FPO

OUTSIDE FRONT COVER

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

BATTLESTATIONS PACIFIC

INTRODUCTION

In **Battlestations: Pacific** *you will experience the Pacific War through two epic sagas.*

Relive the greatest battles or rewrite the course of history.

Then go online and make some history yourself.

US CAMPAIGN, 1942-1945

The Miracle at Midway in June 1942 turned the tide of war and put the US and Allied Forces on the offensive.

But victory was not certain. The Imperial Japanese Navy would fight to the death for its new possessions that stretched across the vast Pacific–Guadalcanal, Tarawa, Iwo Jima, and Okinawa and more. Dishonor was not an option.

JAPANESE CAMPAIGN, 1941-1945

The Greater East Asia Co-Prosperity Sphere was becoming a reality–China, Indochina, and now the Pacific.

The plan was bold. Suddenly strike the enemy at Hawaii. Sweep across the Pacific. Finish the US Fleet at Midway and then launch **"The Eastern Operation"**–*the invasion of Hawaii–to achieve final victory.*

GETTING STARTED

WINDOWS® XP

INSTALLATION

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.

2. Place the *Battlestations: Pacific* disc into your computer's drive. The disc should autorun and take you to the installation screen.

   NOTE: If autorun is disabled on your machine:

   ★ Double-click *My Computer* on your Windows desktop, and then double-click the drive. The installation screen should appear.

   ★ If the installation screen does not appear, double-click *Setup.Exe.*

If the game has not yet been installed, the *Install* option on the installation screen will be available.

1. Select *Install* to begin the installation process.

2. Follow all on-screen instructions.

LOADING

With the game installed, place the disc in the drive (if it's not already there) and select *Start* ➡ *Programs* ➡ *Eidos* ➡ *Battlestations: Pacific* ➡ *Launch Battlestations: Pacific.*

WINDOWS VISTA®

INSTALLATION

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.

2. Place the *Battlestations: Pacific* disc into your computer's drive. The disc should autorun and take you to the installation screen.

3. When the *User Access Control* option appears, choose *Continue.*

   NOTE: If you are not logged-in to a Windows Vista user account with administrator rights, you will be asked to provide the Username and Password of such an account.

LOADING

With the game installed, click the *Windows* button.

★ Click *Games Explorer*.

★ Double-click the *Battlestations: Pacific* icon to start the game.

GAMES FOR WINDOWS – LIVE

Games for Windows – LIVE and Xbox LIVE® are part of the first and most comprehensive online entertainment network in the world, uniting gamers on Xbox 360® and select Games for Windows – LIVE titles. The LIVE service connects millions of gamers in 25 countries, making it easy for gamers to find friends, games, and entertainment on either platform.

When you become a member of LIVE, you can see your Friends' games and activities, communicate with other members, and track gaming achievements. Become a Gold member to receive additional benefits, such as sending and receiving invitations to Multiplayer games.

Go to **www.gamesforwindows.com/live** for more information about LIVE and availability of LIVE in your region.

CONNECTING TO LIVE

To connect to Games for Windows – LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows – LIVE. If you don't have one, you can get one for free. To sign in or sign up, launch the game, then press the Home key.

For more information, go to **www.gamesforwindows.com/live**.

FAMILY SETTINGS

Family Settings in Games for Windows – LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools.

For more information, go to **www.gamesforwindows.com/live/ familysettings**.

GAME CONTROLS

MENU NAVIGATION

Highlight menu option	↑ / ↓ cursor keys or W / S
Alter options / Move sliders	← / → cursor keys or A / D
Confirm selection / Next screen	ENTER or **left mouse button**
Cancel selection / Previous screen	ESC or BACKSPACE

IN-GAME CONTROLS

These are the default keyboard/mouse controls for *Battlestations: Pacific.* You can reconfigure these controls in the Options menu.

SHIP CONTROLS

Speed up	W
Slow down / Reverse	S
Steer left / right	A / D
Repair	ALT
Launch landing ships	CTRL
Look up / down / left /right	**mouse** up / down / left / right
Zoom toggle	**mouse button 3**
Zoom in / out	**mouse wheel** down / up
Fire	**mouse button 1**
Weapon: AA	1
Weapon: Artillery	2
Weapon: Torpedo	3
Weapon: DC	4
Next weapon	SHIFT

PILOT MODE PLANE CONTROLS

Pitch up / down	**mouse** up / down
Roll left / right	**mouse** left / right
Speed up / Slow down	W / S
Speed boost	ALT
Rudder left / right	A / D
Fire	**mouse button 1**
Bomb mode	SHIFT
Mouselook	CTRL

