PACIFIC
★ STRIKE ★ ™

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PLAYTESTERS' GUIDE

BY TUESDAY FRASE AND ROB IRVING
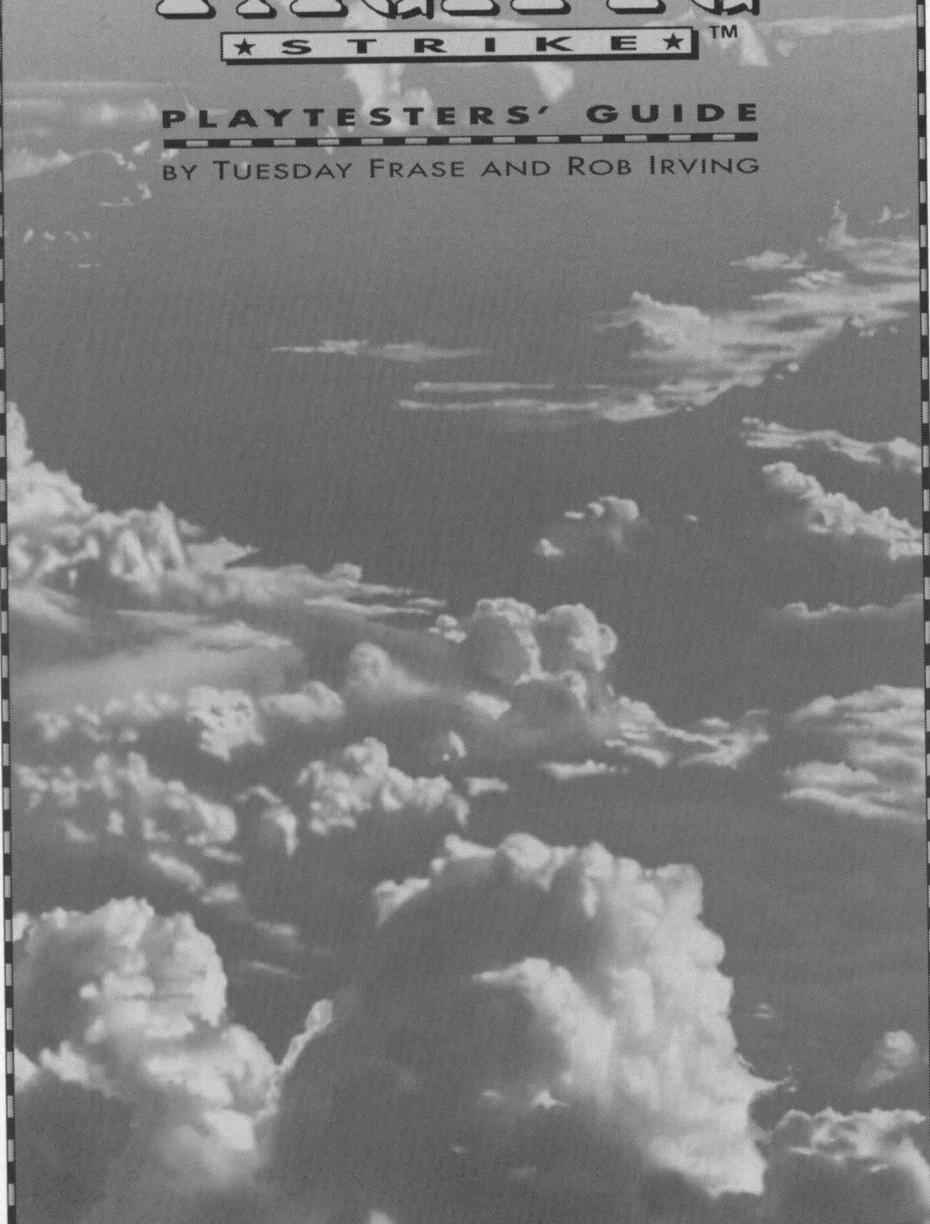
The *Pacific Strike Playtesters' Guide* was written to assist you in your quest to end World War II in the shortest time possible. The information contained within these 96 pages was compiled with the help of the game's programmers, designers and playtesters. This section tells you where to quickly find the statistics and hints you need to win the game.

To learn a little more about the men you entrust your life to, check out the **Wingmen Profiles** (pp. 6-15). Each pilot has certain statistics you may be interested in, ranging from morale to dogfighting ability.

If you're looking for the solution to a particular mission, read up on the mission chronologies in **Mission Specifics** (pp. 26-77). There, you have access to navigational maps, mission briefings, plane information, objectives for each nav point, and information on the numbers and types of enemies you'll face throughout the mission. These mission write-ups also give hints to help you successfully complete every mission in the game.

You may want to track your scores as you complete missions. The sections on **Scoring** (p. 94) and **Damage Systems** (p. 78) describe how your points are tallied and how much damage each type of weapon delivers. Or, you can find out how you match up with our playtesters by checking out **Par Points by Mission** on p. 96.

In other sections of the book, you can find out what weapons each plane carries (**Friendly** and **Enemy Plane Loadouts** on pp. 90-91) and what ships appear in which missions (**Ships by Mission** on p. 24). For broader hints, scope out **General Playing Tips** on p. 18.

We hope the information contained in this book helps you advance down the long, hard road of World War II ...

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Special thanks go to the **Pacific Strike** *crew that made the game and
this book possible, and to ORIGIN, which gives us all the chance to create worlds.*

TABLE OF CONTENTS

FLYING WITH A WINGMAN

In *Pacific Strike*, you fly with eight characters that show up in the Mess Hall between sorties, and ten more pilots that accompany you on missions. You'll always fly with Jester in the first Pearl Harbor mission. After this, your wingman is randomly chosen for you until you achieve two rank promotions and become a lieutenant commander. Then, you have the option of flying with whomever you choose.

Every wingman character in the game has different strengths and weaknesses that you need to keep in mind once you begin designing missions. Employing the pilot with the right skills for a particular mission often makes the difference between success and failure.

Your wingman's duty is to guard his wingleader and obey orders. In battle, the wingman often provides the extra firepower needed to succeed in a mission. Some pilots, depending on their morale, may decide to desert in the middle of combat. Others tend to disobey orders or blow off their ammo indiscriminately. All pilots in *Pacific Strike*, however, can execute basic dogfight moves and have similar mission priorities:

1. Fly in formation
2. Accomplish mission
3. Attack enemies
4. Stay near your plane

Instructing Your Wingman

Once you fly a few missions, you'll learn to appreciate your wingmen. They warn you of enemies on your tail and keep you aware of conditions during combat. As the wingleader, it is your responsibility to guide your wingmen's course of action. They'll follow your orders – most of the time. In certain game circumstances, a wingman's reply will indicate that he has no intention of obeying you.

The first time you fly a mission, try accomplishing the mission objectives by yourself, with your wingman flying in formation with you. If you can do this, you'll end up acquiring more points (since you shoot more targets).

If you fail the mission the first time, try sending your wingman an *Attack Target* or *Break Formation* message as you approach the target. Once you free him, he'll search out his own air targets and attack ground targets. After the targets are destroyed, you can order him to *Form On Me* and resume his normal position.

Wingman Statistics

The table below defines ten different ratings for pilots. Before you choose your wingman, study these ratings and pick the man best suited to accomplish the mission objectives. Some of these ratings also apply to enemy pilots and vary between Rookie, Veteran and Ace levels. See **Enemy Artificial Intelligence** on page 16 for enemy characteristics.

TH (Trigger Happy) ....conservative with ammo (0) to wasteful (16)
MM (Morale Modifier) ...flees combat/disobeys orders (0) to stays in combat/obeys orders (16)
V (Verbosity) ....rarely speaks (0) to talks a lot (16)
DF (Dog Fight Skill).......poor piloting skills (0) to excellent piloting skills (16)
BA (Bombing Ability).....inaccurate bomber (0) to highly accurate bomber (16)
SA (Shooting Ability) .....poor shot in combat (0) to excellent shot in combat (16)
P (Panache)..................by-the-book pilot (0) to showoff pilot (16)
AG (Aggressiveness) ......cautious during combat (0) to aggressive during combat (16)

Pilot	TH	MM	V	DF	BA	SA	P	AG
Biggs	4	13	5	14	12	16	4	12
Squints	11	16	5	14	11	14	5	16
Pancake	16	16	11	11	12	12	16	16
Noodles	10	10	13	13	10	9	14	13
Reg	12	8	8	10	16	14	9	10
Jocko	0	16	2	11	9	16	11	16
Slick	12	3	16	14	10	6	16	5
Jester	6	14	16	13	16	12	16	12
Croaker	3	10	8	6	15	7	6	8
Devil	16	5	10	6	8	6	8	10
Lucky	10	10	8	10	10	8	10	14
Hog	16	5	8	8	14	8	5	10
Squawk	8	12	14	7	16	9	12	12
Rock	12	10	10	10	8	10	12	10
Hawk	5	10	5	10	14	9	2	16
Madman	13	13	12	8	12	14	10	8
Eagle	8	9	10	7	11	10	6	8
Peach	12	8	11	12	10	9	7	7
Scout	8	11	7	14	10	6	15	16

LIEUTENANT COMMANDER SCOTT "BIGGS" BIGELOW

Scott Bigelow rises from a military family – his father served as a military advisor to the Navy for 15 years – so it's no surprise that Biggs commands the squadron on the *Enterprise*. He spent his youth hanging around an airfield in Charlotte, North Carolina, and is rumored to have been obsessed with model airplanes. In fact, he takes great pride in constructing model planes out of standard issue toothpicks in between sorties. After graduating from the Naval Academy in '35, Biggs immediately served with distinction as XO of the Fighting Five on the *Yorktown*. A stern leader and able wingmate, Biggs doesn't tolerate much outside the limits of flight-school flying.

"I'm here to keep my men alive, not to coddle them and become great buddies," says Biggs. "You never know whether or not your friends will come home or not ... too many good pilots get themselves shot down every day trying to show off or hanging around for that extra shot. It doesn't work that way. You've got to have respect for your enemy and practice solid flying – none of this hero crap!"

A highly proficient but stern pilot and pre-war aviator, Biggs knows he's good and lets everyone else know it. His comrades joke that his callsign of "Biggs" actually refers to his big-headedness. Occasionally he'll give sparing praise for achievements, but it's more likely that he'll critique your technique and offer tips for improvement.

Pros: Biggs' best skills are strafing and dogfighting, and he consciously reserves his ammo until late in the mission.

Cons: Unfortunately, Biggs knows that he outranks you and seldom obeys orders (though he *says* that he will). He also isn't available after you achieve the rank of Lt. Commander. He's a poor choice for bombing runs because you'll never be able to control him.

Callsign	TH	MM	V	DF	BA	SA	P	AG
Biggs	4	13	5	14	12	16	4	12

LIEUTENANT MITCH "SQUINTS" PARMER

A decorated vet during the fighting in the Philippines and Dutch East Indies, Mitch Parmer was recently transferred to the *Enterprise* from the Marine Corps. Squints pursued a career in the military in 1939 after he was cut from the Brooklyn Dodgers pitching roster (he refused to give up his habit of throwing spitballs during practice). An avid athlete, he takes great pride in his desire to stay in shape and keeps an unarmed 100-lb. bomb under his bunk to use as a bench-press weight. He's a good pilot, but he refuses to rest and is getting tired. His former commanders think he's back in his hometown of Atlanta, Georgia, but we know otherwise.

"The Navy *needs* pilots like me," explains Squints as he pulls a cigarette out of his front pocket. "There's no way in hell that I'm going to sit on my ass back in the States now. After all, I've been shot down more times than I can count on one hand, and I'm still around to fight! When I'm up in the air, all I can think about is tailing one of those blasted *Zeros* and blowing it clear into next week. Maybe *then* the Navy will quit trying to ground me."

Mitch is a headstrong pilot, a guy who's flown too many missions and refuses to rest. He's mostly damn good, but he's making mistakes. His exhaustion is his own fault – instead of cycling stateside after his first tour of duty, he's pulled strings to keep in the fight. He also makes a habit of popping pills for his nerves and fatigue. Parmer's Marine buddies dubbed him Squints because he always stares into the sun too long while looking for the enemy. Mind you, Mitch is still good ... most of the time. Except when he's so deep into a dogfight that he forgets to check six.

Pros: Squints is a dedicated, talented dogfighter who uses aggressive tactics to conquer bogies. He doesn't waste time showing off and won't leave you in a pinch unless he's really shot up.

Cons: On a slightly negative note, Squints doesn't communicate very often. Don't put him on your wing unless you're prepared to watch your own tail.

Callsign	TH	MM	V	DF	BA	SA	P	AG
Squints	11	16	5	14	11	14	5	16

ENSIGN WALLY "PANCAKE" HAWTHORNE

Wally Hawthorne's a green pilot from Sioux City, Iowa, who's fresh off the turnip truck. As a kid, he loved to watch barnstormers – his uncle flew one in World War I. When his chance came to enlist, he eagerly volunteered to be a fly boy. Wally was promptly sent to flight school and somehow managed to graduate after botching four landings during training. Fellow pilots still tease Hawthorne about his first carrier landing attempt – he pancaked a brand-new *Wildcat* into the Pacific after missing the arresting wire.

"Shucks, I dunno what I'd do if I couldn't fly," says Wally with a farmboy grin. "I s'pose I'd be piloting a good 'ol John Deere instead and hoeing taters. But I'm here, by gosh, and I ain't gonna let them finish the war without me!" He pulls out a tattered picture of a young girl hugging a shaggy gray and white mutt and studies it. "I sure can't wait to write Sue Ellen and tell her when's I finally shoot me down a plane!"

Wally's brighter than he looks and genuinely wants to make a difference in the fighting. Plagued by many failures early in his career, he makes up for his mistakes with consistent hard work and zeal. His eagerness and loyalty serve to inspire his fellow pilots, even though he tends to get overexcited about happenings in the war.

Pros: Pancake is your most loyal fan and usually obeys orders without a moment's thought. His landing skills aren't quite up to par, but he's a fair shot on strafing attacks. He's one of the squadron's most enthusiastic and aggressive pilots – and he isn't likely to steal your kills.

Cons: Pancake is an average shooter and bomber – he doesn't add much strength to ground attacks. Also, the kid often shoots out of sheer excitement.

| Callsign	TH	MM	V	DF	BA	SA	P	AG
Pancake	16	16	11	11	12	12	16	16

ENSIGN ANTONIO "NOODLES" BARALDI

Noodles is an ethnic city kid-turned-pilot from the East Side in New York City. He claims that his cousin's personal connection with a certain Navy official is the only thing that got him into flight school. Otherwise, he says he'd have pursued a career in boxing. Baraldi entered the Navy in 1941, and promptly won the military bantamweight boxing championship. Later, he lost his lieutenant (j.g.) rank after a bloody bar brawl with fellow pilots in San Diego.

"Hey man," says Noodles as he flexes his left bicep and takes a long drag off his cigarette. "This war's nothin' compared to the streets back home. You gotta be tough, like me, and you gotta know how to handle yourself up there in that fighter. Can't say I'm all that crazy 'bout facing the enemy in those *Wildcats*, but my cuz says there'll be a new fighter out soon. As for me," he growls as he slams his fist on the table, "you better damn believe that I'll down a few bogies in it!"

Noodles has an annoying habit of talking with his hands, especially when he's waving around his little brown cigarettes. When he's out of smokes, he drives everyone crazy by tossing dice incessantly in the Mess Hall. He claims to have a cousin who can arrange anything and has tried to fix up everyone on the ship up with his sister Carlotta after they go stateside. Most of the pilots tend to avoid Noodles after mealtime, mainly because he keeps his supply of garlic cloves well-stocked. In spite of his physical feats and quick tongue, Noodles is a sharp but conceited pilot who's eager for battle.

Pros: Noodles is confident, and he's not about to let anyone outperform him. He's one of the best dogfighters on the ship, and often talks missions through with other pilots in your division. He's a stylish, aggressive pilot who scores average in most categories.

Cons: Noodles is only a fair bomber, so your best bet is to save him for air-to-air battles. He does have a tendency to run off on his own and "forget" his orders during the heat of battle. And watch out – he's not above zipping in and stealing a kill or two!
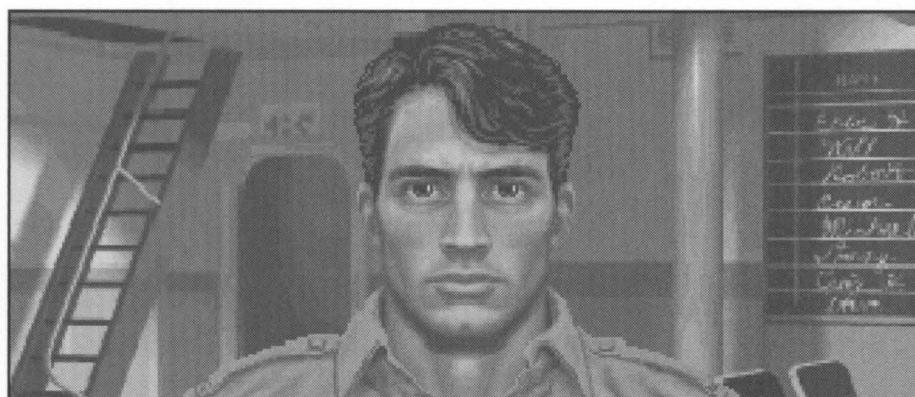
Callsign	TH	MM	V	DF	BA	SA	P	AG
Noodles	10	10	13	13	10	9	14	13

LIEUTENANT (J.G.) REGINALD "REG" THORNTON ASTOR III

An Ivy League graduate born and raised a banker's son in a well-to-do section of Baltimore, Reginald is used to the high life, *not* life in the military. He keeps his nails perfectly manicured and his bunk tidy, and he complains incessantly about the food onboard. His crewmates suspect that the only reason he enlisted was for personal gain. Eyeing a future as a congressman, or maybe even president, he's looking to decorate his record with a few heroic actions.

"All in all, there is ultimately no winner or loser in this war. The best I can do for my country is to risk my life and uphold my honor," Reg solemnly remarks as he slides his castle across the chess board and captures Jester's bishop. "I would love to circle around a Japanese carrier, wave at the fellows on board and then release my torpedo. With it all on camera, of course... you have to have an audience! I'm in this war one hundred percent, but for the love of Uncle Sam, I hope we all make it home. I would hate to think those four years at Yale went to waste!"

Reg is a capable pilot who doesn't make tactical errors. However, he gets a little sidetracked during missions and needs specific orders to kick him into action. Give him a chance to plant some lead in a Japanese carrier, and he'll grab his share of glory – as long as the odds aren't too steep and he's not damaged.

Pros: Reg is an uppity but polite pilot who excels in bombing and strafing runs and makes a mediocre dogfighter.

Cons: Sometimes Reg doesn't think before he shoots (wasting a lot of ammo during combat). He's also likely to take a little damage, then run for home.

Callsign	TH	MM	V	DF	BA	SA	P	AG
Reg	12	8	8	10	16	14	9	10

ENSIGN RICHARD "JOCKO" SUAVE

A sullen, mean-looking loner, Richard Suave hates to conform to society. In fact, he was almost expelled from flight school because he wouldn't wear his regulation flight suit or parachute. Although his I.Q. registers in the 80th percentile, Jocko doesn't lay claim to any ambition in life. He calls himself a womanizer and claims to have paralyzed three men who "bothered him" back in a Jersey pool hall. His favorite hobbies, so he says, are squashing bugs and watching people die slowly and painfully.

"Name's Jocko. I'm no friend, so don't ask me for favors," murmurs Suave as he practices jabbing his pocketknife between his scarred, outstretched fingers. "I love war, I'm here to kill. That's it. Get in my way, and you'll be one sorry son of a @#%$#."

Needless to say, Jocko hasn't exactly endeared himself to his superiors. He never smiles, rarely engages in conversation and likes to unnerve his crewmates by twirling and pointing his pistol in the Mess Hall. But don't worry – he hasn't shot anyone yet. However bizarre his personal habits or actions may seem, he's a rare breed of pilot who's unafraid of danger.

Pros: Jocko's the oddest of the pilots, but he's a top-notch shooter and an aggressive pilot. He won't abandon you during flight, and he tends to hold his fire until he's right on top of a target.

Cons: He doesn't enjoy conversing with other pilots – in fact, he hardly *ever* talks. Jocko won't always follow orders, and you'd be wise not to take him along on bombing attacks.
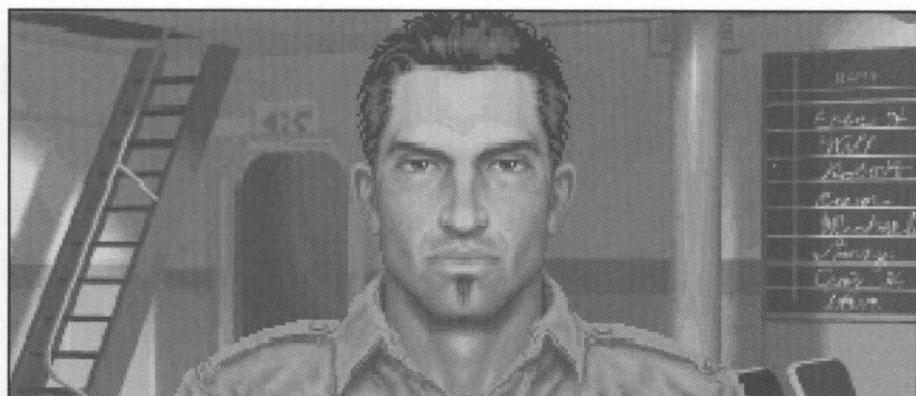
Callsign	TH	MM	V	DF	BA	SA	P	AG
Jocko	0	16	2	11	9	16	11	16

ENSIGN MEL "SLICK" PROVOST

Mel Provost is a boastful pilot who talks a good game, but he's really nothing more than a coward. He'll tell you he was transferred to the *Enterprise* because your squadron needed experienced pilots, but his former commander fed him that line to get rid of him after fellow pilots refused to fly wing with him. He was even accused of cowardice, only to be acquitted after he put on a good show during the court martial hearings. One area Slick *does* excel in is aerial acrobatics, a course he completed with honors back in flight school. In fact, he's known to have wasted precious fuel by practicing his moves en route to a target.

"I'm gonna tear into the first fool that *dares* to fight me," says Slick as he puffs his unremarkable chest. "In fact, I toasted one just last week. He pulled a loop 'n tried to lock onto my tail, but I checked my airspeed, made a quick break to the left, and ditched into a quick Split-S before he knew what was happening. Man, you should've seen my cannons lay into that burning heap of a *Zero*. 'Fore long, I'll rack up more kills than Noodles there!"

Slick says he earned his nickname because he's such a great pilot, but his comrades suspect that it's actually because he's so full of talk. He's excitable, overexaggerates almost everything, and willingly gives out lots of bad advice.

Pros: Slick is somewhat of a boaster, but his dogfighting skills are above average. Try him out in air combat or escort missions, but only if you're not too outnumbered by the enemy.

Cons: He's definitely trigger happy and shows off a lot – as long as enemies aren't around. Don't count on him to stick around during a heated battle, and don't take his word too seriously.
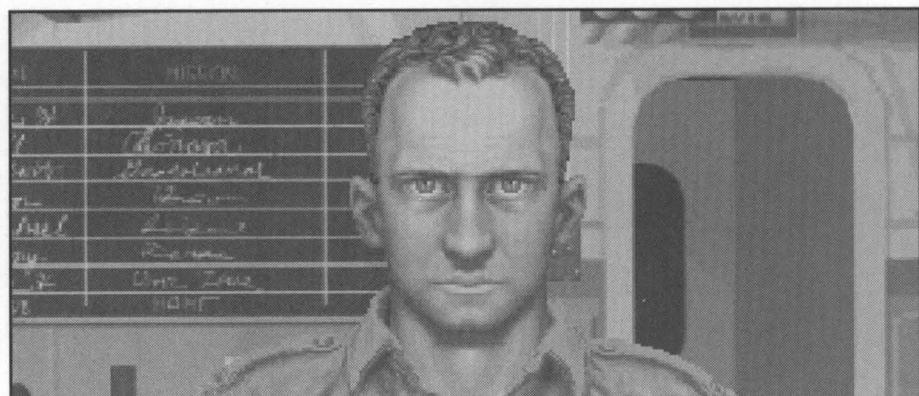
Callsign	TH	MM	V	DF	BA	SA	P	AG
Slick	12	3	16	14	10	6	16	5

LIEUTENANT (J.G.) SIMON "JESTER" WESTCHESTER

Born and bred in northern California, Simon is a wiseguy with a witty remark for every occasion. After he was kicked out of college for a stupid fraternity prank (he's rumored to have tried to make a pledge eat raw fish that had been soaked in pure grain alcohol), he decided to take his talent elsewhere – the U.S. Marines. Irreverent and smart-mouthed, Simon was soon kicked out of the Corps and joined up with the Navy, where he's still bouncing from assignment to assignment. He arrived onboard the *Enterprise* after you and he were transferred from Pensacola.

