SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from your monitor, using a smaller monitor, playing in a well-lit room and not playing when you are drowsy or fatigued.

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

Table of Contents

INTRODUCTION

Welcome to Pearl Harbour, Henry Walker!

Battlestations: Midway represents a radical advance in naval war gaming. Now you can control and direct every aspect of naval warfare with genre-defining control systems and strategic interactive maps.

From your early days captaining a wooden hulled torpedo boat, your challenge is to advance through the ranks of the US Navy to command the largest battleships and aircraft carriers of World War II. Ultimately, you will direct entire battle groups of ships and subs, as well as squadrons of aircraft to strike against the jewels in the crown of the Japanese Navy.

This may sound like a tall order, but with training at the Naval Academy, you'll grow in skill and experience. With resolve, focus and determination plus a little bit of luck perhaps you can you triumph against a deadly opponent. An enemy equipped with weaponry and units at least the equal of the Allied forces.

The Pacific is at Battlestations, are you equal to the task?

- Enter the Naval Academy to be schooled in the noble art of seamanship.
- Grow in stature as a naval commander, and try your hand at the variety of Challenge Missions available.
- Throw yourself into the fray with the Multiplayer mode, competing over LAN or the Internet.

Why not check out the in-depth website at: **www.battlestations.net**

GETTING STARTED

Installing Battlestations: Midway on your PC

Insert *Battlestations: Midway* into your PC's DVD Drive.

If	*Then:*
Your computer has the Autorun option enabled	*Battlestations: Midway* Autorun program will automatically fire up.
Autorun is disabled	Choose INSTALL from the Autorun program to install *Battlestations: Midway* onto your PC's hard drive.
	Right-click on your PC's DVD Drive icon and choose the EXPLORE option. **Double-click** on 'autorun.exe'. *Battlestations: Midway* installation process will now begin.

*Note: To run **Battlestations: Midway** on your PC you need to have DirectX 9 installed.*

To install DirectX® 9 on your PC:
Select 'Install DirectX 9 from the *Battlestations: Midway* Autorun program.

<p align="center">Or</p>

Right-click on your PC's DVD Drive icon and choose the EXPLORE option.

Open the 'directx9' folder and double-click on 'dxsetup.exe'.

Uninstalling Battlestations: Midway from your PC

To uninstall *Battlestations: Midway* from your PC, choose UNINSTALL from the *Battlestations: Midway* section of the Windows Start Menu.

<p align="center">Or</p>

Remove using the windows remove program functionality (Start Menu>Control Panel>Remove Programs>Remove *Battlestations: Midway*.

Running BATTLESTATIONS: MIDWAY

To run *Battlestations: Midway* once the game has been successfully installed on your PC's hard drive:

Double-click on the *Battlestations: Midway* icon on your computer's Desktop (if you chose this option when *Battlestations: Midway* was installed).

<div align="center">Or</div>

Select *Battlestations: Midway* menu (Start Menu>All Programs>Eidos > Play - Battlestations: Midway).

<div align="center">Or</div>

Insert the *Battlestations: Midway* DVD into your PC's DVD drive.

If:	*Then:*
Your computer has the Autorun option enabled, *Battlestations: Midway* Autorun program will automatically run.	Select PLAY to run *Battlestations: Midway.*
Autorun is disabled	**Right-click** on your PC's DVD Drive icon and choose the EXPLORE option. Double-click on 'autorun.exe'. Select PLAY to play *Battlestations: Midway.*

See Setting up the Game on p.7, for further instructions.

GAME CONTROLS

Menu Navigation
Use these controls in the *Battlestations: Midway* menus:

⬆ / ⬇ or W / S	–	Highlight menu option
⬅ / ➡ or A / D	–	Alter options/move sliders
ENTER / Left Mouse Button [LMB]	–	Confirm selection/Go to next screen
BACKSPACE	–	Cancel selection/Return to previous screen
ENTER	–	Confirm command
P / ESC	–	Pause game / Access in-game menu
TAB	–	Open/close Map
O	–	Toggle in-game objectives

In-game Controls Summary

These are the default keyboard controls.