SUBMARINE CONTROLS
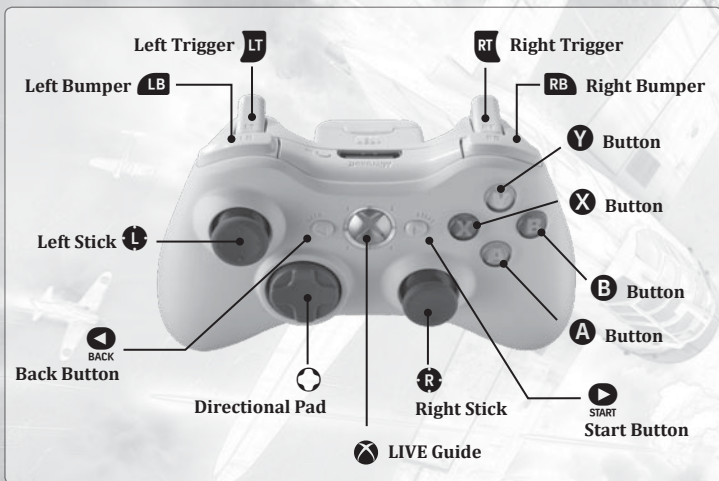
Dive	F
Surface	R

SUPPORTED CONTROLLERS

Battlestations: Pacific. is compatible with the Xbox 360 Controller. Other controllers are not supported directly, but if they have similar properties to the Xbox 360 Controller, you can bind them manually to game functions.

It is possible to use controllers with less buttons, but in this case you will have to bind additional game functions to the keyboard.

Xbox 360® CONTROLLER FOR WINDOWS

Left Trigger **LT**
Right Trigger **RT**
Left Bumper **LB**
Right Bumper **RB**
Y Button
X Button
Left Stick **L**
B Button
A Button
Back Button **BACK**
Directional Pad
Right Stick **R**
Start Button **START**
LIVE Guide

MAIN MENU

Access all game modes from this menu, and return here after a game session.

✶ **SINGLE PLAYER:** Dive straight into either the *US* or *Japanese Campaign*, or practice at the *Training Grounds.* Alternately, try your hand in the *Skirmish* mode against or in cooperation with AI players.

✶ **MULTIPLAYER:** Pit your skills against other players and team up with your friends in five different Multiplayer modes.

✶ **TACTICAL LIBRARY:** Learn about naval warfare and check your progress in *Achievements* and *Leaderboards*.

✶ **OPTIONS:** Adjust *Game, Audio, Video, Controls, Clan Tag* and *Download Content* settings.

SINGLE PLAYER

✶ **JAPANESE CAMPAIGN:** Return to the start of the war with the attack on Pearl Harbor from the Japanese perspective; then go on to change history by taking part in real and fictional battle scenarios.

✶ **US CAMPAIGN:** The campaign opens with the aftermath of Midway, and progresses all the way up to the invasion of Okinawa.

✶ **TRAINING GROUNDS:** Practice with all available units in a controlled environment.

✶ **SKIRMISH:** In this offline equivalent of the Multiplayer game, you can access all maps of the five Multiplayer modes for solo play, plus add AI opponents and allies to your game. *(See* Multiplayer *on page 29 for further details.)*

OPTIONS

You can adjust various game option settings within *Battlestations: Pacific* by selecting *Options* from the Main Menu. Or press P to pause while in-game, then select *Options* from the Pause menu. Option sub-menus include:

✶ **GAME:** Adjust various in-game settings such as: setting units of measurement; enabling subtitles; disabling hints; adding camera shake and water drops on camera.

✶ **AUDIO:** Adjust music, speech and sound effects volume.

✶ **VIDEO:** Adjust screen resolution, select full screen mode, and switch graphical effects on/off.

✶ **CONTROLS:** Invert stick vertical controls for camera and planes, and/or swap stick controls for movement.

✶ **CLAN TAG:** Set a Clan Tag that will be displayed in the Server Browser when you're creating and joining a Multiplayer session.

✶ **DOWNLOAD CONTENT:** Enable or disable Downloadable Content.

GAME INTERFACE

The game interface is visible on-screen whenever you are controlling a unit.

1	On-Screen Help	5	Target Info
2	Unit Window	6	Markers
3	Radar/Compass	7	Objective Tracker
4	Crosshairs	8	Movement & Helm Controls

ON-SCREEN HELP

As you advance through the game, hints and on-screen help appear. This information is designed to help you learn the game's controls and features.

> *NOTE:* You can access hints and on-screen help from the in-game Options menu at any time; you can also switch them on/off from the menu.