"Westchester's the name, flying's my game!" says Simon as he sidesteps the cook and slides into a chair. "I've got sky in my blood, you might say, and flying comes real natural to me. Being a *fighter* pilot, now, that's different. It's not all sunshine and fresh salty air. I get no pleasure from splashing Japs. But there's a war on, and I've got a duty to my country."

Besides serving as the squadron's prankster and jokester, Jester's a good scrounge and a pack rat as well. He's got everything a person could possibly keep onboard a ship – extra razors, cartons of cigarettes, magazines from the States and several pinups above his bunk. Since he likes you, you might even find one taped to your cockpit for a little "moral support" during a sortie. Westchester's a capable and well-liked pilot whose wiseguy remarks occasionally liven up the briefings. He's earned his callsign *Jester* because he's always popping off with smart remarks. Though somewhat of a square peg, Simon might make something of himself before this war's over.

Pros: Jester's the best bomber of the bunch, and he conserves his ammo and bombs until he's got a sure shot. Since you know Jester from way back, you can depend on him to watch your tail and stick around.

Cons: One of his few weaknesses is that he enjoys showing off his latest maneuvers. He also could stand to brush up on his dogfighting and strafing skills.
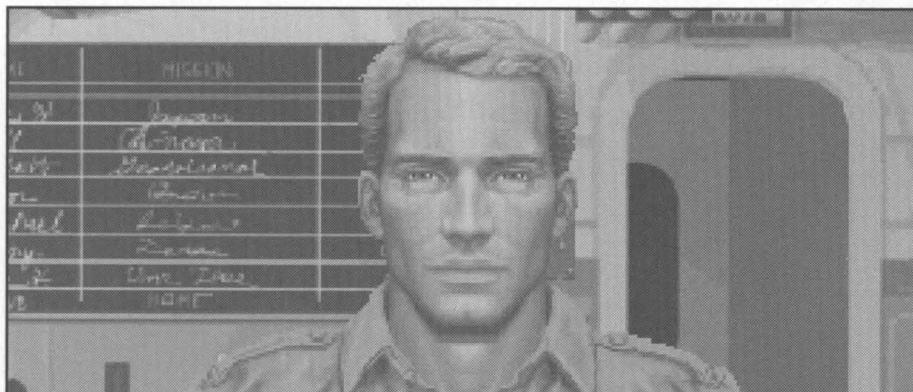
Callsign	TH	MM	V	DF	BA	SA	P	AG
Jester	6	14	16	13	16	12	16	12

ENEMY INTELLIGENCE/AI

Like American pilots, Japanese fliers have different ability and personality modifiers. Although you won't face *named* enemies, you can identify the strengths and weaknesses of Ace, Veteran and Rookie pilots. The attributes of the enemy change whenever you use the Options Screen to change the game's level of difficulty and the enemy's intelligence. Reducing either level makes the enemy shoot and bomb less accurately, maneuver more slowly and attack targets differently.

You face the easiest enemies when you fly at the *Rookie* level and specify *Rookie* enemies. Though you'll still face all three levels of pilots, they're each "dummied down" a bit. Similarly, designating *Veteran* enemies on the *Veteran* setting brings on rookies, veterans and aces with average skills. You face the most difficult enemies when you fly in *Ace* mode and fly against *Ace* pilots. Once again, you still fight rookies, veterans and aces, but they're all "smarter."

Rookie fighter pilots often do not sense danger until they start getting hit with bullets. They often forget to look behind them. When rookies perceive imminent danger, they tend to attack enemies randomly. Aces, on the other hand, go after planes that pose the worst threats. Aces also have the advantage of being more sensitive to danger than other pilots – they react more rapidly and select targets more intelligently.

Bomber pilots only dogfight as a last resort, when they've been shot up and think all is hopeless anyway. In this case, they follow the same tendencies as fighter pilots.

All Japanese pilots follow the same priorities:

1. Attack enemies
2. Accomplish mission
3. Stay near opponents' planes
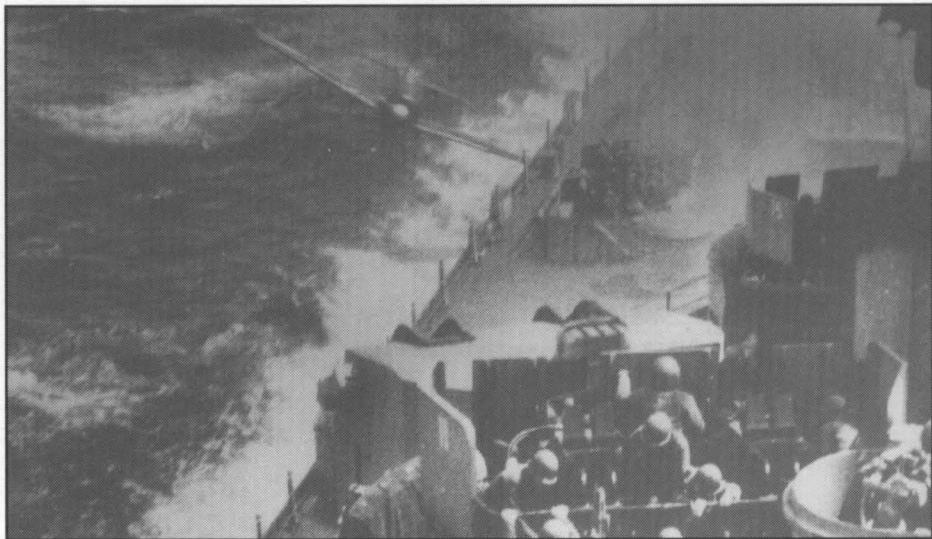
○ *This kamikaze Zero screams toward the port side of a U.S. vessel as helpless gunnery teams duck behind blast shields in preparation for the crash. (1945)*

TH (Trigger Happy) ....conservative with ammo (0) to wasteful (16)
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P (Panache) ....by-the-book pilot (0) to showoff pilot (16)
AG (Aggressiveness).......cautious during combat (0) to aggressive during combat (16)

Pilot Statistics

Pilot Level	TH	MM	V	DF	BA	SA	P	AG
Ace	13	6	8	15	15	13	13	13
Veteran	8	10	10	10	13	10	9	10
Rookie	16	8	10	6	7	5	4	16

Maneuver Ratings

Enemy pilots have maneuver ratings that rank a pilot's skill from -2 to +2, with 0 being the most desirable rating.

+2 Most likely to try this move when it's inappropriate.

0 Most likely to try this move when it's appropriate.

-2 Least likely to try this move when it's appropriate.

For instance, an *Ace* ranks as 0 (the best rank) on Weaves and Barrel Rolls. He applies these moves in the correct situation. A *Rookie* ranks +2 on Weaves (meaning he tries this move in the wrong situation) and -1 on Barrel Rolls (he is less likely to apply this move in the right situation).

Ratings by Move	Ace	Veteran	Rookie
Weave	0	+1	+2
Barrel Roll	0	+1	-1
Jink	0	+1	0
Break	0	-1	0
Immelmann	0	0	-1
Split-S	0	0	-2

TAILGUNS

If you're piloting a plane with a tailgunner and are having trouble shooting down enemy planes, try letting your tailgunner score a kill. The computer tailgunner is very accurate at close range, and he'll be happy to shoot down the bad guys while you dodge bullets. This is best with more maneuverable bombers such as the *Dauntless*.

If you're almost finished with an enemy transport or destroyer and run out of ammunition, try this. Turn your plane upside down, keeping your gunsight above the horizon (push forward on your stick when you're inverted). Next, jump into your tailgun view ([F7]) and fire at the ship until you sink it.

Remember that your tailgun fires by itself if there's an enemy behind you. If you turn, try to turn with the gunner facing the tailing plane: it gives the gunner a longer shot at the enemy.

It's difficult to control your plane when you're in tailgun view. To help with this, use your rudder and flaps as follows. If the enemy drops just below your tailgun's arc of fire, lower your flaps. This will cause your tail to drop when the plane begins to climb. Likewise, if your tail gets in the way of a shot, move your rudder left or right ([<] or [>]) until you've got a clear shot.

BOMBING/DEFENDING AGAINST BOMBERS

If you're really serious about bombing ships, *don't line up your runs down the centerline of the ship!* Come in at about a 5 or 10-degree angle off of the front or rear of the ship, then angle your plane sideways before you actually fly over. As you drop your bomb, pull away from the target. This should slam your bomb into the side of the ship, where it can do optimal damage. Dropping a bomb directly on top of a ship will only spread damage across the deck armor – leaving the floats intact and allowing the ship to sail on.

You earn points for killing objects only if you apply the death blow, i.e., the shot or bomb that sinks a ship. Try letting your wingmen weaken a large target (like a carrier) with *their* ammo before you dive in and finish off the strike. That way, you'll get the points for the kill while reserving your heavy ammo for other targets.

Ignore planes that have already dropped their bombs or torpedoes. There's nothing you can do about their weaponry before it hits, and their guns are almost useless against the sturdy hulls on carriers and battleships.

If you are defending buildings, try not to lose too much altitude when fending off attacking bombers. When the bomber you're pursuing starts to dive, you're better off ignoring him and concentrating on the other dive bombers. Once a bomber releases its load, leave him alone and go after a different bomber. Or, assign your wingman to the harmless bombers while you fly toward the next incoming wave. (You should be able to spot new bogies on the horizon or by using [F6].) As you proceed toward them, try to gain altitude and keep them away from the target you are defending.

GAME MECHANICS AND ENEMY AI

Enemy planes always attack torpedo planes last. Use this to your advantage.
Be careful when you use time burst to catch up to enemy planes. If other friendly planes are already battling the enemy, time burst causes your wingmen to use up their ammo faster.

REAL CHEATS

Don't forget that you have a built-in "Oops" key! If you're about to slam into the ground or water while landing, strafing or bombing, hit the Ⓐ key to save yourself. You'll land automatically or autopilot. But remember, this only works if no enemy planes are in the area. If you want to cheat your score by 50%, turn on UNLIMITED AMMO, launch several torpedoes at a ship, and then turn off UNLIMITED AMMO. You can take down the ship and get full credit for UNLIMITED AMMO being OFF when the ship actually gets hit by the torpedoes. In addition, your plane will be left with one torpedo (so you can pull this trick again).

"EYES LOCKED ON TARGET"

The "eyes locked on target" feature is a highly useful tool during dogfights. If you want to practice using this feature, fly the *Corsair* in an Instant Action mission. Its cockpit has two metal bars running through the top of the canopy. Just keep the target aligned between the two bars and pull your plane's nose up. Eventually, the target will center in your viewscreen.

If the "Eyes locked on target" feature keeps turning your head when you'd rather look straight ahead, press Ⓨ to locate the enemy. When your head starts to swing around the cockpit, immediately press Ⓨ again to turn off this feature. You'll know where the enemy is, and you don't have to reorient yourself every time he moves out of your view. If nothing happens when you press Ⓨ, your opponent is directly behind you.

MISCELLANEOUS

Be wary of following enemy bombers and torpedo planes into a turn. Whenever you do so, you're left inside the arc of their rear guns. While an outside turn doesn't give you a clean shot at the enemy, it does give you longer to maneuver for one without getting plugged first.

If you find yourself tailing a more maneuverable plane into a turn, try lowering your flaps (Ⓕ) or using your rudder (◁ and ▷). Sometimes they help speed up your turn.

If you absolutely, positively can't seem to make it back to your carrier after getting a *Mission Accomplished* message, try ejecting after accomplishing the mission goals. You lose a plane (and points), but at least you win the mission.

When multiple planes go to attack a friendly ship, it might be better to leave them alone once they enter the flak gun range. That way, your ship can fire at incoming planes while you pursue another enemy. This also protects you – the flak gun can damage *your* plane if you fly into its line of fire.

When you're battling torpedo planes, you must score kills quickly and put lots of bullets in the air (even if it means turning on UNLIMITED AMMO). When the initial wave of torpedo bombers is dead, head the next wave off as soon as possible.

If you're defending your ship against torpedo planes and bombers, go after the bombers first. After killing them, use your altitude to dive and quickly catch up to the torpedo planes. On the next wave, try to climb high enough to engage the bombers, then repeat the process. If you're too low, concentrate on the torpedo planes – they are much more deadly to ships.

Flight model affects ship survivability. If a certain mission proves too difficult, try flying it again using an easier flight model. (You change the FLIGHT MODEL in the Option screen.)

MISSION LOGIC

To win *Pacific Strike*, you must battle your way through nine Pacific war campaigns, divided into series of missions. Each mission that you win or lose determines what happens during the rest of the game.

Geographic locations in the game are abbreviated and appear along with a mission number. For example, the third Pearl Harbor mission is PH3.

LOCATION ABBREVIATIONS

Location	Abbreviation	# Missions
Pearl Harbor	PH	3
Coral Sea	CS	4
Midway	MD	4
Guadalcanal	GU	4
Solomon	SL	4
Marianas	MR	4
Leyte Gulf	LY	4
Iwo Jima/Okinawa	IW	4
Endgame	EG1, EG2	Up to 1 mission + 1 of 3 winning end game movies
Losing Missions	LA (Versions 1 - 5)	1 (automatically advance to LB)
	LB (Version 1, 2, or 3)	1 (win advances you to LC, loss shows losing endgame movie)
	LC (Version 1, 2 or 3)	1 (automatically advance to next campaign)

MISSION WINS VS. LOSSES

Each mission has certain items you must destroy or defend – carriers, hangars, bunkers, planes, and so forth. To win a mission, you must satisfy the "Success" conditions for the mission (listed by mission in **Mission Specifics** beginning on p. 26). For example, CS-4 requires that you sink the Japanese carrier *Shoho* without losing a friendly carrier. If you fail to meet the conditions, you lose the mission. This won't necessarily keep you from winning the mission series as a whole. (Note that it is possible to win all missions in a series and still *lose* that series.)

Once you successfully complete one mission series, you progress to the next set of missions. Geographically, you progress across the Pacific.

MISSION SERIES WINS VS. LOSSES

Pacific Strike evaluates your progress at different points in the game. What happens next is determined by whether you've won or lost that mission series. If you're winning, you continue to play the winning game path. If you're losing, you fall onto the Losing Path.

Note: **After MD 4.** The program figures the current state of the war. This decision is based on the number of surviving Japanese carriers vs. American carriers. (If you won MD 1, you get extra "credit" here.) A mission series victory sends you to Guadalcanal, while a loss throws you into LA1.

PH1-3, CS1-4, MD1-2

All Japanese carriers in MD2 sunk | *At least one Japanese carrier in MD2 survived*

MD3-4

First Checkpoint ▶▶ **LA1** ▶▶ **LB1** *LOSE* ▶▶ Movie (Worst Ending)
L (see note)
WIN ▶▶ **LC1**
W (see note)

GU1-4, SL1-2 ▶▶ **LA2** ▶▶ **LB1** *LOSE* ▶▶ Movie (Worst Ending)
Win at least 5 of 6 missions | *Lose at least 2 of 6 missions*
WIN ▶▶ **LC1**

SL3-4 ▶▶ **LA3** ▶▶ **LB2** *LOSE* ▶▶ Movie (Worst Ending)
Lose both missions
Win one or both missions
WIN ▶▶ **LC2**

MR1-4 ▶▶ **LA4** ▶▶ **LB2** *LOSE* ▶▶ Movie (Worst Ending)
Lose MR4
Win MR4
WIN ▶▶ **LC2**

LY1-4 ▶▶ **LA5** ▶▶ **LB3** *LOSE* ▶▶ Movie (Worst Ending)
Win one of LY1-3 and win LY4 | *Lose all of LY1-3 or lose LY4*
WIN ▶▶ **LC3**

IW1-4

▶ *Never went to Losing Path* ▶▶ **EG1** *WIN* ▶▶ Movie (Best Ending)
LOSE

Last Checkpoint ▶ *Went to Losing Path once* ▶▶ Movie (Good Ending)
WIN

▶ *Went to Losing Path at least twice* ▶▶ **EG2** *LOSE* ▶▶ Movie (Poor Ending)

WINNING PATH

The game has three winning possibilities:

If you never dropped to the Losing Path – go to Possibility #1.

If you went to the Losing Path once – go to Possibility #2.

If you went to the Losing Path at least twice – go to Possibility #3.

Possibility #1. You've done better than the U.S. did historically (winning all mission series). Now, you get a special briefing from your commander concerning a top-secret mission to assassinate Japan's dictator, General Tojo Hideki. U.S. Intelligence has uncovered the location of his palace, and it's your objective to blow it to pieces.

Win: If you topple Tojo's palace, the Emperor makes peace and the bomb is locked away forever.

Lose: If you fail this mission, Japan surrenders only after the U.S. uses the atomic bomb.

Possibility #2. You've basically followed the course of history (going to the Losing Path only once). In this case, you finish Iwo Jima Mission 4, then see a winning endgame movie. The U.S. drops the atomic bomb, and Japan surrenders to General MacArthur aboard the USS *Missouri*.

Possibility #3. You've done somewhat worse than the U.S. did historically (going to the Losing Path at least twice). This means you haven't killed off as many carriers as the Navy actually did. From here, you must clear the way for bombers carrying the atomic bomb to Japan. Your mission objective is to shoot up airfields and fighters between your location and the Japanese homeland. One consolation – you get to fly the new *Bearcat* fighter.

Win: If you destroy enough airfields and planes, the U.S. drops the bomb and Japan surrenders to MacArthur.

Lose: If you fail, the bombers carrying the nuclear bomb cannot get through, forcing the U.S. to attempt a ground invasion. The war ends at the cost of thousands of lives.

LOSING PATH

Pacific Strike also has a losing path. When you fail a mission series or let the *Enterprise* sink, you fall onto this path. (See pp. 68-77.) Keep in mind that you can play the Losing Path any number of times and still win the game.

You Fail a Mission Series

If you lose a set of missions, you may have to play another mission at the end of the series. For example, unless the *Enterprise* sinks, you'll fly all the Marianas missions. If you end up losing the series as a whole, you then fly a Losing Path mission, labeled LA4.

Regardless of the outcome, you must next keep Japanese transports from landing on and invading Hawaii (LB2). Lose this mission, and you'll get to see a losing endgame movie. *Win* it, and you play a second Losing Path mission (LC2) in which you have the opportunity to sink any surviving Japanese carriers and rack up a few extra points. Victory or defeat in this third mission carries you on to the next mission series – the one you would have played had you not fallen onto the Losing Path.

The Enterprise Sinks

If you let your carrier sink, you get a special briefing and a new *Enterprise*. Then, you bypass all other missions in the current series and go directly to the Losing Path. In this case, you don't play the losing mission for that series – you go directly to LB. If you win this, you go to LC. The chart below describes the mission sequence if the *Enterprise* sinks:

If the Enterprise sinks during one of these missions	You fly one* or both of these missions	Then you continue with
PH1 to 3	LB1, LC1	CS1
CS1 to 4	LB1, LC1	MD1
MD1, 2, 3, 4	LB1, LC1	GU1
GU1, 2, 3, 4	LB1, LC1	SL3
SL1, 2	LB1, LC1	SL3
SL3, 4	LB2, LC2	MR1
MR1, 2, 3, 4	LB2, LC2	LY1
LY1, 2, 3, 4	LB3, LC3	IW1
IW1, 2, 3, 4	LB3, LC3	Last Checkpoint

*If you lose the first mission in the pair, you go directly to the losing endgame movie.

CHECKING YOUR PROGRESS

To view the number of points you've accumulated, try checking your score ([Alt][S] while on the carrier) and comparing it with **Par Points by Mission** on p. 96. Keep in mind that a high score doesn't necessarily mean that you're winning the war.

A good way to check your progress in the war is to watch the dates that appear in the game. Keep your eyes open during the briefings and when you see the animated map. If the date matches or is better than history, you're doing well. The dates are determined by whether you lose or win critical missions.

Finally, if you continue to earn medals and never fall onto the losing path missions, you're on the right track. After all, winning campaigns is the key to winning the war!

Historical Dates

PH1 ....7 December 1941	GU1 ...8 August 1942	LY1 .....17 October 1944
CS1.....4 May 1942	SL1 .....17 August 1943	IW1 ....16 February 45
MD1 ...4 June 1942	MR1 ...19 June 1944	IW4 ....25 May 1945

SHIPS BY MISSION

If you can't bag a carrier within the first few times it appears, you'll face worse odds later in the game. It's to your advantage to go back and replay early missions until you sink the carrier. You may want to know what ships (friendly and enemy) appear in which missions. The following list identifies all possible points of appearance for the all major ships in the game. Any ship that has been sunk no longer appears in the game – with the exception of the *Enterprise*, which is replaced when destroyed.

SHIPS AND POSSIBLE LOCATIONS

	PH			CS				MD				GU				SL				MR			
	1	2	3	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Japanese																							
Shokaku								●	●	○	●	●	○	●	○		○		○		○		●
Zuikaku								●		○		●	○	●	○		○		○		○		●
Shoho				●	○											●	●	○			○		●
Kaga									●	○	●	○	●		○						○		●
Akagi									●	○	●	○	●		○						○		●
Soryu								●		●	○	●	○	●	○		○				○		●
Hiryu								●	○	●	○	●	○				○				○		●
Ryuho													●				●	●	○				
Zuiho													●				●	●	○				●
Hiyo																							●
Yamato*																							
Musashi*																							
Junyo																							●
Chitose																							●
Chiyoda																							●
American																							
Enterprise		●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Hornet		●	●					●	●	●	●												
Yorktown										●													
Princeton																							
Lexington					●	●						●	●										
Wasp				●	●	●	●																
Nevada*	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●
Washington*																							
North Carolina*																						●	
California	●																						
Tennessee	●																						

An * indicates a battleship; all others in this list are carriers.

• This ship might appear; ○ this ship won't appear, but it might send planes.

	LY				IW				EG		LA					LB			LC		
	1	2	3	4	1	2	3	4	1	2	1	2	3	4	5	1	2	3	1	2	3
Japanese																					
Shokaku		•	•		•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Zuikaku		•	•		•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Shoho				○	•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Kaga	•		•		•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Akagi	•		•		•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Soryu	•		•		•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Hiryu	•		•		•	○	○	○	○	○	•	○	○	○	○	•	•	•	•	•	•
Ryuho				○	•				○	○	○	○	○	○	○	•	•		•	•	
Zuiho				○	•				○	○	○	○	○	○	○	•	•		•	•	
Hiyo				○	•	○	○	○	○							○	○		•		•
Yamato*						•	•		•												
Musashi*						•	•		•												
Junyo				○	•	○	○	○	○							○	○		•		•
Chitose					•				○	○	•					○	○		•		•
Chiyoda					•				○	○	•					○	○		•		•
American																					
Enterprise	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Hornet	•	•	•	•	•	•	•	•	•	•	•					•					
Yorktown											•										
Princeton	•	•	•	•	•	•	•	•	•	•	•					•					
Lexington											•										
Wasp												•									
Nevada*	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•	•
Washington*											•	•	•	•	•	•	•	•	•	•	•
North Carolina*					•	•	•	•								•					
California	•																				
Tennessee	•																				

MISSION BY MISSION

If you have trouble completing a mission on your own, use this section as a tool — it provides a mission-by-mission checklist and hints on how to succeed in each game mission. Remember, what you *don't* accomplish in a mission can come back to haunt you in the future! You might want to refer to **Ships by Mission** (p. 24) to see how many places a certain ship appears.

⊙ *Spectacular explosions during the December 7 strike against Pearl Harbor stun the men on Ford Island Naval Station. (1941)*

PEARL HARBOR BRIEFINGS

Mission 1 (PH1)

In the first mission, you and Jester are relaxing in the barracks at the Ewa base. When the *Vals* start dive-bombing the airfield, Jester declares that the melee outside seems very real for a training exercise. Once you realize that the Japanese are attacking, you and Jester decide to jump into two operable *Wildcats* on the runway.

Mission 2 (PH2)

After completing your first mission, Biggs informs you that you're being transferred to the carrier *Enterprise*. During your first briefing onboard, you learn that Intelligence has located a small seaplane base on Taroa Island. The commander assigns you and Biggs to lead a strafing and bombing attack on the base, while other bombers from your ship attack Kwajalein Atoll. Your mission is to attack any air bases and to down as many enemy planes as possible.

Mission 3 (PH3)

Before your next mission, the commander informs you that the *Enterprise* has just rendezvoused with the *Hornet* and sailed within 600 miles of Japan. The highest levels of U.S. government have approved a risky mission in which B-25 bombers from the *Hornet* will bomb Tokyo and continue on to safety in China. You're to sink two Japanese picket boats that could possibly warn the mainland of the bombing attack, then search out and destroy other snoopers.

PEARL HARBOR — MISSION 1 (PH1)

Plane   F4F3 *Wildcat*
Friendly ships *Nevada*
Enemy ships   None

(Base) Takeoff
❑ 2 *Vals* (veterans) dive bomb the base.
❑ After 2 *Vals* die, the *Nevada* falls under attack by 2 *Kate* bombers (veterans). Autopilot to Nav 1 to defend the *Nevada*.