Command	–	ALT
Move Camera *(ships)*	–	Mouse
Move Camera / Mouselook mode *(planes)*	–	Left SHIFT + Mouse
Roll Plane left/right	–	Move Mouse LEFT / RIGHT
Dive / Climb Plane	–	Move Mouse Forwards / Back
Rudder (both)	–	A / D
Adjust Speed UP/DOWN	–	W / S
Previous Unit / Next Unit	–	C / F
Menu Selection	–	LMB
Fire Selected Weapon	–	LMB
Change Weapon *(Not planes)*	–	Left SHIFT
Bomb Cam Mode *(planes only)*	–	Hold (Left SHIFT)
Target / Join	–	RMB
Launch and Attack *(planes)*	–	RMB
Select Highlighted Target	–	RMB
Clear Target	–	SPACEBAR
Jump In	–	X
Binoculars (Zoom view) / Periscope	–	Click [MMB]
Zoom Binocular View In / Out	–	Mousewheel UP/DOWN
Command Menu	–	Hold ALT and use W / S / A / D to select order
Repair Screen	–	R
Flight Deck Panel / Airfield Launch Panel / Shipyard Control Panel	–	SHIFT *(when unit or facility is selected)*
Map	–	TAB
Zoom Map In/Out	–	Scroll Mousewheel
Pause	–	P / ESC

*Note: **Battlestations: Midway** supports a variety of controllers. To check if your particular controller has a mapping configuration, select OPTIONS then CONTROLS.*

SETTING UP THE GAME

Use the below section to start playing *Battlestations: Midway* quickly and easily.

Profile Select Menu

1. When you run the game, the Profile Select Menu appears.

2. Use the mouse to highlight NEW PLAYER PROFILE and click the
    Left Mouse Button.

3. A typewriter appears onscreen. Enter a player profile name using the keyboard.
    This is the name you'll be known by in-game. Highlight DONE and click **Left
    Mouse Button** to proceed.

4. The Main Menu appears. See Main Menu below for a brief description of the
    various game modes.

IMPORTANT NOTE: A profile records all progress in the game.

Profile Management

• To delete a profile, highlight the profile you want to remove then press the ⌫DELETE key.

Choosing Missions and Mission Types

To begin with, it is recommended that you complete the SINGLE PLAYER NAVAL ACADEMY
Missions. These practical introductory missions teach you to control the various units at your disposal.

• Should you prefer, launch straight into the US CAMPAIGN or choose a CHALLENGE
   Mission, both accessible through the SINGLE PLAYER option.

• Choose MULTIPLAYER for Multiplayer missions, using the Gamespy matchup service
   (broadband Internet connection required) or over a Local Area Network, if you have access
   to one.

See Multiplayer section on p.30 for full details on joining and setting up a Multiplayer game.

Main Menu

You access all game modes from this menu and return here when you quit your game.

SINGLE PLAYER – Select to commence your career in the Pacific theatre. You can begin your
career at the NAVAL ACADEMY, dive straight into the US CAMPAIGN or try your hand at one
of the unlocked CHALLENGE missions.

MULTIPLAYER – Pit your naval skills against other players online and team up with your
buddies in the *Battlestations: Midway* multiplayer mode.

See Multiplayer section on p.30.

OPTIONS – Adjust and review GAME, AUDIO, VIDEO and CONTROLS settings

See Options on p.34.

AWARDS – View MEDAL SCREEN, UNIT IDENTIFICATION, MOVIES
and LEADERBOARDS

CREDITS – View a full list of the people involved in bringing you this historic game.

SINGLE PLAYER

US CAMPAIGN – The single player campaign begins on the eve of one of the key battles of the
Pacific conflict.

NAVAL ACADEMY – Familiarise yourself with the control method and units you will
command in this comprehensive set of 11 tutorial missions.

SHIP CHALLENGE – Show your skills in challenges designed to test your skills as a mariner
to the limit.

PLANE CHALLENGE – Demonstrate competence as a naval pilot in tough missions to win the
crucial air superiority battle.

SUBMARINE CHALLENGE – Evade destroyers and hunt transports as you attempt to show
your colours as a true sea wolf.