UNIT WINDOW

Your current unit is displayed in the bottom right corner of the screen in the unit window. It displays your unit's health, its type and its current orders.

1	Unit Name	3	Unit Health
2	Unit Type	4	Current Orders

SHIP DESIGNATION ABBREVIATIONS

During the Pacific War, the Allied navies used the following abbreviations to denote ships' classes. These are used in-game 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

PLANE ICONS

Planes are categorized by the type of armament they carry:

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

CURRENT ORDERS

These icons indicate the Current Orders issued to the unit.

Move	Unit on Manual Control
Attack	Land *(planes only)*
Stop	

USING THE RADAR

The Radar and Compass provide an overview of the location of other units in relation to your unit. You can use the map (press TAB) to access a more detailed Map screen.

> NOTE: The Compass shows the direction you are looking in, *NOT* the direction your unit is heading in.

Red Mark	Japanese Unit
Blue Mark	US Unit
Gray Mark	Neutral Unit
Gold Mark	Primary Objective
Sky Blue Mark	Secondary Objective
Central Arrow	Direction of Travel
Pie Section	Field of Vision

Use the Compass and Direction of Travel indicators to help you control your unit's movement when operating a weapon.

CROSSHAIRS

The crosshairs show which weapons system is selected, and the status of those weapons. The crosshairs change form depending on which weapon is selected.

DISABLED CROSSHAIRS

This is its neutral state, indicating that you have no available weapons or that they are currently disabled.
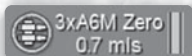
FRIENDLY INDICATOR

Whenever your crosshairs are over a friendly unit, its inner circle turns green.

HIT INDICATOR

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

CROSSHAIRS INFO

This provides information on the unit nearest the crosshairs. Info includes the nearby unit's type, name, health level and distance from your unit. If the distance display turns gray, the unit is outside your selected weapon's range. Some land installations, though indestructible, can be disabled by damage caused to them. While disabled, they can't fulfill their role and are displayed with a grayed name and health bar.

TARGETING

One of the most important orders available in your commanding arsenal is the ability to assign targets to units. A unit with an active target will use its weapons to destroy it. *(See* Command Menu *on page 23 for details.)*

TARGET INFO

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

ACQUIRING CLOSEST ENEMY AS TARGET

Press **mouse button 2** to target the closest enemy to your position. Press **mouse button 2** repeatedly to cycle through other potential targets.

> NOTE: While in a unit capable of joining a formation, holding **mouse button 2** over a friendly ship issues the Join Formation command. *(See* Formations *on page 24 for details.)*

ACQUIRING UNIT CLOSEST TO CROSSHAIRS AS TARGET

Hold **mouse button 3** to target the enemy unit closest to the crosshairs.

CLEARING SELECTED TARGET

To deselect the current target, press SPACE .

MARKERS

Units on-screen are marked with color-coded brackets and arrows to help you determine their position, distance, allegiance, and whether or not 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

✶ When you target an enemy unit, its marker changes to an arrow of the same color.

✶ A pointer appearing on the edge of the screen indicates the direction of objective units and targets that are not in your field of view.

SHIPS & SURFACE CRAFT

This section provides a detailed overview of basic ship controls and terminology.

MOVEMENT & HELM CONTROLS

Use the Helm controls to pilot the ship and control the speed of the engines. Additionally, the Helm displays the onboard stock of any limited equipment.

1. **Rudder Direction**
2. **Speed Setting Ahead** *(Forward)*
3. **Speed Setting Astern** *(Reverse)*
4. **Current Speed**
5. **Torpedoes on Board**
6. **Recon Planes / Landing Boats on Board**
7. **Failure Display**
8. **Formation Indicator**

STEERING   A / D

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

SETTING SPEED   W / S

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

AIMING   mouse

Use the **mouse** to look around your ship and to acquire targets. Click **mouse button 3** to use the Binoculars to spot enemy units over a longer distance.
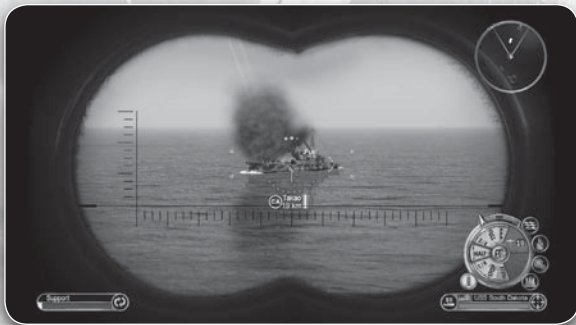
FAILURE DISPLAY

Direct hits to your vessel cause failures. A red circle appears around the Failure Type icon when this happens.