(1) Nav 1
❑ Kill 2 *Kates* (veterans). As each dies, another replaces it (up to 6 total planes (veterans).

(2) AS1
❑ Defend 2 damaged battleships in the harbor if *Nevada* sinks.

(Base)
❑ 2 more *Vals* (veterans).

Success
❑ All *Kates* and 1 *Val* die without the *Nevada* sinking.

Analysis

At the base, tell Jester to *Break Formation*, then chase the guy that's coming in low. He'll probably turf it pretty quickly since the AA gun is pounding him, but he's an easy kill if you're the last to tag him. Next, go for altitude and hit the guy up high. He's trying to shoot the AA gun.
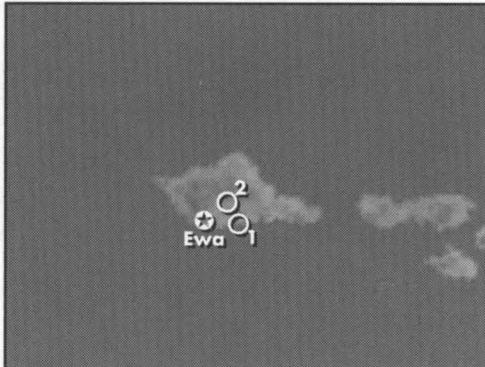
After you autopilot to the *Nevada*, throttle down to ⑧. You'll overshoot the enemies if you try to take them at top throttle. Tell Jester to attack the plane on the left while you go for the plane on the *right*. That one's a torpedoing *Kate* that's going to pose serious trouble for the *Nevada* if the torp hits the water.

The success of the mission depends solely on the *Nevada's* safety. If you're shot up badly, bail after you get the "We're safe" message from the battleship. If you decide to head for base, hit Ⓐ as soon as you get the message. This prevents any stray weaponry or dying planes from hitting the *Nevada* and taking away your hardearned victory.

When you get back to Ewa, the *Val* coming in low attacks *you* instead of the base. Don't ignore him! At this point, you can't lose unless you get shot down.

PEARL HARBOR — MISSION 2 (PH2)

Plane .... F4F3 *Wildcat*
Friendly ships .... TF-17 (*Enterprise*, USS *Phelps*, USS *Simms*)
Enemy ships .... None

(TF-17) Takeoff
❑ Autopilot to Taroa.

(1) Nav 1
❑ Take out 2 airborne *Claudes* (ace, veteran) and another that is taking off (veteran).
• After 3 minutes, the last *Claude* (veteran) takes off (if not destroyed on the ground first).
❑ Hit 6 hangars, 2 towers, an AA gun, an HQ building and 3 grounded *Betty* bombers.

Success
❑ Destroy 2 buildings and 4 of 9 planes (2 are in the southernmost hangars).

Analysis
Take time to set up your guns (activate all 4 here) and your cameras *before* you autopilot. Once you reach Nav 1, hit 7 keys: Ⓡ (radio), Ⓢ (entire squadron), ③ (break formation), ⑧ (throttle setting), Ⓣ twice (targets the *Claude* in front of you), and Ⓨ (auto-tracking). Follow the *Claude* in front of you into his turn and open up your guns. If you're lucky, you'll plug him before he even gets past you.

After you take him down, deal with the plane coming off the runway at the base. After you hit him, look around for the third (F6 comes in handy here).

Your first ground priority is that pesky AA gun beside headquarters. It's not too powerful, but one hit in the right place can knock you out. To attack it, come in at about 3500 feet and full throttle, parallel to the runway and with your 100-lb. bombs selected. When the gun passes out of view underneath you (while you're straight and level), dive in and drop your bombs. Next, hit the white plane on the ground — otherwise, it'll take off after a few minutes. Or, hit the sucker just as he lifts off — he's a sitting duck, and you'll get more points if he's airborne!
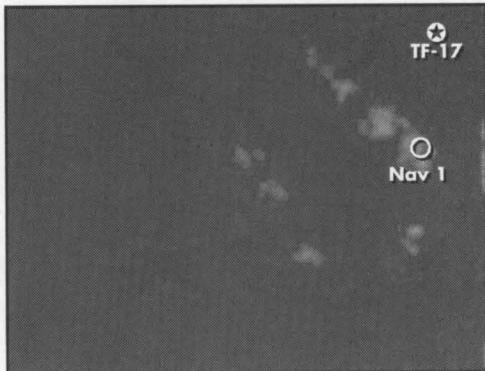
PEARL HARBOR — MISSION 3 (PH3)

Plane .... F4F3 *Wildcat*
Friendly ships .... TF-17, *Hornet*
Enemy ships .... 2 torpedo boats

(TF-17) Takeoff
- ❏ 2 torpedo boats in the takeoff area.
- ❏ After 20 seconds, a *Rufe* (veteran) appears.
- • After the torpedo boats die, the *Enterprise* radios you to autopilot.

(1) Nav 1
- ❏ 1 torpedo boat.

(2) Nav 2
- ❏ 1 torpedo boat.

Success
- ❏ Eliminate all targets within 11.5 minutes of takeoff.

Analysis
The only real challenge in this mission is beating your wingmen to the boats so you can take the kills. Try taking out the boat to the southwest first — you'll probably have less competition there. Come in pretty fast so that the ship doesn't get too many potshots at you.

After the second boat goes down, look around for the *Rufe* seaplane. Ignore him, and you will probably fail the mission. Whatever you do, *don't time burst!* If you do, you speed up the time counter that tracks whether or not it sends a warning, and you'll fail the mission. Bye-bye, promotion. Whack the *Rufe* and then head for your first waypoint. There, race your wingmen down for the kill. Autopilot again and attack once more. End of story.
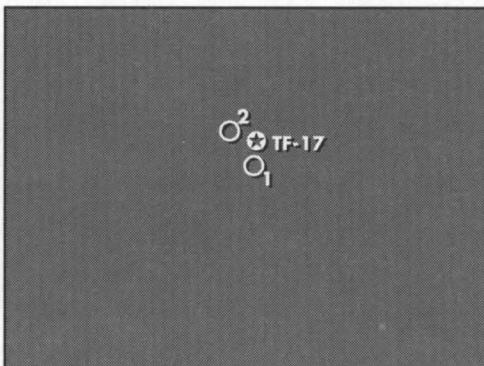
CORAL SEA BRIEFINGS

Mission 1 (CS1)

You find out that Australian scout planes have detected a large Japanese fleet, complete with troop transports. The armada was last recorded cruising south toward the Solomon Islands. If the Japanese gain control in that area of the Pacific, they'll also control Australian shipping lanes and eliminate a vital Allied base.

You're to lead a division of torpedo bombers to Tulagi, where the commander expects to strike the arriving transports without much resistance. No carriers are believed to be sailing in the area, but the commander is keeping a few fighters on hand just in case. Your mission is to locate and sink the transport ships before they land on Tulagi.

Mission 2 (CS2)

In the briefing, you learn that a large Japanese fleet from Rabaul is en route to Port Moresby. This move, the commander says, is a precursory invasion to that of Australia. As it turns out, Task Force 17 is in perfect position to ambush two carriers and four cruisers that have been spotted to the northwest. Intelligence suspects that a third carrier is in the area, and all the vessels are believed to be escorting the invasion fleet.

You're placed in command of the first strike, heading up a team of four dive bombers and two escorting fighters. Find and sink the fleet.

Mission 3 (CS3)

Since the morning attack on the *Shoho* and its escorting vessels, the Japanese have not launched a retaliatory strike. This has the commander worried — he knows that the *Enterprise* has been spotted by Japanese reconnaissance planes and that one or two enemy carriers are still present in the area. As a precaution, the commander assigns your squadron to a Combat Air Patrol in the immediate area.

Mission 4 (CS4)

The *Enterprise's* radar recently picked up a Japanese scout plane that was spying on the carrier. Knowing that the American position has been discovered, the commander expects an imminent strike. One of the scout planes from the *Enterprise* has just reported two enemy carriers, four cruisers and several destroyers approximately 175 miles away. You are placed in command of a dive-bombing group headed for the fleet. A grave possibility exists that the *Enterprise* will fall under fire during your absence.

○ *Hundreds of crew members abandon the USS Lexington after an oil leak sparks a spectacular explosion. (1942)*

CORAL SEA — MISSION 1 (CS1)

Recommended plane ....SBD *Dauntless*
Friendly ships TF-17
Enemy ships ....4 mine layers, 2 destroyers, 2 transports

(TF-17) Takeoff
❑ Autopilot to Tulagi.

(1) Nav 1
❑ A mine layer, 2 destroyers, 2 transports and 2 *Rufes* (veteran, rookie).

(2) AS1
❑ 3 mine layers to the northwest (not mission objectives).

Success
❑ Destroy at least 1 transport.

Analysis
If you've been promoted, change out your TBD for an SBD. You'll be able to keep the *Rufes* off your wingmen while they take out the destroyers and mine layer. If you haven't been promoted, you'll fly the TBD. The mission is still doable, but much more dangerous.

Load the SBD with a 500-lb. bomb and two 100-lb. bombs — it'll give you the power to take out a transport and finish off another ship if your wingmen can't.
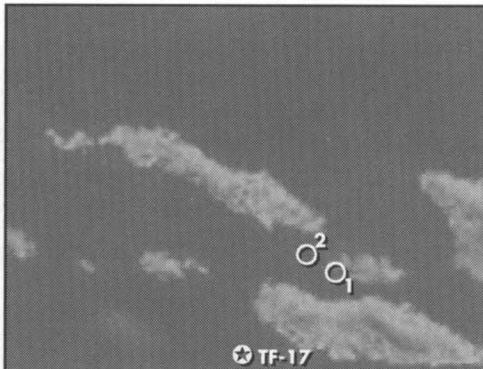
Once you get to Tulagi, assign wingmen to their individual tasks. Send Biggs (or whomever is in a torpedo plane) to hit the mine layer (the first target selected with Ctrl T). This will distract the flak guns from the middle of the harbor. Send the other guys after one of the transports and the two destroyers. Spend *your* time going after the *Rufes*. If you can take out the air patrol, you're in good shape. Stay clear of the middle of the harbor until the mine layer is out of it, or you'll be a target for the flak guns.

CORAL SEA — MISSION 2 (CS2)

Recommended plane ....SBD *Dauntless*
Friendly ships TF-17
Enemy ships ....*Shoho*, 2 destroyers

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
• CS1 failed ➜ 2 *Rufes* (veteran, rookie).
❏ After 20 seconds, the *Enterprise* sends an *Incorrect waypoint* message.

(2) Nav 2
❏ *Shoho*, 2 destroyer escorts, 3 *Zeros* (ace, 2 veterans).

Success
❏ Sink the *Shoho*.

Analysis
In this mission, you can go for points or for speed. For quick success, stick to the default SBD with the 1000-lb. bomb. Hopefully you won the last mission, or you'll have *Rufes* at the first waypoint. If so, send all pilots in *Wildcats* after the *Rufes* and stay out of it.

When you're over the *Shoho*, throttle up, hit Ctrl T to target the flattop, and tell your wingmen to break formation. Steer toward the glint about 15 degrees off your course — that's the ship. Once it is almost under you, dive and keep your gunsight positioned in the center of the deck. Now, drop your bomb and pull up. Go duke it out with the *Zeros* before you turn for home. Be sure to jump back to your tailgun occasionally to take potshots at your pursuers.

For more points, you have more work cut out for you. First, load a 500-lb. bomb and two 100-lb. bombs. Send one wingman after the *Shoho* and tell the rest to attack *Zeros* or a destroyer. When the *Shoho* smokes (use Ctrl F6 to check), finish it off with your 500-pounder (and a 100-pounder if need be). Finally, use a 100-lb. bomb and some ammo to take out a destroyer. Use up remaining bullets by tailgunning *Zeros* on the way home.
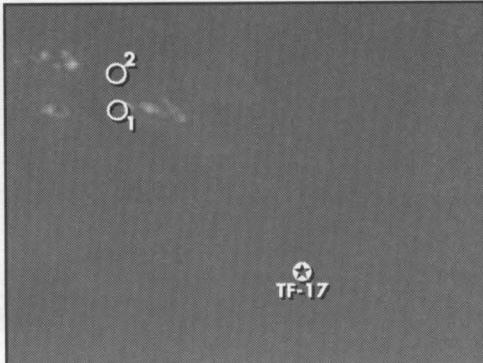
CORAL SEA — MISSION 3 (CS3)

Recommended plane ....F4F3 *Wildcat*
Friendly ships ....TF-17, *Lexington*
Enemy ships........................None

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) Nav 1
❑ 3 *Zeros* (veterans) and 3 *Vals* (2 veterans, rookie) head for the *Lexington*.
- *Shoho* still alive ➜ 3 *Claudes* (ace, 2 veterans) instead of the 3 *Vals*; the *Vals* fly in when the *Claudes* are gunned down.
- Each *Val* down ➜ 1 *Kate* (2 veterans, rookie).

(2) Nav 2
❑ 3 *Claudes* (ace, 2 veterans) also attack.
- 2 *Claudes* down ➜ 2 *Kates* (veteran, rookie).
- Each original *Kate* down ➜ 1 more *Kate* (veteran, rookie).
- All but 3 friendly planes down ➜ 2 *Dauntlesses*.

Success
❑ No friendly carriers sink and all 4 *Kates* die.

Analysis

You have two choices as to how to fly this mission — the easy way and the right way. If you think you're a hotshot, take on the *Zeros* at the first waypoint. But, don't go into it thinking that 6 American planes against 3 *Zeros* is good odds — the *Zero* is just flat out better than the *Wildcat*, period.

At Nav 1, tell your wingmen to break formation while you kick in your throttle and power dive. When you hear the fighting start above you, pull a quick Immelmann and hunt down the *Zeros* from behind. Leave the *Vals* for later — you can always autopilot to them if they stray too far.

At Nav 2, dive to grab speed, then climb and pick off the *Claudes* from underneath. As soon as they go down, look for 2 *Kates*. You've got to take them out fast to save the *Lexington*. Tell the wingmen to break formation and go after the *Kates*. Then, sweep down yourself to help things along. Remember, each *Kate* has a replacement that comes from the same general direction.
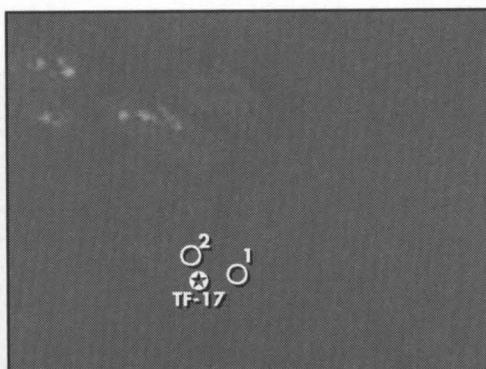
CORAL SEA — MISSION 4 (CS4)

Recommended plane ....TBD *Devastator*
Friendly ships ....TF-17, *Lexington*, 1 or 2 destroyers
Enemy ships ....*Shokaku, Zuikaku,* 4 cruisers, 2 destroyers

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ *Shokaku,* 2 destroyers, and 2 *Zero* escorts (veterans).
• When one *Zero* down ➔ *Zuikaku* loans 1 more (veteran).

(2) AS1
❏ *Zuikaku,* destroyer, 2 cruisers, 3 *Zeros* (veterans).
• Not a mission target.

(3) AS2
❏ 1 *Kate,* 1 *Val* (veterans).
• *Shokaku* still alive ➔ 3 *Kates,* 1 *Val,* 1 *Claude* (all veterans).
• *Lexington* still alive ➔ *Lexington* with 1 or 2 destroyers, 2 or 4 friendlies:
• All but 4 friendly planes down ➔ 2 *Wildcats.*
• All but 2 friendly planes down ➔ 2 more *Wildcats.*

Success
❏ Sink the *Shokaku* without losing a friendly carrier.

Analysis
This mission's pretty straightforward. If you've gotten your promotion, switch back to the 1000-lb. bomb (even though the commander discourages this). When you reach the *Shokaku,* tell the squadron to break formation and load your guns. Go after the *Zeros* coming in at about 11 o'clock. After you shoot down the first one, drop into a dive and plant a bomb in the *Shokaku.* By this time, one of your wingmen should have hit the carrier as well.
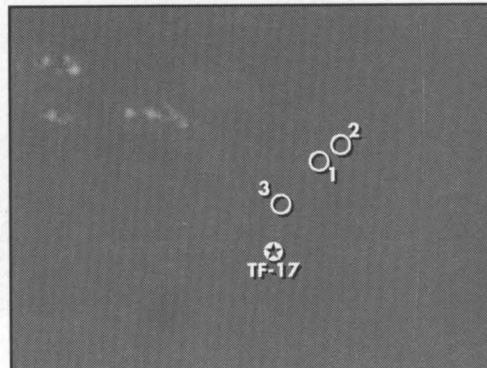
On the way home, you'll encounter the *Lexington* and a couple of destroyers. Don't tail the attacking fighters too closely or they'll gun you down. Last of all, remember to use your tailguns when enemies glue themselves onto your rear.

MIDWAY MISSION BRIEFINGS

Mission 1 (MD1)

You learn that a powerful Japanese armada has set sail toward Hawaii. Intelligence suspects that the enemy fleet includes troop transports and at least four aircraft carriers. Their supposed immediate goal is to conquer Midway — from the airfield there, enemy planes could bomb and strafe Pearl Harbor and render it useless as a naval base. An invasion fleet is known to be somewhere west of Midway, but the carriers have not yet been found. Your squadron is to defend the island against an imminent attack.

Mission 2 (MD2)

At the briefing, Biggs reads a radio message — two carriers and battleships, bearing 247 degrees at a distance of 175 miles, have been detected. They are believed to be positioning for a second strike against Midway. Naval Intelligence knows exactly where this force is, but two additional Japanese carriers are suspected to be in the area. You are to lead the main strike force, composed of bombers from the *Enterprise*. The commander suggests that you take a box course to locate the carrier fleet.

Mission 3 (MD3)

After landing from MD2, the commander informs you that the *Yorktown* has taken several hits from a Japanese dive-bombing attack. The *Yorktown* isn't in any position to launch fighters, so he's sending your squadron to defend the vessel from further Japanese attacks.

Mission 4 (MD4)

The commander tells you during the mission briefing that an American scout plane has sighted another Japanese fleet composed of two battleships and a carrier, bearing 278 degrees at a distance of 162 miles. He suspects that they're planning to bombard Midway when night falls. You're placed in command of the bombers, and you are to seek out and destroy enemy carriers. However, you're going to be without fighter support, since the commander is reserving the other fighters to protect the *Enterprise*.
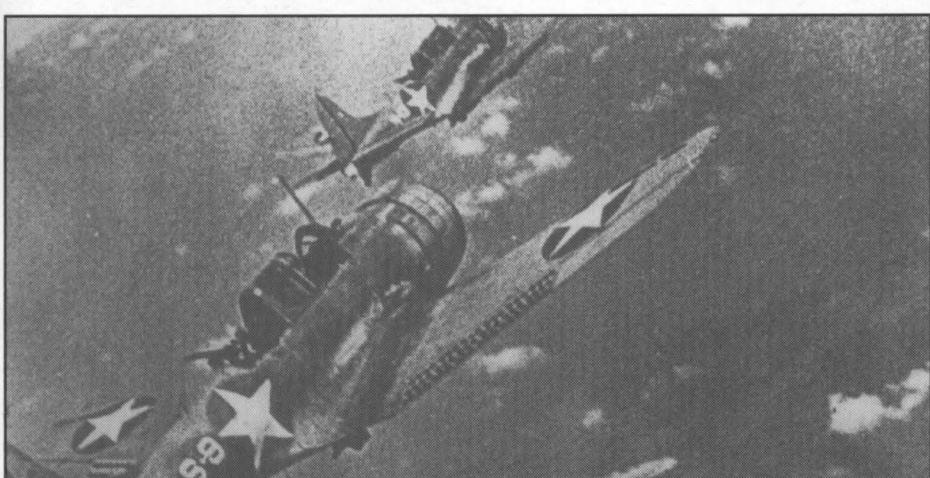
○ *Two SBD* Dauntless *dive bombers fly in tight formation during the Battle of Midway. (1942)*

MIDWAY — MISSION 1 (MD1)

Recommended plane .... F4F4 *Wildcat*
Friendly ships TF-17
Enemy ships .... None

(TF-17) Takeoff
❑ Autopilot.

(1) AS1
❑ 3 *Vals* (2 aces, veteran), 3 *Kates* (2 veterans, rookie) headed for Midway.

(2) Nav 1
❑ 5 waves, each wave arriving when the previous wave is down: 2 *Zeros* (ace, veteran), 3 *Kates* (veterans), 3 *Kates* (veterans), 2 *Zeros* (veterans), 2 *Vals* (veterans).
• All but 4 friendly planes down ➜ 2 *Wildcats*.
• All but 3 friendly planes down ➜ 1 *Dauntless*.
❑ *Enterprise* radios you to return home.

Success
❑ All enemy planes are shot down before delivering 16 points of damage to the base. Hangars are worth 2 points, and everything else is worth 1 mission point. (Note: These points are *mission* points used only in the game code — they have no effect on your score.)

Analysis
If you're *really* good, take only 4 friendlies to the first waypoint. Use the Mission Editor to set up a single sortie of 4 *Wildcats*. That way, 2 extra planes will automatically join you at Midway.

This mission is similar to CS3 in that you can skip the first waypoint without giving up success. On this mission, however, you'll actually gain a better position if you follow the attacking planes from the intercept point (AS1) to Midway instead of autopiloting. After that, just maintain your altitude in the dogfight — and don't leave until you get the *All Clear* message.

If you're really heartless, shoot down any damaged wingmen (you'll get reinforcements at Midway).

It might sound like a good idea to leave and re-enter the Midway action sphere. Don't — it could very well cause you to lose the mission!
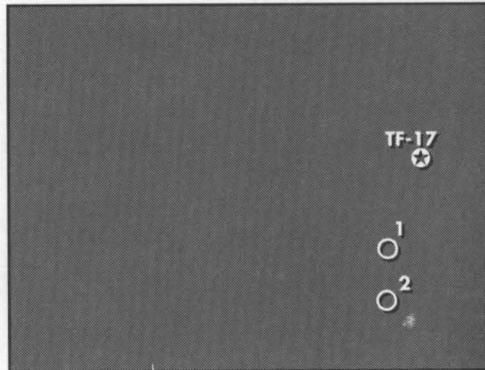
MIDWAY — MISSION 2 (MD2)

Recommended plane ....SBD *Dauntless*
Friendly ships TF-17
Enemy ships ....*Kaga, Hiryu, Akagi, Soryu*, 1 destroyer

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ 1 destroyer, 1 high-flying *Zero* (ace).
- Each *Zero* down ➔ it is replaced (3 replacements — 2 veterans, then ace).
- *Shokaku* still alive ➔ it and 1 *Zero* (ace).
- You reach Nav 2 before the second *Zero* down ➔ no more arrive.
- Fourth *Zero* dies, the *Shokaku* still alive ➔ 2 more *Zeros* (veterans).

(2) Nav 2
❏ *Kaga, Hiryu, Akagi, Soryu*, 3 *Zeros* (2 aces, veteran) on CAP.
- *Shokaku* still alive ➔ 3 *Zeros* (ace, 2 veterans) launch after you leave the area.
❏ Return to the *Enterprise*.

Success
❏ Sink at least 1 Japanese carrier.

Analysis

If you don't sink at least 2 carriers in this mission, you might want to fly it again. You need to take out a total of 3 carriers in this campaign to stay on top of things. Otherwise, subsequent missions become awfully tough. When you're selecting carrier targets, choose the *Kaga* and *Akagi* first. (It may seem unimportant now, but it will make MD4 a lot easier.) Leave the *Hiryu* for last — it's the only carrier that doesn't make much difference in MD3.
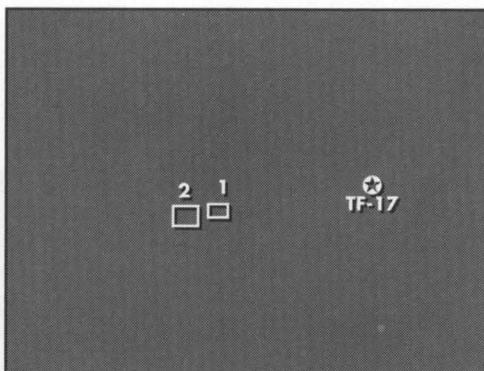
Once you're over the destroyer, keep flying west. Take one *Wildcat* on this mission, and let him break off to handle the *Zeros* while you stay on course to attack the enemy carriers. If you're confident, go ahead and help your buddy take out the CAP — but make sure you keep your plane in one piece!

Once you reach the carriers, send 2 pilots apiece after the *Kaga* and *Akagi*. Wait to make your attack run until they've gone in for the punch. You can help by keeping the *Zeros* off their backs. Finally, finish off whichever carrier is still afloat.

