join the match.

10. Once you have customized the games settings, click on the **CREATE SERVER** button to create the game lobby and wait for players to join your game.

11. To alter the game settings, highlight the **SETTINGS** menu box and press enter. Depending on the game type you will be able to alter various options in the game such as changing the map, selecting the vehicle type and allowing the use of the tactical map. Once you have altered the settings to your liking, click on the **ACCEPT** button to apply your changes.

12. Once all the players have joined the lobby and are ready, click on the **READY** button to start the game.

HOW TO JOIN AN ONLINE GAME

1. Open GameRanger and look through the list of games for a *Battlestations: Pacific* game.

2. Once you have found a game, double-click to join it.

3. Once the host player is ready he will select **START**.

4. The pre-game options window for *Battlestations: Pacific* will appear. Click on the **Play** button.

5. The title screen will appear, press ⌨ENTER⌨ to access the server browser.

6. Highlight the server you wish to join with the arrow keys and then press ⌨ENTER⌨ to load the lobby.

7. Let the host know that you are ready by clicking on the **READY** button.

MULTIPLAYER MODES

ESCORT

Two opposing sides participate in a battle where there are key units to either defend or attack. The player is in command of a specific predetermined unit and limited to only one at a time. Each map has a separate scenario to take part in.

SIEGE

This mode simulates island and coastal sieges. Players are able to spawn a single unit from a preset pool to aid the siege or to defend the bases under siege. Various units are available on both sides depending on the scenario. Each map has a separate scenario to take part in.

COMPETITIVE

All players are on the same side but are competing against each other. The player controls only one unit at a time with the goal being to destroy the most AI controlled units on the opposing side or to complete objectives before the other players. Each map has a separate scenario to take part in.

DUEL

This is a head-to-head battle with a single unit type selected by the host before starting the mission. Every player controls only one unit and will have to focus on destroying the other players' units until the set number of wins is achieved.

ISLAND CAPTURE

Island Capture is a strategy-based mode built around capturing islands with bases on them. Each player starts with a command building on an island and a variety of units available via the Support Manager. Players can purchase the fleet of their choosing with a Command Point pool, so the cost and available Command Points must be checked.

Capturing neutral bases can give the player access to new units. The goal is to capture as many neutral and enemy bases, receiving victory points for the capture. When the point counter reaches the required level the mission is over.

The Support Manager in Multiplayer mode is slightly different to Single Player:

- *There is no stock limit.*

- *In Escort, Siege, Competitive and Duel you can only have one active unit at a time and cannot enter Support Manager until the game mode enables it.*

TECHNICAL SUPPORT

Every effort has been made to make *Battlestations: Pacific* compatible with current hardware. However, if you are experiencing problems with running the game, please read on. The following information MUST be obtained BEFORE contacting Support:

1. The error message displayed when the problem occurred (if any).
2. A **Battlestations Pacific Report.txt** file, this contains:
   - An Apple System Profiler Report of your Mac.
   - Any Crash logs that exist for *Battlestations: Pacific*.
   - List of all the files in the relevant game folder.

All the information required can be obtained by loading *Battlestations: Pacific* and clicking on the support tab in the pre-game options window.
In the support tab click on the **Generate Report** button. Once the report is generated it will appear as a file on your desktop. Now click on the **Create Email** button. Remember to attach the report called **Battlestations Pacific Report.txt** to your e-mail.

CONTACT US
ONLINE SUPPORT

Visit our website at **www.feralinteractive.com**

Here you will find extensive product support and other information.
In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-MAIL SUPPORT

If you cannot find an answer to your question on the website, email to the following address: **bspsupport@feralinteractive.com**

The subject line of your e-mail must include the words "**Battlestations Pacific**".
Remember to attach the report called **Battlestations Pacific Report.txt** to your e-mail.

PHONE SUPPORT

If you prefer to speak with a member of the support team, call on the following numbers:

If you are in the UK – Tel: **020-8875-9787**
If you are outside the UK – Tel: **+44-20-8875-9787**

Telephone support is available between 9 am and 6 pm GMT. Outside of these hours, please leave a message with your name, telephone number and the game for which you are seeking support.

Please do not contact Feral's technical support staff in search of game hints. They are neither permitted nor qualified to supply such information.

CREDITS

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IN-GAME CONTROLS SUMMARY

SHIP CONTROL

Speed Up	–	W
Slow Down / Reverse	–	S
Steer Left	–	A
Steer Right	–	D
Repair	–	OPTION
Launch Landing Ships	–	CTRL
Look Up	–	Mouse Up
Look Down	–	Mouse Down
Look Left	–	Mouse Left
Look Right	–	Mouse Right
Zoom Toggle	–	Mouse Button 3 / T
Zoom In	–	Mouse Wheel Up
Zoom Out	–	Mouse Wheel Down
Fire	–	Mouse Button 1
Weapon: AA	–	1
Weapon: Artillery	–	2
Weapon: Torpedo	–	3
Weapon: DC	–	4
Next Weapon	–	SHIFT

PILOT MODE PLANE CONTROL

Pitch Up	–	Mouse Down
Pitch Down	–	Mouse Up
Roll Left	–	Mouse Left
Roll Right	–	Mouse Right
Speed Up	–	W
Slow Down	–	S
Speed Boost	–	OPTION
Rudder Left	–	A
Rudder Right	–	D
Fire	–	Mouse Button 1
Bomb Mode	–	SHIFT
Mouselook	–	CTRL

SUBMARINE CONTROL

Dive	–	F
Emerge	–	R

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