This icon indicates that a hull breach has occurred.

This icon indicates engine failure that will cause your ship to drift in the water.

This icon indicates that fire is present on board that will slowly damage your ship.

This icon indicates enemy attacks that can disable your weapons.

REPAIR   ALT

Press ALT to open the Repair menu. *(See Repairs on page 25 for details.)*

FORMATION DISPLAY

You can group ships into formations for easier handling. *(See Formations on page 24 for details.)*

Your unit is the formation leader.

Your unit is a member of the formation.

★ No icon indicates your unit isn't in a formation.

WEAPONS SYSTEMS

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

Aim Weapon . . . . mouse
Fire Weapon . . . . mouse button 1
Change Weapon. . . . . SHIFT

AA CROSSHAIRS

The crosshairs for the anti-aircraft (AA) and flak cannons differ from those of other ship-borne ordnance in one crucial way: they are dynamic. This means that the crosshairs change in appearance when your shots are on target.

ARTILLERY CROSSHAIRS

Artillery are large caliber main guns, suitable for attacking armored vessels, large cargo ships, and land-based fortifications as well as other surface targets.

★ Artillery cannot be aimed at airborne units.

★ Firing the guns continuously decreases the accuracy of following shots. So, firing one shell at a time might increase your chances of hitting the target.

TORPEDO CROSSHAIRS

These propeller-powered underwater missiles are guaranteed to rupture any ship they strike. Ships with hull breaches are very likely to sink unless quickly repaired. However, torpedoes are difficult to aim at long distances and, once launched, cannot be guided.

NOTE: Torpedoes are most effective when fired as a group in an arc, known as a *spread*. This technique gives the helmsman of the enemy ship much less room to maneuver and avoid all the torpedoes launched.

DEPTH CHARGE CROSSHAIRS

The depth charge is effective against submerged submarines. Depth charges cannot be aimed directly at a target, since they are dropped from the back of the ship. Using them successfully requires skillful piloting maneuvers and split-second timing.

To go to underwater view and drop depth charges, click **mouse button 1**. Subsequent **mouse button 1** clicks release additional groups of charges.

✯ You can still control the ship's movement while dropping depth charges.

WEAPON STATUS INDICATOR

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

AIRCRAFT

This section details the basic control of all types of aircraft at your disposal.
(More detailed control of groups of aircraft, known as squadrons, is covered in Support Manager *on page 25.)*

AIRCRAFT GAME SCREEN

① Throttle
② Air Speed Indicator
③ Altimeter
④ Artificial Horizon
⑤ Boost Indicator
⑥ Armament Info

ENGINES AND FLIGHT CONTROLS

ROLL   mouse left/mouse right

Execute a roll to bank your aircraft, causing the plane to turn to the left or right.

PITCH   mouse up/mouse down

A pitch motion is an up or down movement of the nose of the aircraft, causing the plane to climb or dive.

THROTTLE   W / S

The throttle sets the engine power level, thus determining its speed.

YAW   A / D

A yaw motion is a side-to-side movement of the nose of the aircraft, caused by deflecting the rudder. Use this maneuver for slight changes in direction.

✯ You must become skilled at using flight and throttle controls simultaneously if you want to be an ace pilot.

ALTIMETER

This gauge indicates your plane's current height above sea level. If the gauge flashes red, you are very close to a collision with the land or sea.

ARTIFICIAL HORIZON

This instrument allows you to gauge your craft's attitude relative to the horizon.

Blue Segment	**Land or Ocean Surface**
White Segment	**Sky**
Central Line	**Horizon**

SPEED BOOST

Most planes are capable of an engine overdrive to increase your maximum speed for a short duration. Press and hold ALT to use the speed boost.

✯ The gauge slowly regenerates when not in use.

AIRCRAFT WEAPONS SYSTEMS

AIRCRAFT MACHINE GUNS

This weapon has dynamic crosshairs to show whether or not your shots are on target. Use the flight controls to aim the weapon and click **mouse button 1** to fire.

✮ If you are leading a squadron, the rest of the squadron will attack the target you specified. If no target was assigned, the squadron will attack the same unit you attack.

AIMING AT MOVING TARGETS

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

✮ You can turn the Target Lead Indicator off in the Options menu.

BOMB MODE

Use Bomb mode to prime and aim your bombs. These crosshairs are calibrated to compensate for forward movement, so drop your bombs when the crosshairs are on your target.

Press and hold [SHIFT] to activate the Bomb mode crosshairs. Click **mouse button 1** to release the bomb when the target is under the crosshairs.