MIDWAY — MISSION 3 (MD3)

Recommended plane ....F4F4 *Wildcat*
Friendly ships ....TF-17, *Yorktown*
Enemy ships ....None

(TF-17) Takeoff
❑ Autopilot to Nav 1.
- All but 4 friendly planes remain (or if you begin with 4 or fewer planes) ➔ the *Hornet* launches 2 *Wildcats*.

(1) Nav 1
❑ Defend the *Yorktown* and 1 destroyer from 2 *Zeros* (ace, veteran), 2 *Kates* (ace, veteran).
- All but 2 friendly planes down and the *Lexington* still alive ➔ *Lexington* with 4 *Wildcats*.
- More planes from surviving carriers may crash the scene:
  Akagi still alive ➔ 1 *Zero* (ace) and 3 *Kates* (ace, veteran, rookie)
  Hiryu, *Kaga*, *Shokaku* and/or *Zuikaku* still alive ➔ 2 *Zeros* (ace, veteran) and 2 *Kates* (ace, veteran) from each.
- All but 3 friendly planes down ➔ *Wildcats* arrive in pairs:
  2 from the *Hornet* (if not activated at takeoff)
  4 from the *Lexington* (if not activated at Nav 1)
- 1 wave destroyed ➔ ignore false *Mission Accomplished* message.

Success
❑ Don't let any friendly carriers sink.

Analysis
If you can use the Mission Editor at this point, set up your squadron with only 4 planes and use the best pilots available. This way, you can round out your group with 2 *Wildcats* from the *Hornet*. One of the extra flyboys is an ace, the other a veteran.

When you reach the *Yorktown*, stay on the north side of your carrier — between the enemy planes and your fleet. Try to maintain altitude and hit the torp planes first. Last of all, don't forget to use your wingmen wisely!
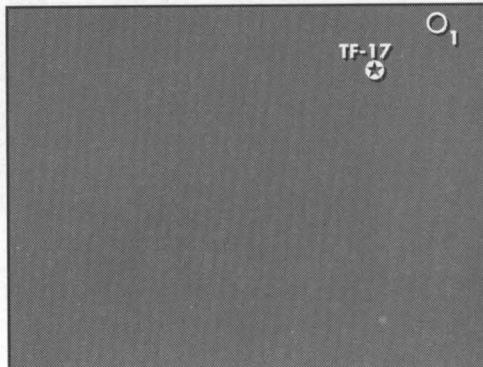
MIDWAY — MISSION 4 (MD4)

Recommended plane ....SBD *Dauntless*
Friendly ships TF-17
Enemy ships........................Surviving Midway carriers

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) AS1
❑ 1 ranging *Zero* (veteran).
- 1 or 2 MD2 carriers still alive ➔ 1 more *Zero* (veteran).
- 3 or 4 MD2 carriers still alive ➔ 2 more *Zeros*, in sequence (veterans).
- *Shokaku* still alive ➔ *Shokaku* appears and launches 2 *Zeros* (and replaces each once) (all veterans).

(2) Nav 1
❑ Destroyer.
- *Kaga* and/or *Soryu* still alive ➔ one/both appear with 2 *Zeros* (veterans) each.

(3) Nav 2
❑ Destroyer.
- *Akagi* and/or *Hiryu* still alive ➔ one/both appear with 2 *Zeros* (veterans) each.

Success
❑ Destroy 1 enemy carrier.

Analysis
If you hit the right carriers in the second Midway mission, this one's pretty easy — you'll never hit more than two *Zeros* at once. Try taking an SBD and a wingman in a *Dauntless*, with both of you carrying heavy bombs. Then, select three torpedo planes and a single F4F4 *Wildcat* escort plane. If you can handle a dogfight, you and the *Wildcat* should be able to take out any enemy air targets.

Don't waste all of your wingmen in the attack on the first carrier, unless it's the only one left. Finally, don't bother with the destroyer at the first Nav point.
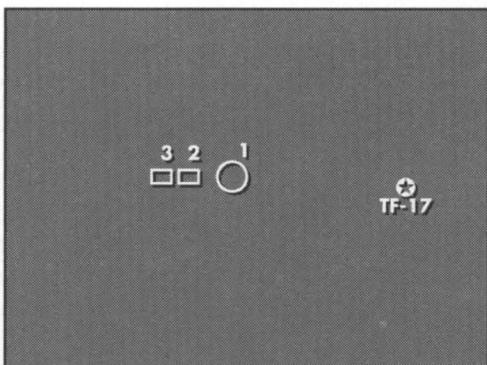
GUADALCANAL MISSION BRIEFINGS

Mission 1 (GU1)

The commander explains during the briefing that Japanese soldiers landed on Guadalcanal several weeks ago. They've nearly finished constructing an airfield on the island's northern plain, a step toward their plan to isolate Australia. Earlier today, a Marine Division landed ashore at Beach Red and is presently engaging the Japanese troops. Your mission is to support an ongoing landing.

Mission 2 (GU2)

Marines landed on Guadalcanal three weeks ago. To this point, the Japanese have fought well, while the Americans have been lacking food and ammo. However, the Marines have captured the airfield and placed planes on the island, putting the Japanese on the defensive. The Japanese ambushed U.S. ships in a night battle ... sinking four ships, including several cruisers.

Now, the *Enterprise* has returned to Guadalcanal to provide support. Unfortunately, Japanese patrol planes and a submarine have sighted Task Force 17. Intelligence has confirmed a report of Japanese troop transports moving south toward Guadalcanal and a pair of U.S. torpedo planes have attacked a small Japanese carrier. Other Japanese carriers are surmised to be in the area. The Japanese know where your fleet is, but the commander isn't sure where *their* main fleet lies. Under these circumstances, he has decided to launch a strike at the known target (a light carrier), with you in command.

Mission 3 (GU3)

The Japanese are mounting one last, desperate attempt to retake Guadalcanal. They are coordinating an attack by the carrier fleet with an all-out assault by their troops on Guadalcanal. However, American dive bombers have recently reported attacking and scoring a direct hit on a small Japanese carrier. Other carriers were sighted in the same area. The commander sends your squadron out to find and sink the other carriers.

Mission 4 (GU4)

The commander gives you a run-down of the last three days. For 92 hours, the Japanese have desperately been trying to reinforce Guadalcanal. Lacking extra planes, their convoy sailed without air support. Two great night battles were fought in the offshore waters, involving destroyers, cruisers and even battleships. Yesterday, Marine pilots pounded the reinforcement fleet. At dawn, the surviving Japanese ships beached themselves on Guadalcanal.

The commander assigns your squadron to the task of destroying the landed ships before they have a chance to unload. He also informs you that the ships were carrying reinforcement soldiers, who are now adrift on barges. He urges you to destroy the barges, too, since they carry dangerous numbers of soldiers.

GUADALCANAL — MISSION 1 (GU1)

Recommended plane ....F4F4 *Wildcat*
Friendly ships ....TF-17, transports
Enemy ships ....Surviving Midway carriers

(TF-17) Takeoff
❏ Autopilot to Nav 1.
(1) Nav 1
❏ Meet up with friendly transports, landing craft.
(2) Nav 2
- 1 or 3 Midway carriers still alive ➔ 2 *Zeros*, 2 *Vals* (all veterans).
- 2 Midway carriers still alive ➔ 1 *Zero*, 3 *Vals* (all veterans).
- 4 Midway carriers still alive ➔ 2 *Zeros*, 4 *Vals* (all veterans).
(3) Nav 3
❏ Clear, blue skies.
(4) Nav 4
❏ 2 *Zeros*, 2 *Bettys* (all veterans).
(5) Nav 5
❏ 3 *Zeros* (aces, veteran), 3 *Bettys* (2 aces, veteran).
(1) Nav 1
- 3 or more Midway carriers still alive and all 3 *Bettys* down ➔ 2 *Zeros*, 2 *Vals* (all veterans).

Success
❏ No more than 2 friendly transports sink and you shoot down all 5 *Bettys*.

Analysis
If you've left enemy carriers alive that you might have killed by this time, change your flight plan. The only goal for this mission is to shoot down the *Betty* bombers, so you don't need to meet the planes at the second stop on your patrol route. Fly over the transports, go to the Nav map and manually switch your next waypoint to Nav 4.

When you meet the *Bettys*, make sure you stay with them until you kill them. If you don't take down those planes, you lose the mission.
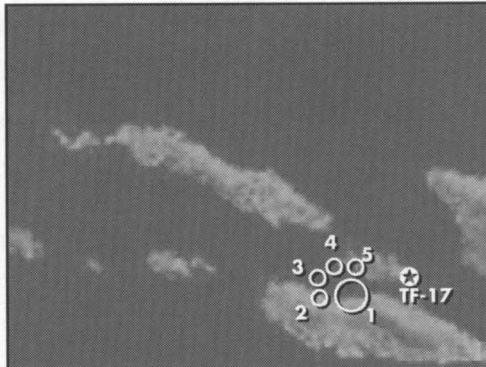
GUADALCANAL — MISSION 2 (GU2)

Recommended plane ....TBF *Avenger*
Friendly ships TF-17
Enemy ships ....*Ryuho*, 3 destroyers

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) AS1
- *Kaga* or *Akagi* still alive ➔ 3 *Zeros* (ace, 2 veterans).

(2) Nav 1
❏ *Ryuho*, 3 destroyer escorts, 3 *Zeros* (veteran, 2 rookies).
- *Kaga* or *Akagi* still alive ➔ one appears (instead of the third destroyer) with 2 more *Zeros* (ace, veteran).

Success
❏ Sink least 1 enemy carrier.

Analysis
There's not much to this mission. If you've left too many carriers alive, you'll need to outrun some *Zeros* before you reach your objective. Then, just pound a carrier until it dies. Bring along 3 fighters and 3 bombers — you won't need much to sink a light carrier, and the extra escort planes will give you much-needed help against *Zeros*.

Here's a couple more tips. If you can't find an enemy carrier, look for enemy planes low, coming off of the carrier deck. If you face an overwhelming number of enemy planes, run! Fly past them and autopilot on.
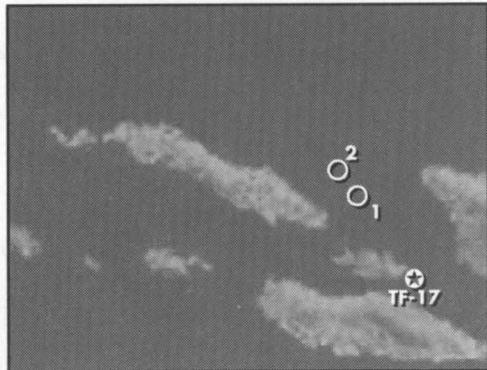
GUADALCANAL — MISSION 3 (GU3)

Recommended plane ....TBF *Avenger*
Friendly ships TF-17
Enemy ships ....*Zuiho*, 2 cruisers, 3 destroyers

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ Clear skies.

(2) AS1
❏ 6 *Kates* (ace, 4 veterans, rookie).
- 5 *Kates* down ➔ 3 *Zeros* (ace, veteran, rookie).

(3) Nav 2
❑ Clear skies.

(4) AS2
❑ 2 cruisers, 3 destroyers.
❑ After 2 minutes ➜ 3 *Zeros* (ace, veteran, rookie).

(5) Nav 3
❑ Clear skies.

(6) AS3
❑ 2 destroyers.
* *Zuikaku* still alive ➜ *Zuikaku* and 2 *Zeros* (ace, veteran).
* *Soryu* still alive ➜ *Soryu* and 2 *Zeros* (ace, veteran).
* Neither still alive ➜ 1 cruiser.

(7) Nav 4
❑ Clear skies.
* *Hiryu* still alive ➜ *Hiryu* and 2 *Zeros* (ace, veteran).

(8) AS4
❑ *Zuiho*, 2 *Zeros* (veteran, rookie), 2 destroyers.
* *Shokaku* still alive ➜ *Shokaku* and 2 *Zeros* (ace, veteran)

(9) Nav 5
❑ Clear skies.

Success
❑ Knock out at least 1 enemy carrier. (The enemy air attack is actually unimportant.)

Analysis

When you're flying this mission, don't forget that your mission objective is to sink a carrier. Take at least two other bombers or torpedo planes besides your own. If you've got more than one carrier left from the earlier missions, bring even more attack planes.

If you want to avoid the bombers at the first waypoint, do so. They shouldn't give you any further trouble if you can dodge them, and they're not part of your mission objective.

Once you get to the second hidden action area (the one with the cruisers and destroyers), turn northward and leave as quickly as possible. You don't want the *Zeros* showing up to crash the party. If you continue north, you should reach the *Zuiho* — sinking it isn't too much of a problem. If you've got other carriers left to hit, fly backwards through the Nav points until you find one and unload your weaponry.
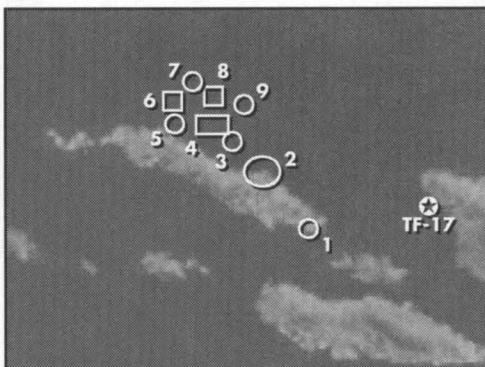
GUADALCANAL — MISSION 4 (GU4)

Recommended plane ....F4F4 *Wildcat*
Friendly ships TF-17
Enemy ships ....Transports, barges

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) AS1
❏ 2 *Rufes* (veterans).

(2) Nav 1
❏ 2 *Rufes* (veteran, rookie), 4 enemy transports, 2 barges.

(3) Nav 2
❏ More enemy barges, 1 *Rufe* (rookie).
- *Shokaku, Zuikaku* or any Midway carrier still alive → 3 *Zeros* (aces) fly CAP over the barges.

Success
❏ Sink 3 transports.

Analysis
This one's a piece of cake. Don't waste bombs on barges — use only your guns. Also, make sure that you take along at least 3 *Dauntlesses* to carry enough bombs to kill the three transports. Other than that, the mission is pretty routine. Remember that guns will affect transports, so you can send your fighters after them.
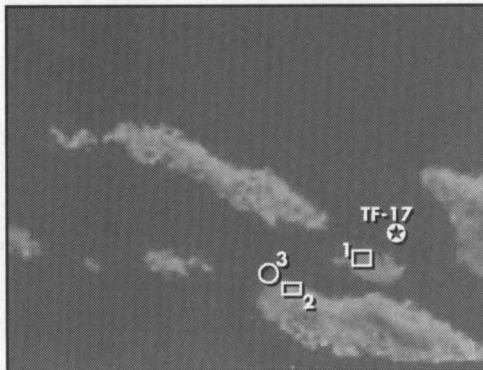
SOLOMON ISLANDS MISSION BRIEFINGS

Mission 1 (SL1)

You learn that the Japanese have finally surrendered on Guadalcanal, leaving the Allies free to mount a major offensive through the Army and Navy. The Army, under General MacArthur, is to conquer New Guinea, while the Navy's mission is to move north against the Japanese base at Rabaul. Before Rabaul can be taken, however, the nearby airfields must be destroyed or neutralized. The Japanese know this and are attempting to reinforce their island garrisons.

A *Catalina* flying boat has spotted a new convoy heading toward Bougainville. The Japanese have given up on using cargo ships for their troop convoys and are instead using fast destroyers and sea barges. The commander orders you to attack the convoy. On your return, he assigns you to attack the southern airfield at Bougainville. Strafe targets of opportunity, then get out before the Japanese can launch fighters into the air.

Mission 2 (SL2)

The Navy is currently facing a crisis. Four days ago, American troops invaded Bougainville. If ground forces can take and hold this island, the Solomons will fall under U.S. control. From Bougainville, planes could neutralize the enemy naval base at Rabaul. However, the Japanese have reacted to this invasion with more force than expected. They've assembled a fleet at Rabaul, the first step in a plan to attack vulnerable U.S. transport ships near Bougainville. The Navy has been caught off guard by the size of this fleet.

The only hope of stopping the Japanese is to destroy them before they leave Rabaul. They aren't expecting the U.S. to risk the *Enterprise* so close to Rabaul, and the sheer weight of the attack should overwhelm their fighter cover. Your mission is to cripple the fleet of warships in Rabaul harbor before it sails for Bougainville.

Mission 3 (SL3)

You learn that MacArthur's troops have been hitting the Japanese hard. New Guinea is now in the Allies' hands, and the Imperial forces at Rabaul are isolated and harmless. With Rabaul neutralized, Truk is left as the only large, functional Japanese naval base. The new mission of the U.S. Navy is to push through the Central Pacific, into the Carolina Islands, and capture Truk. The first part of this mission was launched in the early morning, with the Marines invading Tarawa, an island in the Gilbert chain.

The commander assigns you to lead a squadron providing air cover for the Marines' landing craft. You are to search out pillboxes, fortifications and gun positions on the island.

Mission 4 (SL4)

American forces have recently invaded Tarawa and Makin Islands in the Gilberts, along with Kwajalein in the Marshall Islands. Now the target is Eniwetok Atoll, a small island in range of Truk. If the U.S. can gain control of the area, long-range bombers will be able to blast Truk into the sea. In the briefing, you discover that the initial assault took the beaches without great loss of life. However, the Japanese have fortified the island's interior, and the American infantry is calling for support to knock out Japanese tanks and bunkers.

SOLOMON ISLANDS — MISSION 1 (SL1)

Recommended plane ....F6F *Hellcat*
Friendly ships TF-17
Enemy ships........................2 destroyers, 4 to 8 barges, one surviving enemy carrier.

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ 1 destroyer, 3 barges.
• *Shokaku, Zuikaku* or *Soryu* still alive ➜ one appears here with 2 *Zeros* (ace, veteran).
• None of these carriers still alive ➜ 4 more barges, 2 *Rufes* (veteran, rookie).

(2) Nav 2
❏ 1 destroyer, 1 barge, hangars on the airfield.

(3) AS1
❏ 1 *Emily* (veteran).

Success
❏ Sink:
• at Nav 1: the destroyer (or 3 barges) and the carrier (or 3 of the 4 barges that replace it).
• at Nav 2: destroy 7 points worth of equipment — 3 points per destroyer, 2 per hangar, 1 per barge, other building, crate.

Analysis
Remember that the enemy base in this mission is only a secondary objective. If you have to drop every bomb in your squadron on the ships to get rid of them, then do so. Keep in mind that you can easily strafe barges.

More likely than not, the *Zuikaku* will be around for this mission, so make sure that you have at least two torpedo planes or bombers with heavy loadouts. Try two *Avengers*, three SBD *Dauntlesses* and a *Hellcat*. Put Jester in one of the SBDs. If the *Zuikaku, Shokaku,* and *Soryu* are dead, switch out the *Avengers* for *Hellcats*.

Heading home, try to autopilot from the center of the enemy base sphere to make sure that you spot the *Emily* on the way. If you don't, it will surprise you later.
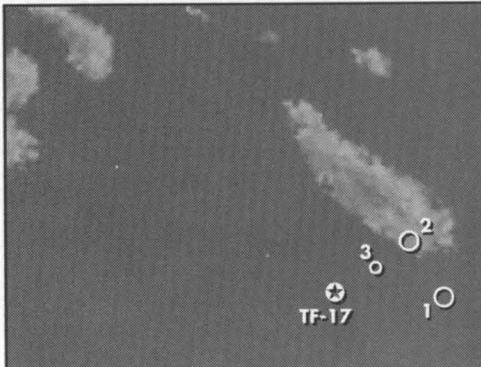
SOLOMON ISLANDS — MISSION 2 (SL2)

Recommended plane ....F6F3 *Hellcat*
Friendly ships TF-17
Enemy ships........................4 destroyers and a cruiser

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) AS1
❑ 1 *Emily* (rookie).
- *Emily* from SL1 still alive ➜ face it as well (veteran).

(2) Nav 1
❑ 4 destroyers, 1 cruiser. (Avoid fire from four 20mm anti-aircraft guns.)

(3) AS2
❑ 2 destroyers just northeast of the harbor.
- *Ryuho, Shoho* or *Zuiho* still alive ➜ 1 here with 5 *Zeros* (aces).

(4) AS3
❑ 3 *Zeros* (rookies).
- Any SL1 carrier(s) still alive ➜ 3 more *Zeros* (aces).

Success
❑ Kill 2 destroyers or 1 cruiser.

Analysis
This one's really tough. There's more flak in the air over Rabaul than anywhere else in the Pacific. Don't bother taking escort planes on this run, because you'll need all the firepower you can muster. Load your own plane (preferably the SBD) with the light ground attack loadout (two 100-lb. bombs and a 500-pounder) — you'll be able to hit the two destroyers.

Once you get to the main waypoint, send all but one of your wingmen after the cruiser. Sinking this ship is enough for mission success. If your buddies fail, you've still got one guy left to hit a destroyer. You can hit a destroyer with a 500-lb. bomb and a 100-lb. bomb and take it out entirely. Then you can finish off the other destroyer with a 100-lb. bomb and your guns.

If you've sunk all the enemy light carriers (*Ryuho, Zuiho* and *Shoho*) and you want *easy* success, fly manually toward the first waypoint, but turn north before you get there. Fly in a large square until you run across the small hidden sphere with two destroyers. If you kill them, they're enough for mission success.
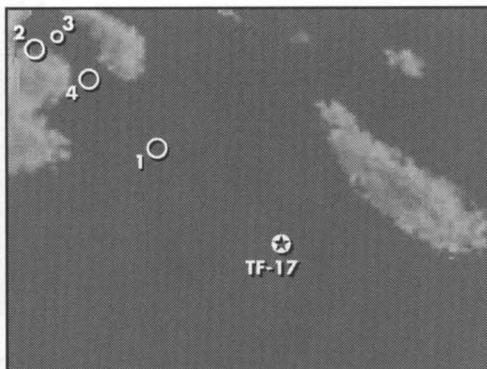
SOLOMON ISLANDS — MISSION 3 (SL3)

Recommended plane ....F6F3 *Hellcat*
Friendly ships TF-17
Enemy ships.........................None

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ Enemy gun emplacements and bunkers, friendly landing craft.
• Avoid fire from anti-aircraft guns.
• *Shoho, Zuiho* or *Ryuho* still alive ➔ 3 *Vals* (ace, 2 veterans) attack Marines.

(2) Nav 2
❏ Artillery emplacements.
• *Shoho, Zuiho* or *Ryuho* still alive ➔ 3 more *Vals* (ace, 2 veterans).

(3) AS1
• *Shoho, Zuiho* or *Ryuho* still alive ➔ 1 is here with 4 *Zeros* (ace, 3 veterans).

Success
❏ Destroy all 9 artillery placements.

Analysis
This is probably the easiest mission you've flown so far. Use your rockets smartly, and you should have no trouble taking everything else out by yourself. Beware the anti-aircraft fire, though — those 20mm guns are not to be trifled with.

If you've somehow left the *Ryuho, Zuiho* or *Shoho* alive, load up with rocket- and torpedo-laden *Avengers* and go find the hidden sphere. Make sure you take along one or two fighters to distract the enemy planes while your planes take out the carrier.
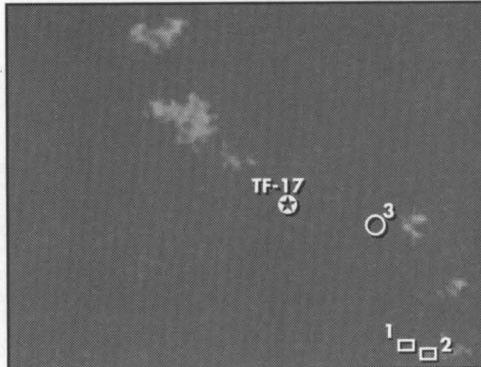
SOLOMON ISLANDS — MISSION 4 (SL4)

Recommended plane ....F6F5 *Hellcat*
Friendly ships ....TF-17, destroyers
Enemy ships ....None

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ Hangars, AA guns, troops in trenches, 1 *Claude* (rookie), 2 *Zeros* (veteran, rookie).

(2) Nav 2
❏ Provide air support for destroyers.
❏ Enemy soldiers (north side of the island), artillery emplacements.
• Avoid hitting friendly soldiers to the south.
• Any enemy carrier still alive ➔ 3 *Zeros* (ace, 2 veterans).

(3) Nav 3
❏ More friendly and enemy troops.
• Any enemy carrier still alive ➔ 3 *Zeros* (ace, 2 veterans).

Success
❏ Earn 20 mission points. Artillery is worth 2, troops, shelters and tanks are worth 1.
Friendly troops destroyed subtract 1 point.