✮ Hold **mouse button 1** after releasing the bomb to follow the trajectory of the ordnance with the Bomb Cam. The AI assumes control of your plane while your camera follows the ordnance.

TORPEDOES

You must drop torpedoes from just above the water, and, once launched, they cannot be controlled. The yellow lines of the crosshairs indicate your attitude; they must be in alignment in order for you to launch the torpedo successfully. .

The controls are the same as in Bomb mode: press and hold [SHIFT] to activate Torpedo mode, then click **mouse button 1** to release the ordnance.

✮ Hold **mouse button 1** after releasing the torpedo to follow the trajectory of the ordnance with the Torpedo Cam.

✮ Flying at too steep an angle at release causes the torpedo to detonate upon impact with the water.

ROCKETS

Some war planes are equipped with air-to-air or air-to-surface rockets. These high-velocity flying projectiles deliver quite an impact to your target.

The controls are similar to the machine gun controls, except that you select rockets by holding [SHIFT] while firing.

✮ Hold **mouse button 1** after firing to follow the rockets' trajectory with the Rocket Cam.

PLANE STATUS

The Unit Window details the health of the squadron leader, the digits show the number of squadron members. *(See* Giving Orders to Aircraft *on page 24 for details on controlling multiple aircraft in operations.)*

✮ Remember to keep an eye on your damage status in the Unit Window. To repair damaged units automatically, order them to land.

SUBMARINES

This section details the basic control of submarines.

MOVEMENT

As well as the standard Helm controls that are found on ships, the submarine has additional controls for diving and surfacing. It is also equipped with an Air Supply indicator and periscope for covert surveillance of surface targets.

DEPTH LEVEL INDICATOR

Submarines in *Battlestations: Pacific* move in two planes. The first set of movement controls are identical to those on surface craft, and the submarine reacts to them identically both above and below the surface. You control the submarine's dive and surfacing functions using [F] / [R]. This enables the sub to operate at four depth levels.

LEVEL 1 (SURFACE)

On the surface, the sub is highly visible to other ships, so it is vulnerable to enemy ordnance, including torpedoes. However, the sub can travel faster on the surface, and deploy its torpedoes and any deck-mounted weaponry.

On the surface, use [SHIFT] to cycle through the sub's weapons systems.

⋆ Subs must surface intermittently to replenish their air supply.

LEVEL 2 (PERISCOPE DEPTH)

At this depth, the sub is invisible to units without Sonar. Those equipped with Sonar (destroyers, recon planes, etc.) can still locate a sub at this depth. Subs are very vulnerable to depth charges at this level.

⋆ The tell-tale ping of the Sonar alerts you that you've been spotted by an enemy unit. To avoid detection, open the map (press [TAB]) to check on the enemy unit's Sonar range (indicated by a green circle).

Use the periscope to assist you in aiming torpedoes at enemy targets. To raise/lower the periscope, press **mouse button 3**.

⋆ A raised periscope mast can be destroyed if it makes contact with another unit. It can also be repaired.

LEVEL 3

You are unable to fire your torpedoes at this depth, but it is ideal for skulking around and maneuvering your sub into position. While enemy units have more difficulty targeting you with depth charges, your sub is still vulnerable to damage from well-aimed charges.

LEVEL 4

Operating the sub at this depth for extended periods causes the pressure hull to rupture, with potentially catastrophic consequences. Conversely, your sub is invisible to Sonar and is invulnerable to depth charges. Dive to this depth only in emergencies—and only for brief periods—to evade expert sub killers.

AIR SUPPLY

Submarines possess a limited supply of fresh air for use by their engines and crew while submerged. When the gauge on the sub's Helm control enters the red "low air" sector, you need to surface to take on more air. Use the map to choose your surfacing location carefully.

⋆ If you do not surface manually to refill air supplies, the sub will surface automatically.

WEAPONS

Submarines are equipped with torpedoes as standard weapons. Torpedoes can only be launched at periscope depth or when surfaced. Most subs are also equipped with deck-mounted AA guns; some larger subs may even sport an artillery piece for use against armored targets. Deck-mounted weapons can only be used when the sub is surfaced. *(See* Weapons Systems *on page 19 for information on using ship-borne weapons systems.)*

JAPANESE SUICIDE CRAFT

Suicide units are available only on the Japanese side.

> *NOTE:* Kamikaze attacks made by non-kamikaze planes (including all US planes) will do no damage.

TYPES

There are various ways to launch a suicide attack:

⋆ Using normal planes converted and loaded with explosives.

⋆ Using motor boats converted and loaded with explosives.

⋆ Using Kaiten, a human-guided torpedo.

⋆ Using Ohka, a rocket-propelled human missile.

DEPLOYMENT

You can use suicide units just like any other units in the game, but they cannot be equipped with weapons. They appear as a separate unit class in the Selection menu.

Units like the Ohka and the Kaiten are carried by a mother plane or submarine. To launch them, select Betty/Ohka or Type-B/Kaiten from the Airfield/Shipyard control panel. *(See* Support Manager *on page 25 for details.)*

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 your units and squadrons. You also need to be able to repair failures quickly and order reinforcements.

TACTICAL MAP SCREEN

The Tactical Map screen 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**
2. **Selected Unit Info Panel**
3. **Cursor Unit Info**
4. **Ranges:**
   GREEN: Sonar
   BRIGHT: Visual Detection
   GRAY: Radar
5. **Filters**

MAP SCREEN CONTROLS

Open / close Map screen	TAB
Show / Hide Objectives menu	O
Cycle objectives (in Objectives menu)	A / D
Zoom in / out	**mouse wheel** down / up
Move cursor	**mouse**
Select unit	**mouse button 1**
Order selected unit to *Move To* waypoint	Move cursor to location and press **mouse button 2**
Attack enemy unit with selected unit	Highlight enemy unit and press **mouse button 2**
Instruct friendly ship to *Join Formation* with another ship	Highlight friendly ship and press and hold **mouse button 2** over formation leader
Circle friendly unit with selected plane	Highlight friendly unit and press and hold **mouse button 2**
Cancel last command	Press SPACE with unit selected
Cancel current command queue	Press and hold SPACE with unit selected

OBJECTIVES

Use O to keep an eye on your mission objectives:

White . . . . Active Objective
Green. . . . . Completed Objective
Red . . . . Failed Objective

FILTERS

Several filters are available that provide additional information on the map. Press ⬚1⬚ to cycle through the different filters:

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

Displays all units' health bars near the unit icons at all times.

Displays unit type availability at different command buildings (very useful information in Island Capture mode).

Indicates the use of active naval supplies.

Displays the failures suffered by the highlighted unit.

ISSUING ORDERS TO A UNIT

To issue orders to a unit, first select the unit. Then move the cursor over the unit on the Map screen, and press **mouse button 1**.

✯ When a unit is selected, it is highlighted and its unit window appears in the bottom right corner of the screen.

ORDERING UNITS TO A WAYPOINT

Ordering units to a point on the map is a key part of reconnaissance and protecting sea or airspace around your convoy, formation or battle group. You can use both ships and planes in this role.

To set a waypoint:

1. Select the unit you want to send to the waypoint.

2. Move the cursor to the first waypoint and press **mouse button 2**. A blue line appears indicating the route your unit will follow.

3. You can repeat Step 2 to add additional waypoints, up to a maximum of eight waypoints. You can also choose to add a closing attack command to the queue.

4. Your unit will follow the plotted path until it contacts its selected target. It will then switch into direct attack.

COMMAND MENU

The Command menu allows you to issue specific commands to selected units and squadrons. Press and hold ⬚C⬚ to open the Command menu. Use ⬚W⬚ / ⬚S⬚ / ⬚A⬚ / ⬚D⬚ to select a 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 it.

ISSUING ORDERS TO SHIPS / BOATS / SUBMARINES

Defensive Stance means the unit's gunners may fire upon enemy units if you have not selected a target. The use of limited-ammunition weapons such as torpedoes is restricted to human-selected targets. The AI won't stray from the plotted course to engage enemies.

In **Aggressive Stance,** the ship may move to a position that the AI decides is best for engaging with enemy units. Gunners are authorized to use all necessary force, including limited-ammunition equipment, to destroy any enemies in range. Human-selected targets take priority. When the unit has neutralized all enemy craft in range, it continues its previous movement orders, if any.

Attack means that you issue an attack command as the captain of a ship. When you give this order, the ship navigates to attack your target. You can then concentrate on aiming, or jump to another unit.

✯ The Attack command is applied automatically when you select targets on the Map screen.

Decommission the currently selected unit. This option is available for units that are not attached to a formation, and reside within a friendly command building's capture range. *(See* Island Capture *on page 30 for details.)*

✯ If a unit is in a formation, it will follow orders issued to its leader.

ISSUING ORDERS TO AIRCRAFT

Defensive Stance reflects the Combat Air Patrol (CAP); the selected squadron guards the unit or position it is assigned to. Highlight the unit you want to assign to a CAP, and press and hold **mouse button 2** over another unit or position to guard it. The CAP squadron will chase incoming enemies up to a two-mile range.