Analysis
If you don't lose any friendly troops, you can win this mission without ever hitting the airbase. You'll have to fly manually to most of your waypoints in order to avoid the base — it's right in the thick of things. Note that friendly troops have smoke rising from signal fires to distinguish them from the enemy troops.
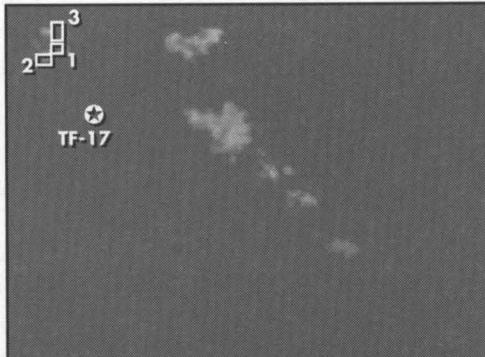
MARIANAS ISLANDS MISSION BRIEFINGS

Mission 1 (MR1)

Following the conquest of Eniwetok, the Japanese fleet abandoned Truk, leaving behind only a few Japanese soldiers and some planes. The Japanese are presently constructing a new line of defense, probably expecting the Americans to invade Truk or advance into the Dutch East Indies. Instead, the Navy has decided to hit them here in Saipan, which could put heavy bombers in range of Japan itself. But, the Japanese have assembled an immense fleet of aircraft on the islands of Saipan, Rota and Guam. Before American troop transports can approach Saipan, you must knock out Guam's airfields.

Mission 2 (MR2)

The successful invasion of Saipan has stung the Japanese hard, and both sides are preparing for a great naval clash. The Imperial Navy has chosen to risk its entire fleet in battle, which could possibly be the last great naval battle of the war. The Japanese Fleet is currently approaching Saipan and sporting a new series of carrier-based bombers with greater range than anything the Americans have. In defense, Task Force 17 has placed a line of battleships in front of the main fleet in hopes that the Japanese will mistakenly attack the wrong ships. Your mission is to prevent the enemy bombers from sinking any carriers.

Mission 3 (MR3)

All day long, the Japanese bombers have been pounding the *Enterprise*. The American fleet has been unable to get close enough to strike back, but it has managed to creep back within striking range of Guam. U.S. scouts report that the Japanese are sending their carrier planes to the island to refuel before returning to their aircraft carriers. The commander assigns you and Jester to intercept the Imperial strike planes as they land on Guam.

Mission 4 (MR4)

The commander believes that this upcoming battle could be the decisive engagement of the war. The Japanese Fleet, which has been pounding your task force for two days, is now retreating. American submarines have been attacking them relentlessly and have reportedly sunk a carrier. More importantly, the torpedo attacks have forced the Japanese Fleet to slow down and allow us to pull within range of their ships. This distance almost equals the maximum range for American bombers. Although nightfall draws near, the commander has assigned you the risky task of attacking the Japanese fleet. Intelligence claims that as many as six carriers might be present, including their new hybrid ships that are part battleship and part carrier.

MARIANAS ISLANDS — MISSION 1 (MR1)

Recommended plane ....F6F5 *Hellcat*
Friendly ships TF-17
Enemy ships ....None

(TF-17) Takeoff
❑ Autopilot to Nav 1.

Nav 1
❑ Enemy airbase, 3 grounded planes, 2 airborne *Zeros* (veteran, rookie).

Nav 2
❑ Enemy airbase, 4 grounded planes, 2 airborne *Zeros* (veterans).

Nav 3
❑ Enemy airbase, 5 grounded planes, 2 flying *Zeros* (veterans).

Success
❑ Destroy 9 of 12 grounded planes and 7 of 11 buildings (not counting AA guns).

Analysis
You can get away with taking only *Hellcats* on this mission. You'll have to give your wingmen orders to attack ground targets that you can't handle. (Select a ground target, then tell your wingmen to *Attack Target*.) Other than that, this mission pits your piloting skills against your enemy's. Try to take out the airborne planes first.
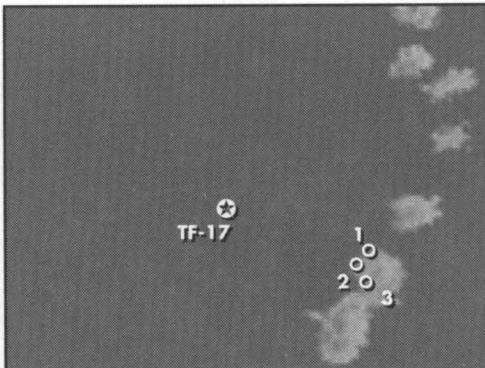
❍ Six Dauntless *dive bombers launched in the Philippines undertake another risky mission. (1944)*

MARIANAS ISLANDS — MISSION 2 (MR2)

Recommended plane .... F6F5 *Hellcat*
Friendly ships .... TF-17, *Nevada*
Enemy ships .... None

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) Nav 1
❑ 3 bomb-laden *Zeros* (veteran, 2 rookies), 2 regular *Zeros* (veteran, rookie) flying escort.

❑ 4 *Jills* (2 veterans, 2 rookies), 1 *Zero* (veteran), then 5 *Judys* (2 veterans, 3 rookies).

- MR1 failed ➔ 2 waves — 3 *Bettys*, 2 *Zeros* in each (all veterans).
- Midway and Coral Sea carriers still alive ➔ face 5 *Jills* (ace, 4 veterans) or *Judys* (ace, 4 veterans) per carrier. They arrive in waves, the next wave appearing when the previous wave is all down.
- *Nevada* still alive ➔ it appears in battle line, rather than as part of TF-17.

Success
❑ Destroy all waves of planes without losing the *Enterprise*.

Analysis
This is the best dogfight of the game. The enemies attack, then die in droves as your friendly flak and anti-aircraft fire chew them up. Try to keep the battle over the friendly ships as much as possible, and don't forget to take out the torpedo planes first.

You can't really lose this mission — your enemies never even see the *Enterprise*.
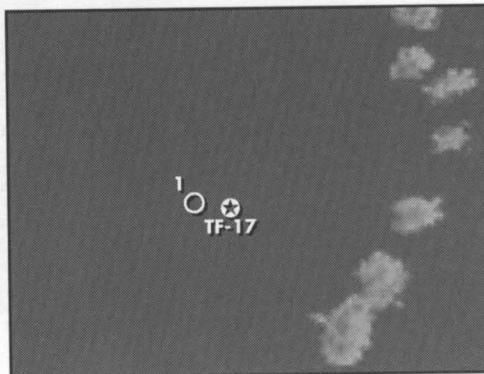
MARIANAS ISLANDS — MISSION 3 (MR3)

Recommended plane ....F6F5 *Hellcat*
Friendly ships TF-17
Enemy ships........................None

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) AS1
❑ 2 *Judys* (veteran, rookie) and a *Jill* (veteran), all low on ammo.
- MR2 failed ➔ 1 additional *Judy* (ace), 2 *Jills* (ace, veteran).

(2) AS2
❑ 1 *Zero* (veteran).
- MR1 failed ➔ 2 *Zeros* (veteran, rookie), 3 *Bettys* (veterans).

(3) Nav 1
❑ 2 grounded *Judys*, 2 circling *Jills* (veteran, rookie).
- Buildings that survived MR1 are still intact.
- MR2 failed ➔ 1 airborne *Zero* (veteran), 2 grounded *Judys*.

(4) Nav 2
❑ 1 *Zero* (veteran), 1 *Claude* (rookie), 1 *Jill* (veteran), 2 *Judys* (rookies).
- MR2 failed ➔ 1 additional *Zero, Judy* and *Jill* (all veterans).
- Buildings that survived MR1 are still intact.

(5) Nav 3
❑ 1 grounded *Judy*, 2 airborne *Bettys* (rookies), 2 airborne *Claudes* (veteran, rookie).
- MR2 failed ➔ 2 grounded *Bettys* and 3 airborne *Zeros* (veterans).
- Buildings that survived MR1 are still intact.

(6) AS3
❑ 3 *Zeros* (veteran, 2 rookies) with light weaponry.

Success
❑ Destroy 16 of the 21 enemy planes in the air and on the ground (not including ones that may not appear).

Analysis
If you've done well in the last two missions, you're in good shape for this mopping-up mission. If you failed the first or second Marianas mission, you can look forward to swarms of enemy planes with full ammo and ace pilots. This is a good mission to fly in reverse Nav point order if you've failed the previous ones (you won't hit the big action spheres first).
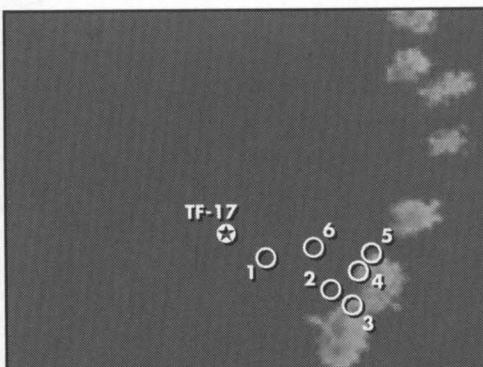
MARIANAS ISLANDS — MISSION 4 (MR4)

Recommended plane ....TBF *Avenger*
Friendly ships TF-17
Enemy ships ....*Hiyo, Junyo,* 7 destroyers, 2 cruisers, *Chitose, Chiyoda*

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) AS1
• Any Midway carrier still alive → 2 destroyers, 2 *Zeros* (ace, veteran), and up to 2 of these carriers.

(2) Nav 1
❏ *Hiyo,* 2 destroyers, 3 *Zeros* (veteran, 2 rookies).
• *Shoho* or *Zuiho* still alive → one appears with 1 *Zero* (ace). Otherwise, a cruiser appears.

(3) AS2
❏ Northern force (*Junyo,* 2 *Zeros* (rookies) and 2 destroyers).
• *Shokaku* or *Zuikaku* still alive → one appears with 2 *Zeros* (veteran, rookie). Otherwise, a destroyer appears.

(4) AS3
❏ 2 trailing vanguard forces. To the north, *Chitose,* a cruiser, a destroyer, 3 *Zeros* (veteran, 2 rookies).

(5) AS4
❏ To the south, *Chiyoda,* 2 destroyers, a cruiser, 3 *Zeros* (veteran, 2 rookies).

Success
❏ Sink at least 1 enemy carrier.

Analysis
It's a good idea to try for two enemy carriers in this mission. Take along a pair of *Avengers*, a pair of SBD *Dauntlesses* and a pair of *Hellcats* as escorts. This arrangement should help you win this mission pretty easily. You'll find your easiest targets at Nav 1 and AS2.

Don't forget that rockets are effective weapons against ships.
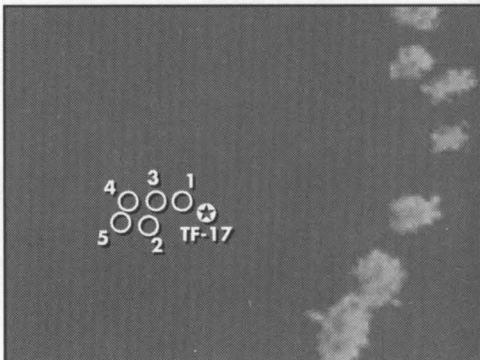
LEYTE GULF MISSION BRIEFINGS

Mission 1 (LY1)

A half century ago, the United States liberated the Philippines from Spanish rule. Since then, the United States has protected these islands and fostered democracy. The Philippines were on the verge of independence when the Japanese invaded their Islands. Only three years ago, American and Filipino soldiers fought and died side by side ... resisting Japanese advances into places called Corregidor and Bataan. When General MacArthur was ordered to flee, he promised he would return. Now it is 1944 (or earlier, if you've played exceptionally well), and the *Enterprise* is about to participate in the liberation of the Philippines.

Here, the Army — advancing from New Guinea — and the Navy — having crossed the Central Pacific — can join forces and take the next step toward the Japanese heartland. The Japanese Fleet has been defeated, but it is not destroyed. To defeat their forces, the Americans must destroy enemy air power in the islands. The commander cuts to the chase, assigning you to spearhead the attack on the air base at Cebu. Your mission is to destroy that airfield by bombing the hangars and enemy aircraft.

Mission 2 (LY2)

MacArthur and his troops have landed on the island of Leyte, and in response, the Japanese are throwing everything they have at Task Force 17. Though your forces destroyed nearby airfields, the Japanese are now flying from airfields beyond your planes' ranges. The fleet can't move closer, nor can it retreat to safety because the troops on Leyte need support until the Army flyboys can move ashore and take over defensive duties. Your mission is to fly a Combat Air Patrol for the carrier group. Radar has detected another wave of incoming Japanese enemies, and you must do whatever it takes to ensure the safety of your ships.

Mission 3 (LY3)

The Japanese have sent a fleet to attack the transports off Leyte. This force of battleships and cruisers has been under constant submarine attack ... and at least three warships are believed to have already been sunk. According to the subs, this fleet has no air cover. Your mission is to sink their warships!

Mission 4 (LY4)

Last night, a second Japanese fleet was defeated south of your fleet's position. However, yet another fleet has been sighted to the north — with carriers! It appears that the first two fleets were decoys ... distracting your fleet while the Japanese carriers approached. Admiral Halsey has taken the main fleet in pursuit of the carriers while the *Enterprise* remains here to protect transports. You're about to see more action than expected.

A recent report from an observation plane states that the Japanese fleet is almost in gunnery range of the *Enterprise*. It apparently passed through the strait during the night. Since the admiral took the other big ships north to chase the Japanese, all that's left are some destroyers and the battleship *Nevada* (if it hasn't been sunk elsewhere). Your mission is to attack those warships, and keep them away from the carrier.

LEYTE GULF — MISSION 1 (LY1)

Recommended plane .... F4U *Corsair*
Friendly ships TF-17
Enemy ships .... Surviving Midway carriers

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1, 2) Nav 1 and 2
❑ Both areas are clear.

(3) Nav 3
❑ 2 *Georges* (veteran, rookie), 1 *Zero* (ace).
❑ 4 grounded *Bettys,* 2 grounded *Georges,* 4 hangars.

(2) Nav 2 again
❑ Clear skies.
• 1 or 2 Midway carriers still alive ➜ 2 *Zeros* (ace, veteran).
• 3 or more Midway carriers still alive ➜ 3 more *Zeros* (ace, 2 veterans) (5 total).

(1) Nav 1 again
❑ Clear skies.
• All 4 Midway carriers still alive ➜ 4 *Zeros* (2 aces, 2 veterans).

(4) AS1
• Any Midway carriers still alive ➜ they appear here with 4 *Zeros* (2 aces, 2 veterans) total.

Success
❑ Destroy 7 of the 9 planes at the base and burn 3 of 4 hangars.

Analysis

If you're in a hurry to get through this mission, don't bother autopiloting through all of the waypoints. Just use your Nav map to autopilot directly to the base, then head for home. You shouldn't need anything for this mission besides rockets and guns, so equip your squadron with *Corsairs* and *Hellcats.*

Make sure you take the *Georges* down first — they're the most dangerous opponents you'll face.
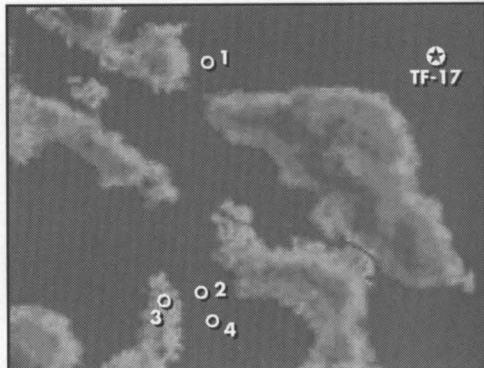
LEYTE GULF — MISSION 2 (LY2)

Recommended plane ....F4U *Corsair*
Friendly ships TF-17
Enemy ships........................None

(TF-17) Takeoff.

- ❏ 2 *Georges* (veteran, rookie), 3 *Judys* (veteran, 2 rookies).
- ❏ 4 kamikaze *Zeros* (2 veterans, 2 rookies).
- • LY1 failed → 2 *Georges* (rookies) and 3 *Bettys* (veteran, 2 rookies) in a second attack.
- ❏ 4 kamikaze *Zeros* (rookies).

Success

- ❏ Shoot down all 13 planes (not including ones resulting from LY1).

Analysis

In this mission, the best way to respond to the attacking enemies is to keep one plane on your wing and break the others off to attack specific targets. Maintain your altitude as best you can, and stay on alert for torpedo planes or kamikazes that break through to your carrier. Again, *Hellcats* and *Corsairs* are an excellent choice for this mission.
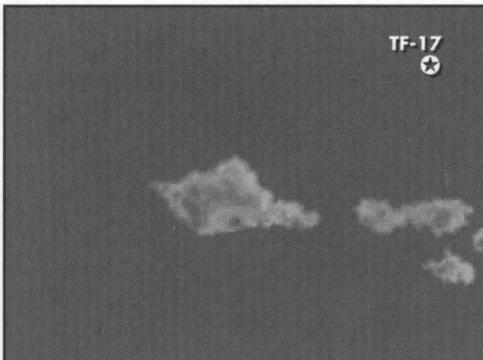
❍ *A firing line of U.S. vessels bombards the island of Leyte, flanked by landing craft carrying the first of 100,000 troops. (1944)*

LEYTE GULF — MISSION 3 (LY3)

Recommended plane ....SB2C *Helldiver*
Friendly ships TF-17
Enemy ships ....*Yamato, Musashi*

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) AS1
o 2 *Zeros* (ace, rookie).
- LY1 failed ➔ 2 waves of 2 *Georges* each (2 veterans, then veteran, rookie).
- 3 Midway carriers still alive ➔ 2 *Zeros* (ace, veteran).
- *Shokaku* and/or *Zuikaku* still alive ➔ 2 *Zeros* (veterans).

(2) AS1
- Exactly one Midway carrier still alive ➔ that carrier, 1 *Zero* (veteran) and 3 destroyers.
- 2 or more Midway carriers still alive ➔ up to 3 of these carriers, with 1 *Zero* (veteran) and 1 destroyer.

(3) Nav 1
❏ Battleships *Yamato* and *Musashi*.
❏ After 4 minutes, 3 *Zeros* (rookies) take off.
- *Shokaku* and/or *Zuikaku* still alive ➔ they (or a destroyer) appear here with 3 *Georges* (2 aces, veteran).

Success
❏ Sink the *Yamato* or *Musashi*.

Analysis
You want to bring as much firepower as possible on this mission. The enemy battleships pack large amounts of anti-aircraft weaponry, so take more maneuverable planes, if possible. A pair of torpedo planes should more than fit the bill, especially when coupled with a few bombers. One fighter escort should do the trick — if you've done well in previous missions.

Remember that your primary objective is to sink a battleship, so you should order all your wingmen to break and attack as soon as you get to the main waypoint.
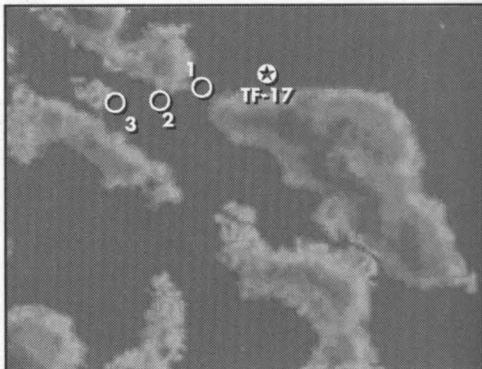
LEYTE GULF — MISSION 4 (LY4)

Recommended plane .... TBF *Avenger*
Friendly ships TF-17
Enemy ships .... Several possible; none definite

(TF-17) Takeoff

❏ Defend the *Enterprise.*
- *Shokaku* still alive ➜ 2 *Zeros* (aces).
- *Zuikaku* still alive ➜ 2 *Zeros* (veterans).

Nav 1

❏ Enemy fleet.
- *Yamato* and *Musashi* still alive ➜ they join the battle.
- Each battleship that doesn't appear is replaced by a cruiser.
- *Shokaku* and/or *Zuikaku* still alive ➜ one appears here with 2 *Zeros* (veterans).
- Each carrier that doesn't appear is replaced by a destroyer (i.e., 1 or 2 destroyers appear).

Success

❏ Prevent the *Yamato* and *Musashi* from sinking the *Enterprise.*

Analysis

The easiest way to win this mission is to sink one of the primary ships — the *Musashi*, the *Yamato* or one of the two cruisers. You won't need fighters here unless the *Zuikaku* and *Shokaku* still sail, so don't bother bringing any along.
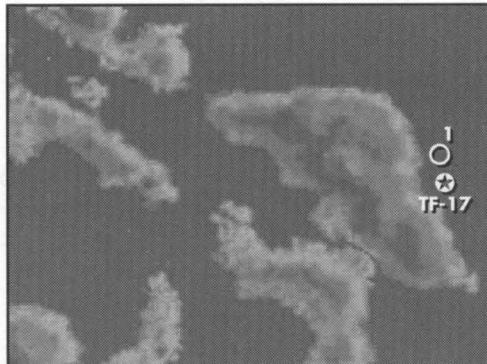
IWO JIMA/OKINAWA MISSION BRIEFINGS

Mission 1 (IW1)

Having gained the momentum in the war, the U.S. Navy has begun the first steps toward an eventual assault on Japan. American bombers from Saipan are already pounding the Japanese homeland.

Flying from Iwo Jima, however, could greatly shorten their flight times — resulting in more bombs dropped and more industries destroyed. Damaged bombers could also use Iwo Jima as an emergency landing field, and the Army could base fighter escorts on the island. At dawn, the invasion of Iwo Jima began. Troops have fought their way off the beaches, but they haven't been able to break Japanese resistance at the airfield. Your mission is to pound the enemy bunkers near that airfield.

Mission 2 (IW2)

Two months ago, American soldiers went ashore on Iwo Jima. With that fight accomplished, the U.S. forces have made the next step — the invasion of Okinawa. From this tiny atoll, short-range fighters and bombers can support the invasion of Japan. This island, in Japan's own backyard, will function as an unsinkable aircraft carrier. Unable to face the thought of defeat, the haggard Japanese forces have once again sent a fleet to sea for a momentous battle against the American carrier fleet. Your mission is to strike the approaching enemy ships.

Mission 3 (IW3)

America has never lost a war, and is not going to give up on this one, no matter what desperate steps the Japanese take. For the last five days, Japanese kamikazes have been ripping apart the American fleet with suicide planes. Okinawa is in range of the Japanese airfields on the mainland, and the Japanese are going to throw every aircraft at you that they can muster. It's your turn to lead the combat air patrol, positioning your patrol near the picket line of destroyers. Your mission is to stop the suicide planes before they can reach the American fleet.

Mission 4 (IW4)

For six weeks now, American troops have fought against the Japanese on the island of Okinawa. The Japanese are determined to make land forces pay for every square foot of the island. The Marine boys are making another attack today, and the goal is to weaken the Japanese by driving a wedge through their defenses. You are to support their attack by knocking out bunkers. Remember — every fort you destroy is an American life saved.

IWO JIMA/OKINAWA — MISSION 1 (IW1)

Recommended plane ....F4U *Corsair*
Friendly ships ....TF-17, friendlies
Enemy ships........................None

(TF-17) Takeoff
❏ Autopilot to Nav 1.
(1) AS1
- *Hiyo, Junyo, Ryuho, Zuiho* or *Shoho* still alive → a wave of 3 *Zeros* (aces) from the first carrier, then a wave of 2 *Zeros* (ace, veteran) from each additional carrier.
(2) Nav 1
❏ Friendly ships.
(3) Nav 2
❏ Airfield, enemy ground targets, friendly trenches.
(4) Nav 3
❏ Enemy ground emplacements.
❏ Respond to *Enterprise's* plea for help.
(TF-17) Return
❏ 4 kamikaze *Zeros* (rookies).

Success
❏ Hit 9 of 11 enemy emplacements (not counting AA guns). Friendly trenches that you hit cost you 1 mission point each.

Analysis
This mission's pretty straightforward. Make sure that you take a few fighters along, so you'll have a chance against the suicide *Zeros* at AS1. Also, don't forget to load your squadron up on HVARs.

Remember not to hit the friendly troops at Nav 2. You'll find quite a few anti-aircraft guns around, and although they're not worth mission points, they're good targets for rockets. Be sure to save some ammo for the kamikaze planes at Nav 4.

By the way, beware of Mt. Surabachi — anti-aircraft guns are hidden in the caves.
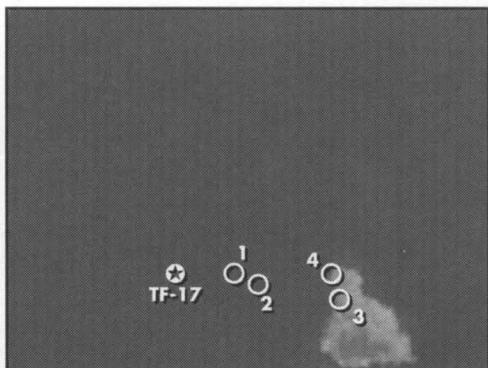
IWO JIMA/OKINAWA — MISSION 2 (IW2)

Recommended plane .... SB2C *Helldiver*
Friendly ships .... TF-17, possibly *Princeton*, *Hornet*
Enemy ships .... 2 or more destroyers, surviving enemy carriers, *Yamato* and/or *Musashi*

(TF-17) Takeoff

❏ Autopilot to Nav 1.
- Any enemy carriers still alive ➔ each launches 2 *Zeros* (ace, veteran) that attack the *Enterprise*.
- *Princeton* and/or *Hornet* still alive ➔ one or both assist you.