★ Attack planes will use their ordnance only on human-selected targets.

Planes in *Aggressive Stance* can select their own targets to engage; human-selected targets take priority. When the unit has neutralized all enemy craft in range, it continues its previous movement orders, if any.

You can issue an *Attack* command while leading a squadron. As squadron leader, you may choose to attack another target while your wingmen attack the assigned one.

Regroup orders the entire squadron to withdraw from the ordered attack and regroup with the squadron leader.

Land orders the squadron to return to its home carrier or airfield.

Retreat orders the squadron to move back from the combat area to 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 crosshairs over the ship you've designated as formation leader and press and hold **mouse button 2**. The ship you currently control joins in a formation with the formation leader (note the appearance of a Formation icon).

To switch between formation members, press R / F .

CHANGING THE SHAPE OF A FORMATION

Press and hold C , and press S to open the Formation screen. Use the **mouse** to adjust the position of the selected unit in relation to other units in the formation. Press ESC to exit the Formation screen, and ensure the lead unit is underway so the units can assume their new formation.

LEAVING THE FORMATION

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

REPAIRS

The Repair menu is available for all submarines and ships larger than patrol boats. Aircraft need to return to their base to be repaired.

Press and hold ALT to open the Repair menu. Use W / S / A / D to highlight a repair category, then release ALT to confirm it.

★ The center state represents increased hull repair.

REPAIR CATEGORIES

|			
〰	Assign crew to pump water and make ruptured sections watertight.	♨	Assign crew to repair weapons.
🔥	Assign crew to fight fire.	🔭	Assign crew to repair periscope *(Submarines only)*.
⚙	Assign crew to repair engines.	🔧	Assign crew to repair the hull.

GOOD DAMAGE MANAGEMENT PRACTICE

The icons in the Repair menu will pulse red as a visual key to assist you with allocation of damage crew resources. *(See* Failure Display *on page 13 for details on different failures.)*

SUPPORT MANAGER

The ability to launch units is fundamental to victory in *Battlestations: Pacific*. In order to get hold of new or replacement units, press Z when a base is under your command to access the Support Manager panel. Press Z again to close the Support Manager.

Support ↺
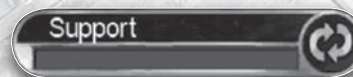
This panel shows that you have a base under your command, which could be a carrier, airfield, shipyard, command building or any other spawn point.
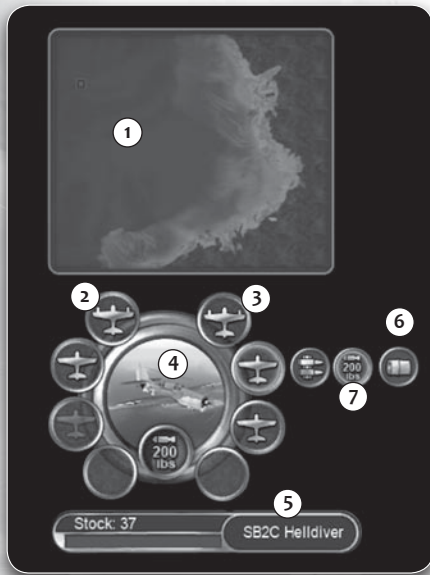
1. Area map with selected base's location
2. Active squadrons list
3. Available units in hangar
4. Highlighted unit's picture
5. Highlighted unit's type
6. Possible ordnance load-out
7. Selected ordnance

✯ Even with the Support Manager open, you can still access most of the action controls of the game, though the Support Manager overrides the general functionality of some keys.

SELECTING AIRCRAFT TYPE

With the Support Manager open, press W / S to highlight a unit type. Keep an eye on the stock counter in the lower left corner. When it drops to zero, you cannot send out a plane of the selected type.

CHOOSING ARMAMENT

If a unit has multiple armament load-outs, you can cycle between them by pressing C.

LAUNCHING A SQUADRON

Once you have highlighted a unit and selected the armament, you can launch your squadron by pressing **mouse button 2**. The squadron will circle its home base until it receives further orders.

✯ An icon appear for a newly launched squadron in the Active Squadrons list on the left side of the panel.

ACTIVE SQUADRONS

To switch between the Unit and Active Squadron lists, use A / D.

Select an active squadron by pressing W / S. To quickly jump to a squadron from the Support Manager, press X. You'll jump to a view of the squadron leader.

In certain combat situations, you might need to reconsider the squadron composition of your carrier. To do that, select the squadron you don't need any more and press V to order it to land. To cancel a Land command any time before the squadron leader touches down, press 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. You can only send out squadrons while you have empty slots. Different bases have varying numbers of slots.