(1) AS1

- At least 3 of these carriers — *Shokaku*, *Zuikaku* and Midway carriers — still alive ➔ 2 destroyers, 4 *Zeros* (2 aces, 2 veterans), 2 Midway carriers (if only one Midway carrier still alive, that carrier and an extra destroyer).

(2) Nav 1

❏ Clear skies.

(3) Nav 2

❏ 2 enemy destroyers.
- *Yamato* and/or *Musashi* still alive ➔ one shows up. Otherwise, 2 more destroyers appear.
- *Shokaku* and/or *Zuikaku* still alive ➔ one appears with 2 *Zeros* (ace, veteran).
- Both carriers out of action ➔ 1 more destroyer.

(4, 5) Nav 3, 4

❏ No enemies in sight.

(6) Nav 5

❏ Second force of friendly ships.
- 4 post-Guadalcanal carriers survive ➔ 4 *Zeros* (ace, 3 veterans).
- *Princeton* and/or *Hornet* still alive ➔ each lends a hand here.

(7) Nav 6

❏ Friendly vessels.

(8) AS2

- 4 of these carriers — *Shoho*, Guadalcanal and Leyte Gulf carriers — still alive ➔ 3 carriers and 4 *Zeros* (2 aces, 2 veterans) appear.

Success

❏ Earn at least 3 mission points (1 per enemy destroyer, 2 per carrier, 3 per battleship).
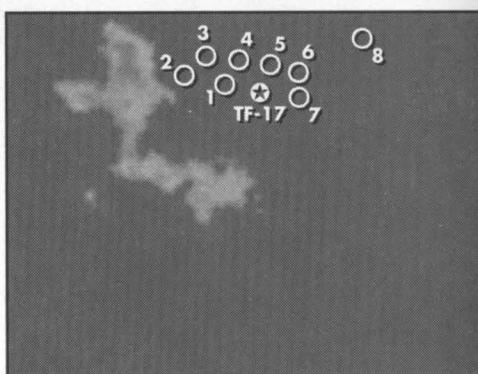
Analysis

If you've done well in the war so far, this mission turns out to be a destroyer turkey shoot. You'll do fine with *Hellcats* and rockets — if you're a good shot — and a pair of bombers. However, if you haven't killed the battleships from LY4 or the first two heavy carriers of the game, then you'll need heavy weaponry to take them out.

You're not required to fight the planes at Nav 5. If you've left a lot of carriers alive this late in the war, you're better off just flying home after you receive the *Mission Accomplished* message.

IWO JIMA/OKINAWA — MISSION 3 (IW3)

Recommended plane ....SB2C *Helldiver*
Friendly ships ....TF-17, possibly *Nevada, North Carolina*
Enemy ships........................None

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) Nav 1
❑ 3 *Bettys* (veterans) (2 are bellying *Bakas*) headed for the *Enterprise.*
❑ 4 *Franks* (2 veterans, 2 rookies).
❑ 3 more *Bettys* (veteran, 2 rookies) (same as earlier wave).
- *Hiyo, Junyo, Shokaku* or *Zuikaku* still alive → each launches a wave of 4 *Judys* or 4 *Jills* (2 aces, 2 veterans).
- *Nevada* and/or *North Carolina* still alive → appear here.

Success
❑ Don't lose a friendly carrier.

Analysis

This one's pretty easy to handle if you remember one thing. Once you're over the battle line, don't autopilot until you hear the *All Clear* message. Otherwise, you'll miss some important waves of enemy planes and fail the mission.

If you travel out of the action sphere while chasing the *Bettys* at Nav 1, fly manually back to the waypoint to meet the next wave of enemy planes.

Once again, try to keep the battle above friendly ships. This will make your job easier.
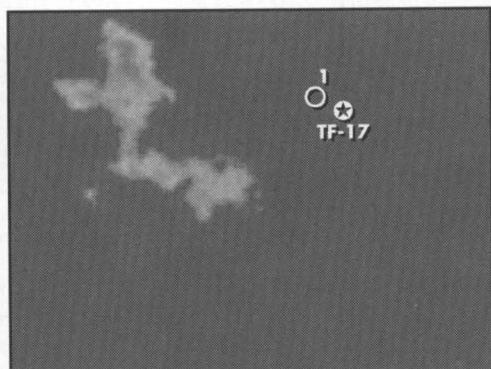
IWO JIMA/OKINAWA — MISSION 4 (IW4)

Recommended plane .... F4U *Corsair*
Friendly ships TF-17
Enemy ships .... Suicide torpedo boats

(TF-17) Takeoff
❏ Autopilot to Nav 1.

(1) Nav 1
❏ Pillboxes, enemy troops in trenches.
- 4 or more carriers still alive ➜ 4 *Zeros* (aces).
- 1-3 enemy carriers still alive ➜ 2 *Zeros* (aces).

(2) Nav 2
❏ 3 *Bettys* (veteran, 2 rookies) dropping paratroopers on the friendly airstrip.
- 3 enemy carriers still alive ➜ 2 *Zeros* (aces).

(3) AS2
❏ 5 suicide torpedo boats attacking Task Force 17.
- 2-5 enemy carriers still alive ➜ 2 *Zeros* (aces).
- 6 carriers still alive ➜ 6 *Zeros* total (aces).

Success
❏ Kill all 5 suicide boats and the 3 *Bettys* before they drop 7 parachutes.

Analysis

The essential targets in this mission are the *Bettys* and the boats. You don't need to go to Nav 1 and shoot up ground targets unless you want some target practice. Once you reach the friendly base, you'll find attacking bombers. Immediately send all your wingmen after one plane while you take another yourself.

The best guarantee of success on this mission is to down at least one *Betty* before the bombers start dropping their chutes. Once the chutes are in the air, it's too late.

As for the boats, guns work fine. Your wingmen will be more than happy to strafe them for you. You can take your time — the ships really aren't much of a threat.
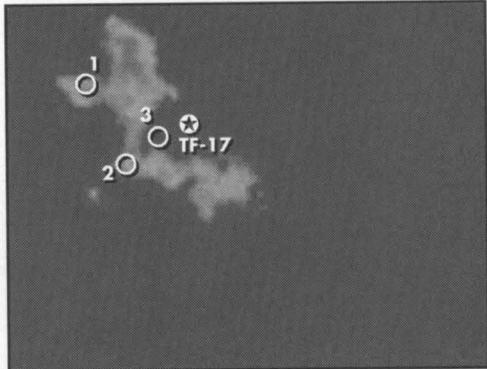
ENDGAME 1 (EG1)

Recommended plane ....F6F3 *Hellcat* or F4U *Corsair*
Friendly ships TF-17
Enemy ships ....None

Take off from the *Enterprise* and fly to the headquarters in the mountains just northwest of Tokyo, where the hard-line military advisors are gathering for a war-planning session. You are to eliminate these advisors in an attempt to end the war early by forcing the Emperor to surrender.

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) AS1
❑ 1 *Emily* (veteran).
- *Emily* still alive after 3 minutes ➔ 3 *Zeros* (ace, 2 veterans).

(2) Nav 1
❑ Enemy-free skies.
- Any enemy carrier still alive ➔ 3 *Zeros* (2 aces, veteran).
- 3 *Zeros* down ➔ 3 *Georges* (ace, 2 veterans).

(3) Nav 2
❑ 3 *Zeros* (ace, 2 veterans).
- After 3.5 minutes, they warn the enemy base and 3 *Georges* (ace, 2 veterans) attack.
- Any enemy carrier still alive ➔ 3 more *Zeros* (ace, 2 veterans).

(4) Nav 3
❑ Enemy airbase, 4 AA guns, 3 *Franks* (ace, 2 veterans).
- *Zeros* at Nav 2 still alive after 3 minutes ➔ 3 *Zeros* (2 veterans, rookie).
❑ Destroy HQ and the radio tower in less than 2 minutes.
- HQ and the tower still alive after 2 minutes ➔ 3 *Zeros* (2 veterans, rookie) from Tokyo.
- 2 Tokyo-based *Zeros* down ➔ 3 *Franks* (ace, 2 veterans) from south of Tokyo.

(5) Nav 4
❑ Clear skies.
- 2 enemy carriers still alive ➔ 3 *Zeros* (ace, 2 veterans), 3 *Georges* (ace, 2 veterans).

(6) AS3
- Stray from normal flight path ➔ 3 *Franks* (ace, 2 veterans) (one of the four trios from Nav 3 or AS4) and 3 *Zeros* (ace, 2 veterans).

(7) AS4
- If you range too far and fly over Tokyo ➔ 3 *Zeros* (2 veterans, rookie).
- 2 *Zeros* down ➔ 3 *Franks* (ace, 2 veterans).

Success
❑ Kill HQ and the radio tower. Sounds easy, doesn't it?

Analysis

Welcome to the most challenging mission that you'll fly. You'll be hard-pressed to do this one right for two reasons — your enemies are spread out, and you're fighting against time as well as your foes. There aren't too many ground targets, so a rocket escort loadout should be fine for this mission.

As soon as you encounter enemies, break your wingmen off and send them to separate targets. Then, play sweeper and pick off any planes that don't go down quickly. Try not to stay directly behind the *Emily* for too long, or your plane will become too torn up to fly.

At Nav 3, tell your wingmen to *Break and Attack* while you head straight for the radio tower and the headquarters building. It will take four rockets to finish off the HQ building, so give yourself plenty of time. If you dive quickly, you can retain enough speed to join in the melee after the ground targets are out of the picture.

This mission is easiest when you fly it in reverse Nav point order. But, if you've gotten here, you should be tough enough to handle it the right way.

ENDGAME 2 (EG2)

Recommended plane .... F4U *Corsair*
Friendly ships TF-17
Enemy ships .... None

For months, scientists working for the U.S. government have been developing a secret weapon — the atomic bomb that is to be dropped on Hiroshima. This device is so powerful that any fighters escorting the bomber will probably rip apart from the sheer force of the explosion. The bombers carrying this bomb, for range, speed and weight reasons, have been stripped of almost every bit of armor and weaponry. Because of this, the bombers are nearly sitting ducks for Japanese fighters sent up to attack them. Your job is to go in and wipe out three bases on the bomber's flight path so they can't launch opposing fighters.

(TF-17) Takeoff
❑ Autopilot to Nav 1.

(1) AS1
o 3 *Zeros* (veterans).
• Any enemy carriers still alive ➜ 3 *Zeros* (ace, 2 veterans), each replaced by one at same skill level.

(2) Nav 1
❑ Airbase, 4 grounded *Judys*, 3 grounded *Georges*, 3 flying *Georges* (ace, 2 veterans).
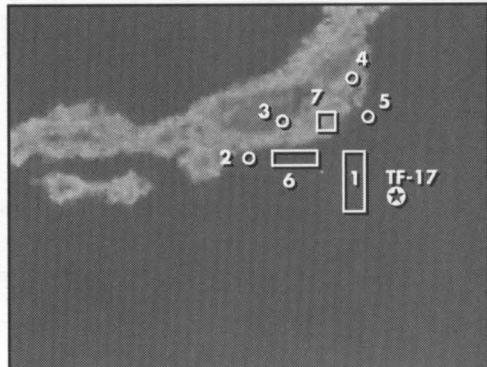
(3) Nav 2

❏ Enemy airbase, 2 airborne *Georges* (veterans), 4 grounded *Georges*.

❏ 1 destroyer in the harbor.

- *Chitose* or *Chiyoda* still alive ➔ one sails in the harbor with 1 destroyer, 2 *Zeros* (ace, veteran).

(4) Nav 3

❏ 5 grounded *Bettys*, 1 launching *Zero* (veteran), 3 circling *Franks* (ace, 2 veterans).

(TF-17) Return

❏ The way is clear.

- Any enemy carriers still alive ➔ kamikaze *Zeros* (ace, 2 veterans) storm your carrier in waves of 3:

  1 or 2 carriers ➔ 1 wave

  3 carriers ➔ 2 waves

  4 carriers ➔ 3 waves

  6 carriers ➔ 4 waves

  7 carriers ➔ 5 waves

  8 carriers ➔ 6 waves

  10 carriers ➔ 7 waves

  12 carriers ➔ 8 waves

  13 carriers ➔ 9 waves

Success

❏ Kill 25 of the 28 enemy planes (not including the kamikazes).

Analysis

You'll have to play this mission conservatively. It's a good idea to take along rockets to use on hangars and grounded planes. During the mission, avoid activating all your guns at once. Otherwise, you might run out of ammo and return to find your carrier helpless. The destroyer at the second waypoint is not worth any mission points, so your best bet is to ignore it and steer clear of its anti-aircraft guns.
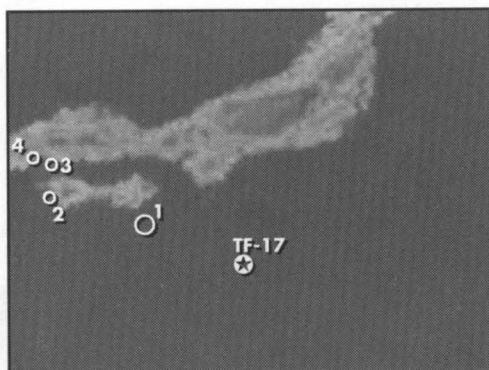
You need to be extremely thorough on this mission to win it.

LOSING PATH MISSION LA1

Recommended plane ....F4F *Wildcat*
Friendly ships TF-17
Enemy ships.......................Surviving Midway, Coral Sea carriers, possibly the *Shoho*

This mission is a losing track mission and depends almost entirely upon the carriers that remain from the Coral Sea and Midway campaigns.
* If you lose three friendlies in this mission, a trio of *Wildcats* arrive for air support.

(TF-17) Takeoff
❑ Autopilot to Nav 1.
* Midway carriers still alive ➜ each launches 2 waves of 2 *Zeros*, 2 *Kates* and 2 *Vals* (each ace, veteran).

(1) AS1
❑ 2 waves identical to above.

(2) Nav 1
❑ Clear if all Coral Sea carriers are down.
* Any Coral Sea carriers still alive ➜ each sends in 2 waves of 2 *Zeros*, 2 *Vals* and 2 *Kates* (each ace, veteran).

(3) Nav 2
❑ Patrol point is clear.

(4) AS2
❑ Any Midway carriers still alive ➜ each here, with 4 *Zeros* (ace, 3 veterans) and 2 destroyers (total).

(5) AS3
❑ Any Coral Sea carriers still alive ➜ each here, with 4 *Zeros* (veterans) and 2 destroyers (total).
* *Shoho* is dead ➜ a cruiser appears instead of a carrier.

Success
❑ You automatically fly LB1 after this mission.

Analysis
If you can hold out in a dogfight, assign half your squadron to torpedo planes and the other half to fighters. Hit the attacking planes as quickly as possible.

Cheat. Remember, reinforcements are waiting in the wings, so it might be advisable to "help" a buddy into the water if his plane's too damaged to be useful.

After you take out the enemies above the *Enterprise*, head for either of the hidden Nav points to attack an extra carrier. If you do so, you won't face it later on.
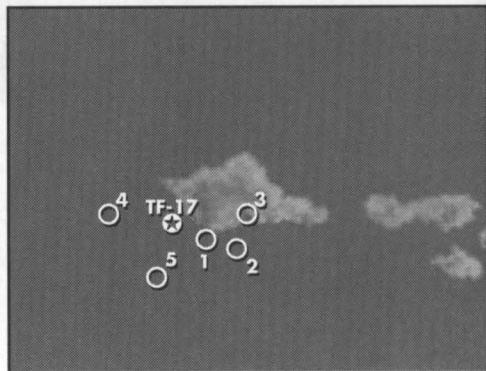
LOSING PATH MISSION LA2

Recommended plane ....F4F4 *Wildcat*
Friendly ships TF-17
Enemy ships ....none

This mission depends almost entirely upon the carriers that still remain from the Coral Sea, Midway, and Guadalcanal campaigns. If you lose three friendly planes, a triplet of *Wildcats* from Ewa will arrive to reinforce your efforts.
- If three more friendly planes are lost, another three *Wildcats* will show up.

(TF-17) Takeoff
❏ Autopilot to Nav 1.
- Any Midway carriers still alive ➔ each launches 2 waves of 2 *Zeros*, 2 *Kates*, 2 *Vals* (each ace, veteran).

(1) AS1
❏ 2 waves identical to above.

(2) Nav 1
- Any Coral Sea carriers still alive ➔ each launches 2 waves of 2 *Zeros*, 2 *Vals*, 2 *Kates* (each ace, veteran).

(3) Nav 2
- *Ryuho* and/or *Zuiho* still alive ➔ 2 more identical waves per carrier.

Success
❏ You automatically fly LB1 after this mission.

Analysis
You don't even get a shot at carriers during this mission, so just fly for as long as you can without dying. Don't take your best wingmen into this battle — you'll probably lose a few pilots. If you're getting banged up pretty badly, *bail out!* There's nothing in this mission that's worth your life.
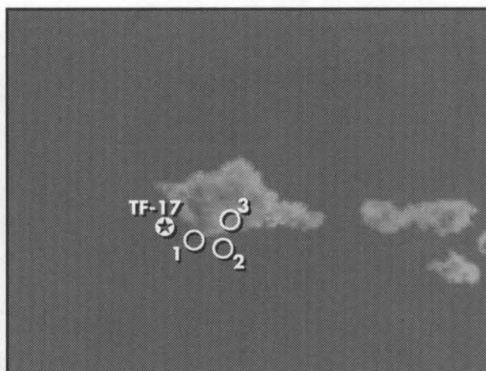
LOSING PATH MISSION LA3

Recommended plane ....F6F3 *Hellcat*
Friendly ships TF-17
Enemy ships........................None

This mission depends almost entirely upon the carriers that still remain from the Coral Sea, Midway, Guadalcanal and Solomon campaigns.
- If you lose three friendly planes, 3 *Hellcats* from Ewa arrive to reinforce your efforts.
- If three more friendly planes are lost, another three *Hellcats* show up.

(TF-17) Takeoff
❑ Autopilot to Nav 1.
- Any Midway carriers still alive ➔ each launches 2 waves of 2 *Zeros*, 2 *Kates*, 2 *Vals* (each ace, veteran).

(1) AS1
❑ 2 more identical waves.

(2) Nav 1
❑ *Shokaku* and/or *Zuikaku* still alive ➔ each launches 2 waves of 2 *Zeros*, 2 *Vals*, 2 *Kates* (each ace, veteran).

(3) Nav 2
❑ Defend friendly ships.
- *Ryuho* and/or *Zuiho* still alive ➔ each sends 2 more identical waves.

Success
❑ You automatically fly LB2 after this mission.

Analysis
See Losing Path Mission LA2.
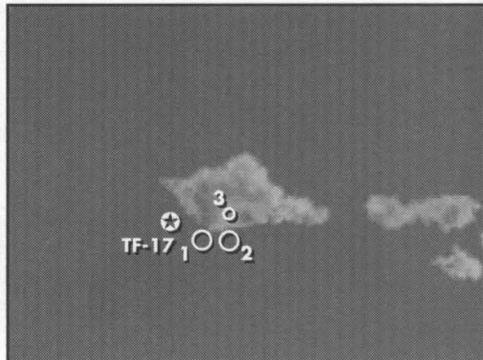
LOSING PATH MISSION LA4

Recommended plane ....F6F3 *Hellcat*
Friendly ships TF-17
Enemy ships.........................None

This mission depends almost entirely upon the carriers that still remain from the Coral Sea, Midway, Guadalcanal and Marianas campaigns.
- If you lose three friendly planes, a triplet of *Hellcats* from Ewa arrive to reinforce your efforts.
- If three more friendly planes are lost, another three *Hellcats* show up.

(TF-17) Takeoff
❑ Autopilot to Nav 1.
- Any Midway carriers still alive → each launches 2 waves of 2 *Zeros*, 2 *Kates*, 2 *Vals* (each ace, veteran).

(1) AS1
❑ 2 more waves, each with 2 *Zeros*, 2 *Kates*, 2 *Vals* (each ace, veteran).
- *Chitose* still alive → it contributes 2 more waves of the same.

(2) Nav 1
❑ Enemy planes:
- Any Coral Sea carriers still alive → each launches 2 waves of 2 *Zeros*, 2 *Vals*, 2 *Kates* (each ace, veteran).
- *Chiyoda* still alive → 2 more waves.

(3) Nav 2
❑ Enemy planes:
- *Hiyo*, *Junyo*, *Ryuho* or *Zuiho* still alive → each launches 2 waves of 2 *Zeros*, 2 *Vals*, 2 *Kates* (each ace, veteran).

Success
❑ You automatically fly LB2 after this mission.

Analysis
See Losing Path Mission LA2.
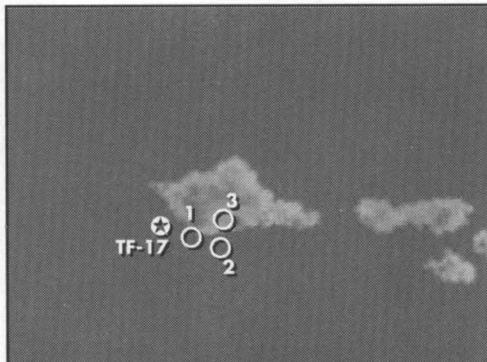
LOSING PATH MISSION LA5

Recommended plane ....F6F3 *Hellcat*
Friendly ships TF-17
Enemy ships........................Surviving CS, MD, GU, MR carriers

This losing-track mission varies, depending on what carriers remain from the CS, MD, GU and MR campaigns.

- For every 3 friendly planes you lose in this mission, 3 *Corsairs* from Ewa arrive as reinforcements (up to nine).

(TF-17) Takeoff
❏ Autopilot to Nav 1.
- Any MD2 carriers still alive ➔ each sends 2 waves of 2 *Georges*, 2 *Judys*, 2 *Jills* (each ace, veteran).

(1) AS1
❏ 2 waves of 2 *Georges*, 2 *Judys*, 2 *Jills* (each ace, veteran).
- *Chitose* still alive ➔ it launches 2 more waves of the same.

(2) Nav 1
❏ Clear skies.
- *Chiyoda* still alive ➔ 2 waves of 2 *Georges*, 2 *Judys*, 2 *Jills* (each ace, veteran).
- Any Coral Sea carriers still alive ➔ they send identical waves.

(3) Nav 2
❏ No bogies here.
- *Hiyo*, *Junyo*, *Ryuho* and/or *Zuiho* still alive ➔ each launches 2 waves of 2 *Georges*, 2 *Judys*, 2 *Jills* (each ace, veteran).

Success
❏ You automatically fly LB3 after this mission.

Analysis
See Losing Path Mission LA2.
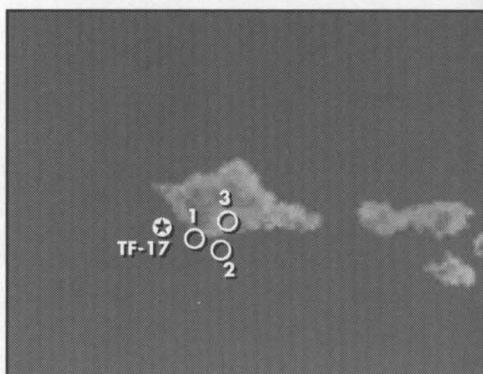
LOSING PATH MISSION LB1

Recommended plane ....SBD *Dauntless*
Friendly ships TF-17
Enemy ships ....5 transports, 5 destroyers, 1 cruiser, possibly the *Shokaku*, *Zuikaku* and *Shoho*, up to 3 Midway carriers

This losing mission occurs early in the war after Coral Sea or Midway. Here, you defend Pearl Harbor again. This time, the Japanese are planning a massive troop landing. Your objective is to sink enemy transports carrying invasion forces destined for Oahu.

- Lose 3 friendly planes ➔ 3 *Wildcats* from Ewa arrive.

(TF-17) Takeoff

- *Enterprise* down ➔ you launch from a replacement.

(1) Nav 1

❏ 2 transports carrying invasion troops, 2 destroyers and 2 escort *Zeros* (ace, veteran).
- Any enemy carriers still alive ➔ each launches 2 *Zeros* (ace, veteran) (but no more than 3 additional waves).
- If you play this mission *before* Midway, all those carriers help invade Hawaii.

(2) Nav 2

❏ 1 cruiser, 1 destroyer, 3 transports, 2 *Zeros* (ace, veteran).
❏ Land after receiving *Mission Accomplished* message.
- Any enemy carriers still alive ➔ a wave of 2 *Zeros* (ace, veteran) per carrier (but no more than 4 additional waves).

(3) AS1

❏ 2 destroyers, 4 *Zeros* (ace, 3 veterans).
- *Shokaku*, *Zuikaku* and/or *Shoho* still alive ➔ each surviving carrier is here.

(4) AS2

❏ 2 destroyers, 4 *Zeros* (veterans)
- Any Midway carriers still alive ➔ each surviving carrier is here.

Success

❏ Dispose of 3 transports.

Analysis

The best way to succeed at Versions 1 and 2 of this series is to autopilot directly to the second waypoint. You'll find enough transports there to win the mission, and you won't ever have to fight the first set of *Zeros*.

If you're going to play this way, take along two fighter escorts. You can send them after transports if nothing's going on in the air. (If you've got extra firepower, you might try to take out additional carriers, so they won't bother you later.)
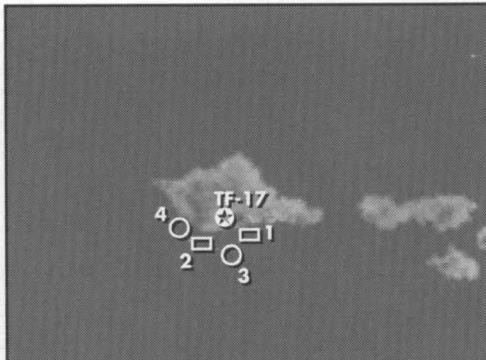
LOSING PATH MISSION LB2

Recommended plane ....SBD *Dauntless*
Friendly ships TF-17
Enemy ships ....5 transports, 5 destroyers, 1 cruiser, possibly the *Shokaku*, *Zuikaku* and *Shoho*, up to 3 Midway carriers, *Ryuho*, *Zuiho*

The mid-war version of the defense of Pearl Harbor happens after the Guadalcanal or Solomons campaign. Once again, the Japanese are advancing on Oahu and intending to land invasion forces. Your mission objective is to sink enemy transports before they reach Oahu.

- Lose 3 friendly planes ➔ 3 *Wildcats* from Ewa arrive.

(TF-17) Takeoff
- *Enterprise* down ➔ you launch from a replacement.
- ❑ Autopilot to Nav 1.

(1) Nav 1
- ❑ 2 transports carrying invasion troops, 2 destroyers, 2 escort *Zeros* (ace, veteran).
- Any enemy carriers still alive ➔ each launches 2 *Zeros* (ace, veteran) (but no more than 3 additional waves).

(2) Nav 2
- ❑ 1 cruiser, 1 destroyer, 3 transports, 2 *Zeros* (ace, veteran).
- ❑ Land after receiving *Mission Accomplished* message.
- Any enemy carriers still alive ➔ a wave of 2 *Zeros* (ace, veteran) per carrier (but no more than 4 additional waves).

(3) AS1
- ❑ 2 destroyers, 4 *Zeros* (ace, 3 veterans)
- *Shokaku*, *Zuikaku* and/or *Shoho* still alive ➔ each surviving carrier is here.

(4) AS2
- ❑ 2 destroyers, 4 *Zeros* (veterans)
- Any Midway carriers still alive ➔ all surviving Midway carriers (Maximum 3).

(5) AS3
- ❑ 2 destroyers, 4 *Zeros* (veterans)
- *Ryuho* and/or *Zuiho* still alive ➔ appear here.

Success
- ❑ Kill 3 transports before 3 of them beach on Oahu.

Analysis
See Losing Path Mission LB1.
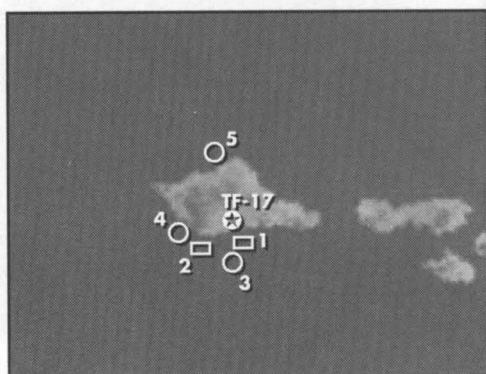
LOSING PATH MISSION LB3

Recommended plane ....F4U *Corsair*
Friendly ships TF-17
Enemy ships ....5 transports, 6 destroyers, 1 cruiser, up to 3 surviving Midway carriers, possibly the *Shoho, Chitose, Chiyoda, Shokaku, Zuikaku, Hiyo, Junyo, Ryuho, Zuiho*

This mission is the late-war version of the defense of Pearl Harbor, after the Marianas or Leyte Gulf campaign. Once again, the Japanese are advancing on Oahu and intending to land invasion forces. Your mission objective is to sink enemy transports before they reach Oahu.
- Lose 3 friendly planes → 3 *Hellcats* from Ewa arrive.

(TF-17) Takeoff
- *Enterprise* down → you launch from a replacement.
- ❏ Autopilot to Nav 1.

(1) Nav 1
- ❏ 2 transports carrying invasion troops, 2 destroyers, 2 escort *Zeros* (ace, veteran).
- Any enemy carriers still alive → each launches 2 additional *Zeros* (ace, veteran) (but no more than 5 additional waves).

(2) Nav 2
- ❏ 1 destroyer, 1 cruiser, 3 transports, 2 *Zeros* (ace, veteran).
- ❏ Land after receiving *Mission Accomplished* message.
- Any enemy carriers still alive → each launches 2 *Zeros* (ace, veteran) (but no more than 6 additional waves).

(3) AS1
- ❏ 2 destroyers, 4 *Zeros* (ace, 3 veterans)
- *Chitose, Chiyoda, Shokaku, Zuikaku* and/or *Shoho* still alive → any that are still alive.

(4) AS2
- ❏ 2 destroyers, 4 *Zeros* (veterans)
- Any Midway carriers still alive → all surviving Midway carriers (maximum 3).

(5) AS3
- ❏ 2 destroyers, 4 *Zeros* (veterans)
- *Hiyo, Junyo, Ryuho* and/or *Zuiho* still alive → any that are still alive.

Success
- ❏ Kill 4 transports before 3 of them beach on Oahu.

Analysis
You're going to have to hit both waypoints on this one. Take two or three escorts, and hit *all* the transports at the first waypoint. You'll find more fighters at the second waypoint, so you'll want to be able to get out of there quickly. (If you've got extra firepower, you might try to take out additional carriers, so they won't bother you later.)
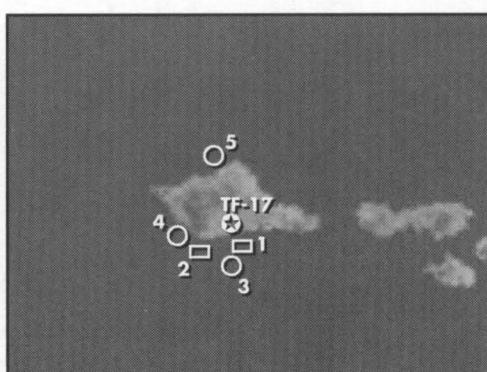
LOSING PATH MISSION LC1

Recommended plane ....SBD *Dauntless*
Friendly ships ....TF-17, possibly the *Nevada, Washington*
Enemy ships.........................3 destroyers, 1 cruiser, 2 enemy carriers

Forced out of the Pacific by overwhelming Japanese forces, the American Navy has withdrawn to its last stronghold — Pearl Harbor. The island has been under attack for several days, but your fleet has managed to repel the Japanese. Now that they are rapidly withdrawing from their failed offensive on Pearl Harbor, your goal is to attack a Japanese task force containing enemy carriers.

(TF-17) Take off
❏ Autopilot to Nav 1.
• *Nevada* or *Washington* still alive ➔ one appears here.

(1) AS1
❏ 2 *Zeros* (aces).

(2) Nav 1
❏ 1 destroyer, 1 cruiser, 3 *Zeros* (2 aces, veteran).

(3) Nav 2
❏ Up to 2 carriers appear:
Akagi, Hiryu, Shoho or *Shokaku* still alive ➔ one appears.
Kaga, Akagi or *Zuikaku* still alive ➔ one appears.
❏ 2 destroyers, 3 *Zeros* (aces).

Success
❏ Sink any carriers that you see. If none of the enemy carriers listed still survive, this mission's a free ride! You continue back on the Winning Path after this mission.

⊘ *WWII took its toll on the ground, as well as in the air. Here, solemn soldiers pay tribute to a dead comrade.*

LOSING PATH MISSION LC2

Recommended plane ....SBD *Dauntless*
Friendly ships ....TF-17, possibly the *Nevada, Washington*
Enemy ships........................3 destroyers, 1 cruiser, 2 enemy carriers

This mission is identical to the first version, except that you may face different carriers:
- *Akagi, Hiryu, Shoho, Zuiho* or *Shokaku* still alive ➔ one appears.
- *Kaga, Soryu, Ryuho* or *Zuikaku* still alive ➔ one appears.

LOSING PATH MISSION LC3

Recommended plane ....F6F5 *Hellcat*
Friendly ships ....TF-17, possibly the *Nevada, Washington*
Enemy ships........................3 destroyers, 1 cruiser, 2 enemy carriers

This mission is identical to the first two versions, except that you may face different carriers:
- *Akagi, Hiryu, Junyo, Hiyo, Shoho, Zuiho* or *Shokaku* still alive ➔ one appears.
- *Kaga, Soryu, Chitose, Chiyoda, Ryuho* or *Zuikaku* still alive ➔ one appears.

Analysis (All Three)

It's back to the basics for all versions of this mission. Bring along a pair of fighters for protection, and make sure that you tell them to *Break Formation* whenever you encounter enemy planes. At the first action sphere, join in the fight. But don't get yourself so shot up that you can't take on the carriers later. If you've got a plane with a tailgun, use it wisely.

Since this mission is no more than a chance to get back into the game, you don't have to sink anything. However, you'll do yourself a favor by cleaning up as many enemy flattops as possible.
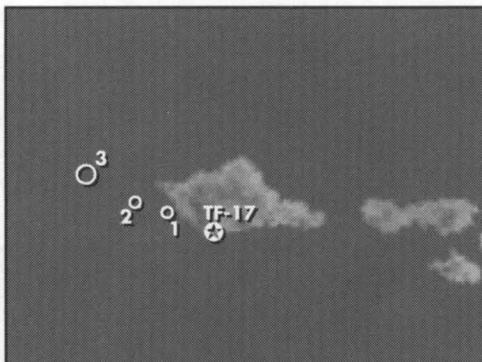
DAMAGE SYSTEM

Just as game objects have certain score values, they also have a certain number of **damage points**. Small, unimportant objects have few damage points, while large objects have lots of points. Whenever you hit an object with a weapon, you subtract damage points from the object. When the damage point value drops low enough, the object is considered "destroyed." All ground objects, planes and ships have damage points.

GROUND OBJECT DAMAGE

Ground objects have a single total of damage points. When you destroy all damage points for a ground object, it is "dead." Ships and planes, however, die once half their damage points are gone. (See **Ship Damage** and **Plane Damage** for more information.)

The following table lists the ground objects in the game and the damage points assigned to each:

Item	Damage Points	Item	Damage Points
Artillery emplacement	30	2 power generators (in shed)	90
Pillbox	95	Fuel tank	20
Gun mount	80	Bunker w/gun	145
Trench	20	Bunker w/out gun	125
Tent	1	Regular hangar	110
Japanese flag	5	Double-wide hangar	140
American flag	5	Hospital	120
Enemy tank	40	Enemy headquarters	100
Friendly tank	40	Imperial headquarters	550
Camouflaged *Baka* plane	70	Utility building	60
Enemy plane on the ground	40	Control tower	80
Friendly plane on the ground	40	Radio tower	45
Crate	15	Water tower	70
Power generator (in shed)	70		
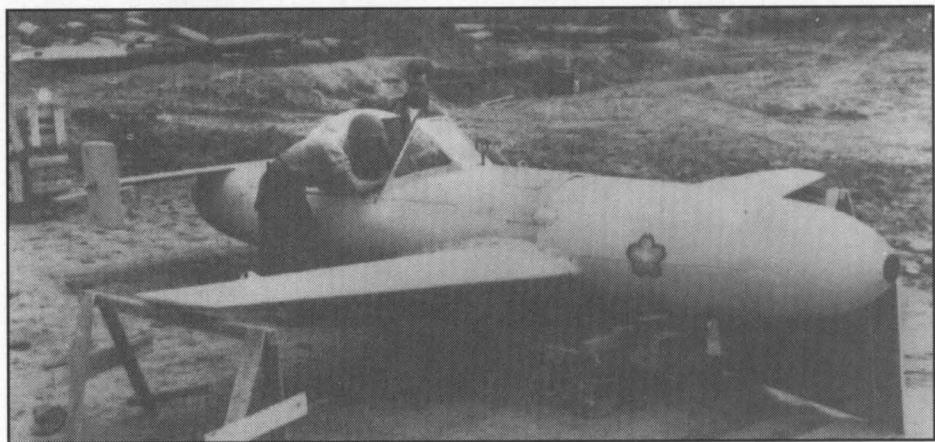
✪ Baka *manned bombs were a measure of Japan's desperation late in the Pacific War (1945).*

SHIP DAMAGE

Ships have **floats**, each with a certain number of individual damage points. Each float is like a buoy, and you must destroy half of the floats before you can sink a ship. The following table lists the number of floats, along with the damage points for each.

Enemy Ship	#Floats (Damage Points)
Light carrier	4 (200)
Heavy carrier	6 (380)
Heavy battleship	6 (440)
Destroyer	4 (125)
Cruiser	6 (270)
Transport	4 (105)
Barge	2 (25)
Mine layer	2 front (175), 2 rear (125)
Picket boat	2 (75)

Friendly Ships	#Floats (Damage Points)
Battleship	6 (410)
Heavy carrier	6 (400)
Light carrier	4 (225)
Destroyer	4 (150)
Transport	4 (200)
Amphibious transport	2 (235)
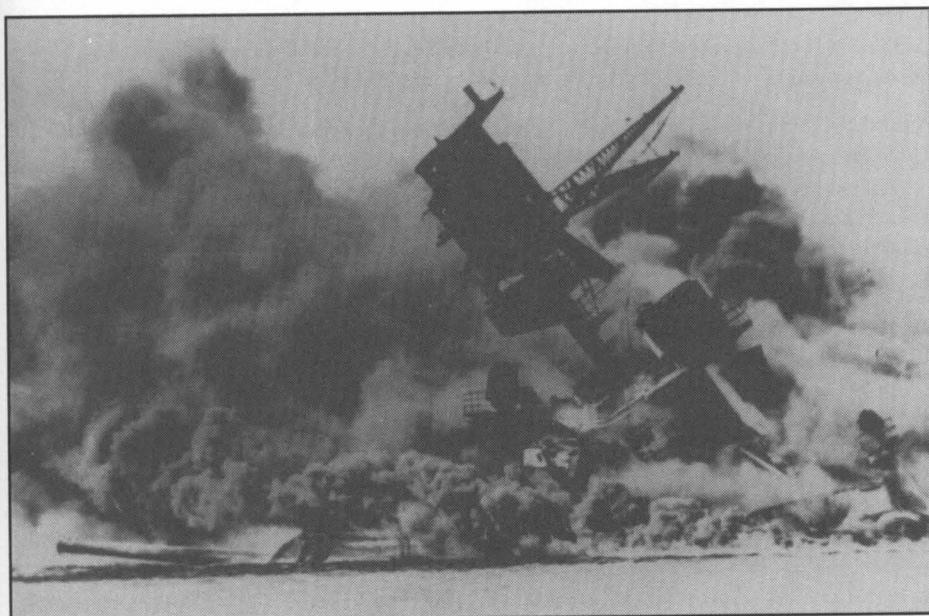
⊙ *The battleship USS* Arizona *slowly rolls over into its grave after bombs ignite its forward magazine. (1941)*

PLANE DAMAGE

The plane damage system is somewhat more complicated than ordinary object or ship damage, but it works similarly. Plane damage is broken down into two elements — damage locations and systems. A **damage location** is a physical area of the plane, such as a wing. A **system** is any independent structure within that damage location (such as a flap or aileron).

When a bullet hits a plane, it applies damage points to the damage location nearest the hit. This means that if you fire and hit the wing of a plane, you'll damage some system in that wing. How does the program know what system to damage? It picks a system at random.

When a system takes enough damage, it is destroyed. Any excess damage points are transferred to another system in the same damage location. For example, if a flap is destroyed and damage points are left over, they will be applied to another system (such as an aileron). If *all* systems in a single damage location are destroyed, any remaining damage goes directly to the fuselage.

Most damage locations (such as the fuselage) have some armor that must be destroyed before damage actually is applied to the systems within that location. Damage always attacks the armor first. After the armor loses all its damage points, the actual system receives damage.

Example

A pilot shoots four .50-caliber bullets into a plane, and each bullet applies 6 points of damage. The first bullet hits the fuselage (a damage location). The fuselage has 7 points of armor and 10 damage points, so the first bullet takes out all but 1 point of fuselage armor. The fuselage itself remains uninjured.

The second bullet hits the right wing damage location, which has 3 points of armor. Since the bullet is worth 6 points, it destroys the armor and randomly applies the 3 remaining points to a single system in that damage location — either the flaps, wing structure or hardpoints. Let's assume that the system it hits is the flap, with 8 damage points. The 3 extra points applied here injure the flap, leaving a total of 5 points.

A third bullet hits the wing again and randomly picks the same damage location — the flap. The damage applied by the bullet (6 points) exceeds the total point value of the flap system (5 after the previous bullet). That means that this bullet destroys the flap and has 1 point left over. What happens to this extra point? It is applied to another system in the wing — either the wing's structure or its hardpoints.

What if *all* systems in the wing damage location are destroyed? If another bullet hits the wing, all 6 damage points transfer to the fuselage. (Remember, the first bullet took out almost all the armor for the fuselage.) Now, the fuselage loses its last point of armor and takes 5 points of actual damage.

Now that you understand how the damage system works, scan the plane stats that follow this introduction. They list the damage point values for the damage locations and systems of all planes in the game. The total points for a plane equal the sum of the damage points for all systems combined (including armor points). For example, the *Claude's* total damage for the fuselage is 36 points. Six go to armor, 3 go to brakes, 13 points are allocated to the engine, 3 go to the fuel tank, 5 are assigned to the landing gear, and 6 are allocated to the structure of the fuselage. When half of a plane's total damage points are gone, it is destroyed.

Smoke

As a plane takes engine damage, it starts to smoke. Don't confuse this with the smoke puffs that appear when you fire your guns. More importantly, don't assume that a smoking enemy plane is critically damaged — even light engine damage can cause a plane to smoke!

Ejecting Pilots

When a computer-controlled plane takes a lot of damage, its pilot may choose to eject. In this case, the last pilot to score a hit on that plane gets credit for the kill. Pilots often eject when damage occurs to the flaps, ailerons or engine. The lower the morale, the more likely it is that the pilot will bail out. Sometimes, wingmen who receive critical damage to their planes may head for home.

Kill Number

This number represents half the total number of damage points (including armor) for the plane. When the aircraft has taken this much damage, it is destroyed. The pilot may be able to eject, but the plane is a loss. (Note: This number is truncated to the next lowest whole number.)

Hardpoints

Hardpoints are spots on the plane that can carry weapons. Each hardpoint is a separate system. However, the statistics combine the damage points for all hardpoints in each wing as a single number.

F4F3 *Wildcat*

Kill Number *91*
Cockpit **18**
    Armor.........................12
    Crew 3
    Radio 3
Fuselage **53**
    Armor.........................14
    Engine 20
    Fuel...............................5
    Landing Gear 6
    Structure.......................8
Elevator **19**
Rudder **19**
Left Wing...................................... **37**
    Armor...........................9
    Flaps 8
    Wing 14
    Hardpoints (3) 6
Right Wing **37**
    Armor...........................9
    Aileron 8
    Wing 14
    Hardpoints (3) 6

F4F4 *Wildcat*

Kill Number *108*
Cockpit **21**
    Armor.........................15
    Crew 3
    Radio 3
Fuselage **71**
    Armor.........................20
    Engine 22
    Fuel.............................15
    Landing Gear 6
    Structure.......................8
Elevator **22**
Rudder **22**
Left Wing...................................... **40**
    Armor.........................12
    Flaps 8
    Wing 14
    Hardpoints (3) 6
Right Wing **40**
    Armor.........................12
    Aileron 8
    Wing 14
    Hardpoints (3) 6

F4U-1A *Corsair*

Kill Number *164*
Cockpit **42**
- Armor 35
- Crew 3
- Radio 4

Fuselage **106**
- Armor 20
- Brakes....................4
- Engine...................47
- Fuel 20
- Landing Gear 6
- Structure 9

Elevator **34**
Rudder **35**
Left Wing **56**
- Armor 28
- Flaps......................8
- Wing.....................14
- Hardpoints (3)..........6

Right Wing **56**
- Armor 28
- Aileron 8
- Wing.....................14
- Hardpoints (3)..........6

F6F5 *Hellcat*

Kill Number *173*
Cockpit **46**
- Armor 39
- Crew 3
- Radio 4

Fuselage **101**
- Armor 22
- Engine...................36
- Fuel 22
- Landing Gear 6
- Structure 15

Elevator **39**
Rudder **39**
Left Wing **60**
- Armor 30
- Flaps......................8
- Wing.....................16
- Hardpoints (3)..........6

Right Wing **60**
- Armor 30
- Aileron 8
- Wing.....................16
- Hardpoints (3)..........6

F6F3 *Hellcat*

Kill Number *146*
Cockpit **38**
- Armor 31
- Crew 3
- Radio 4

Fuselage **89**
- Armor 18
- Engine...................36
- Fuel 18
- Landing Gear 6
- Structure 11

Elevator **31**
Rudder **31**
Left Wing **52**
- Armor 26
- Flaps......................8
- Wing.....................12
- Hardpoints (3)..........6

Right Wing **52**
- Armor 26
- Aileron 8
- Wing.....................12
- Hardpoints (3)..........6

F8F *Bearcat*

Kill Number *164*
Cockpit **42**
- Armor 35
- Crew 3
- Radio 4

Fuselage **106**
- Armor 20
- Engine...................47
- Fuel 20
- Landing Gear 6
- Structure 13

Elevator **34**
Rudder **35**
Left Wing **56**
- Armor 28
- Flaps......................8
- Wing.....................14
- Hardpoints (3)..........6

Right Wing **56**
- Armor 28
- Aileron 8
- Wing.....................14
- Hardpoints (3)..........6

SB2C-3 *Helldiver*

Kill Number	*118*
Cockpit	**28**
Armor	17
Crew	7
Radio	4
Fuselage	**84**
Armor	20
Brakes	2
Engine	27
Fuel	15
Landing Gear	8
Structure	12
Elevator	**22**
Rudder	**22**
Left Wing	**40**
Armor	8
Flaps	12
Wing	14
Hardpoints (3)	6
Right Wing	**40**
Armor	8
Aileron	12
Wing	14
Hardpoints (3)	6

SBD *Dauntless*

Kill Number	*119*
Cockpit	**25**
Armor	15
Crew	6
Radio	4
Fuselage	**77**
Armor	20
Brakes	7
Engine	17
Fuel	15
Landing Gear	6
Structure	12
Elevator	**24**
Rudder	**24**
Left Wing	**44**
Armor	16
Flaps	8
Wing	14
Hardpoints (3)	6
Right Wing	**44**
Armor	16
Aileron	8
Wing	14
Hardpoints (3)	6

TBD-1 *Devastator*

Kill Number	*109*
Cockpit	**15**
Armor	5
Crew	6
Radio	4
Fuselage	**86**
Armor	20
Engine	23
Fuel	3
Landing Gear	8
Structure	32
Elevator	**12**
Rudder	**12**
Left Wing	**47**
Armor	19
Flaps	8
Wing	14
Hardpoints (3)	6
Right Wing	**47**
Armor	19
Aileron	8
Wing	14
Hardpoints (3)	6

TBF-1C *Avenger*

Kill Number	*168*
Cockpit	**31**
Armor	20
Crew	7
Radio	4
Fuselage	**106**
Armor	20
Engine	34
Fuel	20
Landing Gear	10
Structure	16
Elevator	**32**
Rudder	**32**
Left Wing	**68**
Armor	32
Flaps	16
Wing	14
Hardpoints (3)	6
Right Wing	**68**
Armor	32
Aileron	10
Wing	14
Hardpoints (3)	6

A5M4 *Claude*

Kill Number *44*
Cockpit **6**
    Armor 1
    Crew............................3
    Radio...........................2
Fuselage **22**
    Armor 2
    Engine 8
    Fuel 2
    Landing Gear 3
    Structure 7
Elevator **8**
Rudder **8**
Left Wing....................................**22**
    Armor 2
    Flaps..........................7
    Wing.........................10
    Hardpoints (3).............3
Right Wing **22**
    Armor 2
    Aileron 7
    Wing.........................10
    Hardpoints (3).............3

A6M2 *Zero*

Kill Number *65*
Cockpit **7**
    Armor 2
    Crew............................3
    Radio...........................2
Fuselage **36**
    Armor 6
    Engine.......................13
    Fuel 3
    Landing Gear 5
    Structure 9
Elevator **10**
Rudder **10**
Left Wing....................................**34**
    Armor 2
    Flaps..........................8
    Wing.........................12
    Hardpoints (3)...........12
Right Wing **34**
    Armor 2
    Aileron 8
    Wing.........................12
    Hardpoints (3)...........12