Squadron is ordered to take off.

Squadron is in the air following last orders.

Squadron is under landing orders.

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 fills empty or dead slots.

MULTIPLE BASES

When multiple spawn points (bases) are available to choose from, enter the Support Manager, highlight a base by pressing W / S, and then select it by pressing **mouse button 2**.

Check the unit picture of the base in the center panel. If the picture is colored red, that base has been disabled for the moment. To return to the base selection level, press ESC.

SUPPORT MANAGER IN MULTIPLAYER MODE

The Support Manager in Multiplayer mode is similar, with these differences:

* There is no stock limit.
* In Escort, Siege, Competitive and Duel modes you can only have one active unit at a time, and you cannot enter the Support Manager until the game mode enables it.
* In Island Capture, every player has a Command Point pool to purchase units from. Check the cost and available Command Points in the lower left corner of the screen. (*See* Island Capture *on page 30 for more information.*)

NAVAL SUPPLY

You can obtain Naval Supplies during play in both Single Player and Multiplayer modes. In Single Player mode, you receive supplies by completing challenges. In Multiplayer mode, you receive supplies by completing tasks, for example, by taking control of an island.

> The Naval Supply Received icon is displayed when a supply is available.

REQUESTING A NAVAL SUPPLY

When you acquire a Naval Supply, you can access the Naval Supply panel by pressing and holding Z.

Three kinds of Naval Supplies are available; select one with W / S:

> **AIR SUPPORT:** Aerial backup available from beyond the borders of the map.
>
> **ACTIVE SUPPLIES:** Grant temporary bonuses for a short time.
>
> **TECHNOLOGIES:** Passive bonuses that remain active as long as the relevant Naval Supply is present; these are displayed on the left side of the panel.

Automatic Reloader

The icon in the middle shows the unit type used for an Air Support, or the units that could be targeted with an Active Supply.

Press **mouse button 2** to activate the Naval Supply on your selected unit. When a unit is highlighted on-screen (with crosshairs info), you can press and hold **mouse button 2** to request the Naval Supply directly on that target.

MULTIPLAYER

GAMES FOR WINDOWS — LIVE

HOSTING A GAME ON GAMES FOR WINDOWS – LIVE

1. Log into Games for Windows - LIVE and select *Multiplayer* from the Main Menu.
2. Select *Games for Windows - LIVE*. The Games for Windows - LIVE game menu will appear.
3. Choose *Ranked Match* or *Player Match*.
4. Select *Create Match.* This will host a *Battlestations: Pacific* session. You can then select a Multiplayer game mode *(see page 30)* as well as control the settings and choose maps.
5. When all players joining the game are ready, press ENTER to start the session.

JOINING A GAME ON GAMES FOR WINDOWS – LIVE

1. Log into Games for Windows - LIVE and select *Multiplayer* from the Main Menu.
2. Select *Games for Windows - LIVE*. The Games for Windows - LIVE game menu will appear.
3. Choose *Ranked Match* or *Player Match*.
4. Select one of the following:

   Quick Match: Join an online game in one button press! If no games are available, the game automatically creates one and makes you the host.

   Custom Match: Search for a particular online game according to your required specifications.
5. The Session Browser appears. Highlight a server name from the list and press ENTER to join.
6. Press ENTER to join the session.

MULTIPLAYER MODES

ESCORT

In this mode, you participate in a battle involving key units to both defend and destroy. The two opposing sides are required to escort or destroy these key units, depending on which side they are on. Each player commands a specific pre-determined unit and is limited to one at a time. Each map offers a different scenario.

SIEGE

Island and coastal sieges are simulated in this mode. Players can spawn a single unit from a preset pool to aid the siege, or to defend the bases under siege. Various units are available on the offensive and defensive sides, depending on the scenario. Each map offers a different scenario.

COMPETITIVE

All players are on the same side, but are competing against each other to get the highest score. You control only Japanese or US units, and each player controls only one unit at a time.

The goal is to destroy the greatest number of AI-controlled units on the opposing side, or to complete objectives before the other players do. Each map offers a different scenario.

DUEL

A Duel is a head-to-head battle with a single unit type selected by the host before starting the mission. Each player controls only one unit (US or Japanese), and must focus on destroying the enemy players' units until the set number of wins is achieved.

ISLAND CAPTURE

This strategy-based mode is 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 have a Command Point pool from which to purchase their chosen fleet composition. Capturing neutral bases unlocks access to new units.

The goal for both sides is to capture neutral and enemy bases, and receive victory points upon controlling these bases. When the victory point counter reaches the required level, the mission ends.