A6M2-N *Rufe*

Kill Number *61*
Cockpit **7**
    Armor 2
    Crew............................3
    Radio...........................2
Fuselage **46**
    Armor 6
    Engine.......................13
    Fuel 3
    Landing Gear 15
    Structure 9
Elevator **10**
Rudder **10**
Left Wing....................................**25**
    Armor 2
    Flaps..........................8
    Wing.........................12
    Hardpoints (3).............3
Right Wing **25**
    Armor 2
    Aileron 8
    Wing.........................12
    Hardpoints (3).............3

A6M5 *Zero*

Kill Number *61*
Cockpit **9**
    Armor 4
    Crew............................3
    Radio...........................2
Fuselage **43**
    Armor 2
    Engine.......................17
    Fuel 13
    Landing Gear 5
    Structure 6
Elevator **10**
Rudder **10**
Left Wing....................................**25**
    Armor 2
    Flaps..........................8
    Wing.........................12
    Hardpoints (3).............3
Right Wing **25**
    Armor 2
    Aileron 8
    Wing.........................12
    Hardpoints (3).............3

A6M5 Suicide *Zero*

Kill Number *57*
Cockpit **9**
    Armor 4
    Crew 3
    Radio 2
Fuselage **36**
    Armor 2
    Engine 17
    Fuel 3
    Landing Gear 5
    Structure 9
Elevator **10**
Rudder **10**
Left Wing **25**
    Armor 2
    Flaps 8
    Wing 12
    Hardpoints (3) 3
Right Wing **25**
    Armor 2
    Aileron 8
    Wing 12
    Hardpoints (3) 3

B5N *Kate*

Kill Number *67*
Cockpit **11**
    Armor 3
    Crew 4
    Radio 4
Fuselage **38**
    Armor 6
    Engine 11
    Fuel 3
    Landing Gear 5
    Structure 13
Elevator **12**
Rudder **12**
Left Wing **31**
    Armor 1
    Flaps 8
    Wing 22
    Hardpoints (3) 0
Right Wing **31**
    Armor 1
    Aileron 8
    Wing 22
    Hardpoints (3) 0

B5N2 *Kate*

Kill Number *64*
Cockpit **13**
    Armor 3
    Crew 4
    Radio 4
Fuselage **31**
    Armor 6
    Engine 17
    Fuel 3
    Landing Gear 5
    Structure 16
Elevator **12**
Rudder **12**
Left Wing **31**
    Armor 1
    Flaps 8
    Wing 22
    Hardpoints (3) 0
Right Wing **31**
    Armor 1
    Aileron 10
    Wing 22
    Hardpoints (3) 0

B6N2 *Jill*

Kill Number *91*
Cockpit **17**
    Armor 5
    Crew 8
    Radio 4
Fuselage **58**
    Armor 10
    Engine 23
    Fuel 3
    Landing Gear 5
    Structure 17
Elevator **18**
Rudder **18**
Left Wing **36**
    Armor 4
    Flaps 10
    Wing 16
    Hardpoints (3) 6
Right Wing **36**
    Armor 4
    Aileron 10
    Wing 16
    Hardpoints (3) 6

D3A1 *Val*

Kill Number *67*
Cockpit **10**
    Armor 2
    Crew..........................6
    Radio 2
Fuselage **47**
    Armor 6
    Engine....................15
    Fuel 4
    Landing Gear 9
    Structure 13
Elevator **11**
Rudder **12**
Left Wing **27**
    Armor 4
    Flaps.......................8
    Wing........................12
    Hardpoints (3)............3
Right Wing **27**
    Armor 4
    Aileron....................8
    Wing........................12
    Hardpoints (3)............3

D4Y2 *Judy*

Kill Number *69*
Cockpit **13**
    Armor 1
    Crew..........................8
    Radio 4
Fuselage **39**
    Armor 6
    Engine....................10
    Fuel 3
    Landing Gear 5
    Structure 15
Elevator **14**
Rudder **14**
Left Wing **29**
    Armor 4
    Flaps.......................7
    Wing........................12
    Hardpoints (3)............6
Right Wing **29**
    Armor 4
    Aileron 7
    Wing........................12
    Hardpoints (3)............6

G4M2 *Betty*

Kill Number *151*
Cockpit **32**
    Armor 20
    Crew..........................8
    Radio 4
Fuselage **82**
    Armor......................—
    Engine....................36
    Fuel 3
    Landing Gear 24
    Structure 19
Elevator **42**
Rudder **42**
Left Wing **52**
    Armor 16
    Flaps.......................12
    Wing........................18
    Hardpoints (3)............6
Right Wing **52**
    Armor 16
    Aileron....................12
    Wing........................18
    Hardpoints (3)............6

H8K *Emily*

Kill Number *369*
Cockpit **57**
    Armor 30
    Crew....................13
    Radio 14
Fuselage **238**
    Armor 40
    Engine....................97
    Fuel 40
    Landing Gear 17
    Structure 44
Elevator **81**
Rudder **81**
Left Wing **141**
    Armor 52
    Flaps.......................18
    Wing........................44
    Hardpoints (3)............27
Right Wing **171**
    Armor 52
    Aileron....................18
    Wing........................44
    Hardpoints (3)............27

Ki-84 *Frank*

Kill Number *121*
Cockpit **19**
    Armor 13
    Crew 3
    Radio 3
Fuselage **85**
    Armor 25
    Engine 32
    Fuel 15
    Landing Gear 5
    Structure 8
Elevator **26**
Rudder **26**
Left Wing **43**
    Armor 15
    Flaps 8
    Wing 14
    Hardpoints (3) 6
Right Wing **43**
    Armor 15
    Aileron 8
    Wing 14
    Hardpoints (3) 6

N1K1-J *George*

Kill Number *129*
Cockpit **21**
    Armor 15
    Crew 3
    Radio 3
Fuselage **89**
    Armor 30
    Engine 35
    Fuel 15
    Landing Gear 3
    Structure 6
Elevator **28**
Rudder **28**
Left Wing **46**
    Armor 18
    Flaps 8
    Wing 14
    Hardpoints (3) 6
Right Wing **46**
    Armor 18
    Aileron 8
    Wing 14
    Hardpoints (3) 6

MXY-7 *Baka*

Kill Number *55*
Cockpit **7**
    Armor 2
    Crew 3
    Radio 2
Fuselage **36**
    Armor 6
    Engine 13
    Fuel 3
    Landing Gear .... –
    Structure 14
Elevator **20**
Rudder **6**
Left Wing **21**
    Armor 2
    Flaps 6
    Wing 10
    Hardpoints (3) 3
Right Wing **21**
    Armor 2
    Aileron 8
    Wing 10
    Hardpoints (3) 3

✪ *A respected foe, Japanese ace Saburo Sakai racked up 64 kills without losing a single wingman.*

GUNS

Damage Per Bullet. How many points of damage are subtracted from the object stricken by a single bullet.

Effective Range. The effective range of the gun (in feet).

Muzzle Velocity. The speed of the bullet (in feet per second). Guns with low muzzle velocities fire bullets in an arc, while guns with high muzzle velocities shoot straighter. This occurs because higher velocity results in less deflection (arcing due to gravity).

Rounds per gun. The number of bullets for a single gun.

Note: All statistics except *rounds per gun* apply to guns on planes, ships or ground mounts. *Rounds per gun* for each plane are listed in **Plane Loadouts** (pp. 90-91). Round counts per gun for ships, tailguns and ground guns appears at the bottom of this page.

7.7mm
Damage Per Bullet............................2
Effective Range......................6500 ft.

12.7mm
Damage Per Bullet............................6
Effective Range......................3200 ft.

20mm
Damage Per Bullet..........................14
Effective Range......................2900 ft.

40mm
Damage Per Bullet..........................40
Effective Range......................6500 ft.

Flak
Damage Per Burst...........................38
Effective Range...................16,200 ft.
(15 upon explosion + 1 pt. each for 23 exploding fragments)*

.30 caliber
Damage Per Bullet............................2
Effective Range......................6500 ft.

.50 caliber
Damage Per Bullet............................6
Effective Range......................5800 ft.

Round Counts for Ship, Ground and Tail Guns

20mm ground anti-aircraft gun..................3000 rounds per gun (rpg)
Flak gun...3000 rpg
40mm ship gun...3000 rpg
7.7mm ground anti-aircraft gun..................3000 rpg (2 barrels/6000 rounds)
7.7mm tailgun..300 rpg
20mm tailgun..300 rpg
20mm ship gun..3000 rpg (4 barrels/12,000 rounds)
.30-cal. tunnel gun....................................400 rpg
.30-cal. tailgun..400 rpg
.30-cal. tailgun..400 rpg (2 barrels/800 rounds)
7.7mm ship gun..3000 rpg (2 barrels/6000 rounds)
.50-cal. tailgun...300 rpg
.50-cal. ground anti-aircraft gun.................3000 rpg
.50-cal. ship gun.......................................3000 rpg (2 barrels/6000 rounds)

BOMBS, TORPEDOES AND HVARS

Unlike bullets, these weapons can inflict damage at the point of impact and to other objects near the explosion. Even your plane can take damage if you're flying too close.

Damage. How many points of damage the bomb inflicts at the point of impact. This damage decreases linearly from the point of impact to the outer edge of the explosion. If a bomb strikes a direct hit on a target, "bonus" damage points are inflicted.

Blast Radius. Describes how far the damage extends beyond the target, or the radius of the explosion (in feet). Any target within a weapon's blast radius is damaged to some extent, depending on how far it is from the center of the explosion.

For example, a bomb that delivers 100 points of damage and has a 25-foot radius of effect inflicts 100 points of damage at the point of impact. If the bomb makes a direct hit, another 100 points are added.

But, the percent of damage applied to nearby objects lessens as you move away from the point of impact. An object 5 feet away receives 80 points of damage (80 percent), while an object 25 feet out receives 0 points of damage (0 percent).

Mass. The mass of the bomb (in pounds).

Range (if applicable). How far the weapon can travel (in feet) and still apply damage to a target.

Velocity (if applicable). The speed of the weapon (in feet per second).

100-lb. Bomb
Damage.............................100 (+100)
Blast Radius..............................225 ft.
Mass......................................118 lbs.

500-lb. Bomb
Damage.............................400 (+200)
Blast Radius..............................450 ft.
Mass ....490 lbs.

1,000-lb. Bomb
Damage.............................800 (+200)
Blast Radius..............................650 ft.
Mass ....1000 lbs.

Ship Salvo (stats are for a single shell)
Damage...............................50 (+150)
Blast Radius................................80 ft.
Mass ....150 lbs.

High-Velocity Air Rocket (HVAR)
Damage...115
Blast Radius..............................290 ft.
Range.....................................9750 ft.
Velocity................................2200 ft./s
Mass ....19 lbs.

MK-13/Type 91 Torpedo
Damage..........................1000 (+100)
Blast Radius..............................290 ft.
Range.....................................2500 ft.
Velocity....................................42 ft./s.
Mass ....490 lbs.

Napalm Bomb (23 overlapping explosions)
Damage....................50 per explosion
Blast Radius........225 ft. per explosion
Mass ....488 lbs.

Baka Bomb
Damage..................300 per explosion
Blast Radius..........................2000 ft.
Mass ....4700 lbs.

FRIENDLY PLANE LOADOUTS (DEFAULT)

Plane	Attack Type	.30-cal. Gun (#)Rounds	.50-cal. Gun (#)Rounds	20mm Gun (#)Rounds	HVAR*	MK-13 Torp.	Bomb (#)/Lbs.
F4F3	Escort		(4)450				
	Lt. Ground		(4)450				(2)100
F4F4	Escort		(6)240				
F6F3,F6F5	Escort		(6)400				
	Hvy. Ground		(6)400		6		(1)500
	Ship Attack		(6)400		6		(2)1000
	Lt. Ground		(6)400		6		(1)napalm
F4U	Escort		(6)388		8		
SBD5	Escort	(2)350					
	Lt. Ground	(2)350					(2)100 (1)500
	Ship Attack	(2)350					(1)1000
	Hvy. Ground	(2)350					(1)1000
TBD	Escort	(1)300					
	Lt. Ground	(1)300					(2)100 (1)500
	Ship Attack	(1)300				1	
	Hvy. Ground	(1)300					(2)100 (1)500
TBF	Escort		(1)410		8		
	Lt. Ground		(1)410		8		(2)500
	Ship Attack		(1)410		8	1	
	Hvy. Ground		(1)410		8		(1)1000
F8F	Escort		(6)400	(4)300	8		
SB2C	Escort			(2)300			
	Lt. Ground			(2)300			(2)100 (1)napalm
	Ship Attack			(2)300			(1)1000
	Hvy. Ground			(2)300			(2)100 (1)500

* This chart indicates correct loadouts for all planes equipped to carry rockets, but HVAR availability varies between missions.

ENEMY PLANE LOADOUTS

Plane	Attack Type	7.7mm Gun (#)Rounds	12.7mm Gun (#)Rounds	20mm	Type 91 Torpedo	Bomb #/Type
A5M4	Escort	(2)350				
	Lt. Ground	(2)350				(2)100
A6M2	Escort	(2)350		(2)60		
	Lt. Ground	(2)350		(2)60		(2)100
A6M2-N	Escort	(2)350		(2)60		
A6M5	Escort	(2)320		(2)150		
	Lt. Ground	(2)320		(2)150		(2)100
A6M5 (S)	Suicide Bomb		(2)150	(2)60		
B5N	Lt. Ground					(6)100
	Hvy. Ground					(2)500
B5N2	Lt. Ground	(2)250				(3)500
	Torpedo	(2)250			1	
B6N2	Lt. Ground	(1)280				(6)100
	Ship Attack	(1)280			1	
D3A1	Escort	(2)350				
	Lt. Ground	(2)300				(2)100
						(1)500
D4Y2	Escort	(2)350				
	Lt. Ground	(2)300				(2)100
						(1)500
G4M2	Escort	(1)550				
	Lt. Ground	(1)550				2(2)100
	Ship Attack	(1)550			1	
	Baka Bomb	(1)350				1 Baka
Ki-84	Escort			(4)150		
	Lt. Ground			(4)150		(2)100
	Hvy. Ground			(4)150		(2)500
MXY-7						warhead
N1K1	Escort	(2)300		(4)150		

SHIP LOADOUTS

When attacking ships, you should pay attention to the type and number of guns it carries. Common sense tells you that you should avoid flying too close to ships with heavy armament. Unless you're dropping a torpedo, you can drop bombs from up high and avoid flak guns altogether. If your aim is good enough, that is.

Cheat. In ship attack missions, you can often save your skin by sending a wingman with good bombing skills after a well-armed ship. Let him strike a few well-placed blows while you concentrate on lighter ships and air patrols. Once the ship is damaged, it may fire fewer guns. Then, you have the perfect opportunity to dive in and deliver a final blow. You'll probably take less damage this way and also get credit for the kill.

Loadout. What type of ordnance the ship has and how many rounds of ammunition for each.
Damage Per Bullet. How many points of damage are subtracted from the object stricken by a single bullet.
Effective Range. The effective range of the ship's weapons (in feet).
Explosion Damage. How many points of damage a destroyed float inflicts on nearby objects when it explodes. This damage is inversely proportional to the distance from the point of impact to the outer edge of the explosion radius.
Explosion Radius. The radius of the explosion (in feet).

FRIENDLY SHIPS

Nevada-class battleship
Armament...........................2 x Flak
    Damage Per Bullet.......15
    Effective Range...........16,000 ft.
Armament.........................3 x 40mm
    Damage Per Bullet.......40
    Effective Range...........6500 ft.
Explosion Damage 40/float
Explosion Radius.................1300 ft.

Enterprise or other heavy carrier
Armament...........................Flak
    Damage Per Bullet.......1
    Effective Range...........16,000 ft.
Armament...........................40mm
    Damage Per Bullet.......40
    Effective Range...........6500 ft.
Explosion Damage 100/float
Explosion Radius.................1300 ft.

Destroyer
Armament...........................Flak
    Damage Per Bullet.......1
    Effective Range...........16,000 ft.
Armament...........................50 caliber AA
    Damage Per Bullet.......6
    Effective Range...........5800 ft.
Explosion Damage 50/float
Explosion Radius.................650 ft.

Light carrier
Armament...........................20 mm
    Damage Per Bullet..............14
    Effective Range ....2900 ft.
Explosion Damage 100/float
Explosion Radius.................1300 ft.

Transport
Armament...........................None
Damage Per Bullet ....None
Effective Range ....None
Explosion Damage 40/float
Explosion Radius.................1300 ft.

Amphibious landing craft
Armament...........................None
Damage Per Bullet ....None
Effective Range ....None
Explosion Damage 20/float
Explosion Radius.................65 ft.

ENEMY SHIPS

Shokaku-class heavy carrier

Armament..........................Flak gun
   Damage Per Bullet.......15
   Effective Range............16,000 ft.
Armament...........................20mm
   Damage Per Bullet.......14
   Effective Range............6500 ft.
Explosion Damage..............100/float
Explosion Radius.................1300 ft.

Musashi- or Yamato-class battleship

Armament..........................2 flak guns
   Damage Per Bullet.......15
   Effective Range............16,000 ft.
Armament..........................2 x 20mm
               w/3 barrels
   Damage Per Bullet.......14
   Effective Range............6500 ft.
Armament..........................2 x 40mm
   Damage Per Bullet.......40
   Effective Range............6500 ft.
Explosion Damage..............100/float
Explosion Radius.................1300 ft.

Fubuki-class destroyer

Armament..........................Flak gun
   Damage Per Bullet.......15
   Effective Range............16,000 ft.
Armament...........................20mm
   Damage Per Bullet.......14
   Effective Range............6500 ft.
Explosion Damage..............40/float
Explosion Radius.................650 ft.

Cruiser

Armament..........................2 flak guns
   Damage Per Bullet.......1
   Effective Range............16,000 ft.
Armament..........................2 x 20mm
   Damage Per Bullet.......14
   Effective Range............6500 ft.
Explosion Damage..............50/float
Explosion Radius.................812 ft.

Shoho-class light carrier

Armament..........................20mm
   Damage Per Bullet.............14
   Effective Range..................6500 ft.
Explosion Damage..............100/float
Explosion Radius.................1300 ft.

Transport

Armament..........................None
   Damage Per Bullet.............None
   Effective Range..................None
Explosion Damage..............40/float
Explosion Radius.................650 ft.

Barge

Armament..........................None
   Damage Per Bullet.............None
   Effective Range..................None
Explosion Damage..............20/float
Explosion Radius.................160 ft.

Mine layer

Armament..........................None
   Damage Per Bullet.............None
   Effective Range..................None
Explosion Damage..............45/float
Explosion Radius.................810 ft.

Picket boat

Armament..........................7.7mmAA
               w/twin barrels
   Damage Per Bullet.............2
   Effective Range..................6500 ft.
Explosion Damage..............20/float
Explosion Radius.................65 ft.

SCORING

The scoring system in *Pacific Strike* keeps a running total of how many points you accumulate in the game. Each target you destroy has a certain value, ranging from 50 to 1,000 points. During the course of a mission, you receive points for performing certain actions. These points are added to your overall total (cumulative for all missions). The number of points you earn determines your promotions. The game subtracts points from your total if you destroy friendly planes, ships or objects. Finally, you get points for victories made by your tailgunner (if you fly a bomber) and earn no points for what your wingmen accomplish. Note that you score no points for killing pilots who have ejected.

To view your points while you are onboard the carrier, press [Alt] [S].

GROUND TARGETS

Destroying an enemy ground target ....50 points
Destroying a friendly ground target...............................-100 points

PLANES AND SHIPS

Destroying an enemy plane in the air ....70 points
Destroying a friendly plane in the air.............................-150 points
Destroying an enemy plane on the ground.......................50 points
Destroying a friendly plane on the ground ....-100 points
Note: If an enemy crashes into the ground, and you were the last person to hit it, you receive credit for the kill.

Destroying an enemy ship
    Carrier ....1000 points
    Battleship..800 points
    Cruiser..600 points
    Destroyer...400 points
    Picket boat..400 points
    Mine sweeper ....400 points
    Transport...200 points
    Barge ....200 points

Destroying a friendly ship
    Carrier ....-3000 points
    Battleship..-2400 points
    Cruiser..-1800 points
    Destroyer...-1200 points
    Picket boat..-1200 points
    Mine sweeper ....-1200 points
    Transport...-600 points
    Barge ....-600 points

ADDITIONAL POINTS

Automatically scored at takeoff..50 points
Successfully completing a mission ....350 points
Failing a mission ....-100 points
Bailing out ....-150 points

OPTIONS MULTIPLIER

By changing the in-flight options, you can make *Pacific Strike* easier to play. Therefore, kills you make while using certain options are worth less than normal. This occurs because a score modifier called the **options multiplier** multiplies your score by some percentage. You automatically start out getting 100 percent of the value of your kills. As you activate certain options in the Option screen, the percentage is increased or decreased. Each time you make a kill, the point value of the kill is multiplied by the options multiplier, with the result as your final score.

Each option you use in the list below affects kill values by the percentage shown:

Option	Setting	Modifier
Mid-air collisions	OFF	-3%
Unlimited Ammo	ON	-30%
Easy gun hits	ON	-5%
Enemy AI	VETERAN	-10%
Enemy AI	ROOKIE	-20%
Flight model	VETERAN	-10%
Flight model	ROOKIE	-20%
G-palette effects	OFF	-2%
Sun glare effects	OFF	-1%

Sample Calculation

Each time you destroy something, your score is calculated in the following way. Note that you lose points for destroying friendly objects.

(Object Point Value) x (100% - Total of Option Modifiers)

Let's say, for example, that you shoot down a *Claude* using the .30-caliber gun on your *Wildcat*, with SUN GLARE ON and UNLIMITED AMMO ON.

Object Point Value
(enemy aircraft).....................70 points

Option Modifier

100%	- SUN GLARE OFF	(-1%)
	- UNLIMITED AMMO ON	(-30%)

100% - (1% + 30%)= 69%

Total Points = (70 points) x (69%)= 48.3 points, for a score of 48
(decimals are dropped, not rounded)

Fortunately, you don't have to calculate your score — the game does it for you. Points are tallied at the end of the mission. Any remaining partial points are dropped, not rounded.

HOW GOOD ARE YOU?

Once you amass 2,500 points, you are promoted to lieutenant. You'll gain the ability to choose your planes and weapon loadouts in the hangar. After 5,000 points, you become a lieutenant commander. At this point, you'll plan missions, hand out squadron assignments and conduct the mission briefings. (Remember, to see how many points you've accumulated, press [Alt][S].) To check your scores against those of our playtesters, use this table.

Par Points by Mission

Mission	Cumulative Scores	Mission	Cumulative Scores
Pearl Harbor 1	475	Solomons 2	7950
Pearl Harbor 2	825	Solomons 3	8500
Pearl Harbor 3	1550	Solomons 4	8850
Coral Sea 1	1850	Marianas 1	9650
Coral Sea 2	2300	Marianas 2	10,200
Coral Sea 3	2750	Marianas 3	10,900
Coral Sea 4	3200	Marianas 4	11,700
Midway 1	3800	Leyte Gulf 1	12,300
Midway 2	4200	Leyte Gulf 2	12,400
Midway 3	4650	Leyte Gulf 3	13,700
Midway 4	5000	Leyte Gulf 4	14,300
Guadalcanal 1	5350	Iwo Jima/Okinawa 1	15,000
Guadalcanal 2	5850	Iwo Jima/Okinawa 2	15,600
Guadalcanal 3	6400	Iwo Jima/Okinawa 3	15,900
Guadalcanal 4	6900	Iwo Jima/Okinawa 4	16,800
Solomons 1	7450	Final Score after Endgame	17,500+

○ This officer stands near the killboard on a Japanese carrier from the Pearl Harbor attack force. (1941)

Rewrite History...
Learn from the Pros!

You've played the game. You've lost. You've rebooted and played the game again. You've lost. Time after time, your fleet is demolished by the same fanatical squadron of Japanese bombers.

Fear not, fellow pilots. ORIGIN's Product Support team has come to your rescue with the *Pacific Strike Playtesters' Guide*. After hours of intense flight time, these dedicated playtesters have uncovered virtually every piece of information you need to conquer Japan.

Stocked with 96 pages of stats, hints and mission strategies, the *Pacific Strike Playtesters' Guide* will skillfully escort you toward victory in the blazing Pacific War.

★ Confidential wingman fitness reports and combat stats for all American wingmen.

★ Complete analysis of objectives, enemy loadouts, chronology and commentaries for each mission, including Pearl Harbor, Guadalcanal, Leyte Gulf, Iwo Jima and the final bombing of Japan.

★ Mission locations for all enemy carriers and battleships that can return to haunt you over and over again.

★ Troubleshooting hints for specific combat situations.

★ Complete breakdown of the *Pacific Strike* scoring system.

★ Combat notes that can assist you in your quest for victory.

Calling all pilots. Repeat, calling all pilots. This is ORIGIN Systems. We have received your request for assistance....playtester help is on its way. We wish you luck.... Over and out!