*Note: It is recommended that you choose and complete the NAVAL ACADEMY mode before you play
the other modes.*

US Campaign

The US Campaign is the heart of *Battlestations: Midway* Single Player game, shadowing Lieutenant
Henry Walker and his old friend Major Donald Locklear as they meet near the US Navy base at Pearl
Harbour. Use skills you've learned in the Naval Academy to help you complete each mission.

Note: Only unlocked missions can be selected.

1. Highlight START then click the **LMB** to advance.
2. The Mission Objectives Screen appears. Use the ⬅ / ➡ cursor keys to cycle through the objectives or **left-click** the numbers.
• **Left-click** BACKGROUND to view Mission Background and the units under your command. Use the ⬅ / ➡ cursor keys to cycle between the two.

Select BACK to return to the Mission Objectives Screen.

Choosing Difficulty Settings

When you begin each mission or challenge, you have an opportunity to decide which difficulty level you want to play at.

ROOKIE – A level of difficulty suitable for beginners.

REGULAR – Choose this level if you are an experienced player, requiring a ramped up difficulty setting.

VETERAN – Only for the elite or for replaying the game. Push your skills and use of resources to the limit against an unwavering foe.

Naval Academy

The Naval Academy Missions are included to help you get to grips with every aspect of the game's controls.

Ship / Plane / Submarine Challenge

The Challenge modes initially offer one mission each, providing a taster for the wide selection of units you can control as you progress through the **Battlestations: Midway** US Campaign. When you complete a challenge mission, the next one is unlocked.

THE GAME SCREENS

The game screen provides huge amounts of information while you're playing *Battlestations: Midway*. Use it and you'll have a good chance of triumphing against enemy forces. Ignore it, and face the consequences!

On-screen Help

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

Note: NAVAL ACADEMY Missions can be replayed, or you can refer to this gameplay manual.

Ships and Surface Craft

Use this section to provide a detailed overview of the basic ship controls and terminology.

Helm Controls *(See Movement and the Helm Controls, below)*
Unit Window *(see p.11)*
Radar / Compass *(see p.13)*
Cross hair *(see p.13)*

Movement and the Helm Controls

The helm controls allow you to pilot the ship and control the speed of the engines.

Arrow indicates the direction of rudder
F = Full ahead
H = Half ahead
S = Stop
B = Reverse
Current speed

STEERING

Steer Left / Right – ⒜ / ⒟

The heading you set the rudder on holds until you make another control input or any orders set override it.

SETTING SPEED

Adjust Speed UP/DOWN – Ⓦ / Ⓢ

A ship's engines propel the craft fore and aft. Once the speed is set, only another input from you changes the speed setting, unless other orders override this.

NAVIGATIONAL AIDS

Move Camera	–	Mouse
Binoculars	–	Click Mousewheel
Zoom IN/OUT	–	Mousewheel UP/DOWN

• Use the mouse to look around your ship, to pilot it and to acquire targets.

• Press the **RMB** to target enemy units or join on friendly units.

• The Binoculars help you to extend your eyesight to spot enemy units at longer distance.

Unit Window

The currently selected unit is displayed in the bottom left corner of the screen in the unit window. This provides a visual indication of your ship's health, its type, its place in a formation and whether it is a 'Mission Critical' unit.

Unit name   =   Yorktown
Unit type   =   CV
Unit health   =   Green bar

Arrow indicates other units under your control ⊡
Arrow indicates other units in this unit's formation ⊡

Note: Gold border denotes a Mission Critical unit.

- To jump to other formations/squadrons press Q / E
  See Formations on p.24.

- To jump to other units in that formation press C / F.

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

PT = Motor Torpedo Boat   **CA** = Heavy Cruiser
CV = Aircraft Carrier   **SS** = Submarine
DD = Destroyer   **AK** = Cargo Ship
BB = Battleship   **LST** = Landing Ship Tank
CL = Light Cruiser

Repair Screen

If the ship is under attack by enemy units, its health bar shrinks. Use the Repair Screen to keep
your ship in service by allocating crew to repair duties.

Open Repair Screen

(See Repairs on p.25 for details on the Repair Screen)

NAVAL ACADEMY Mission: *Dealing with Emergencies* Onboard guides you
through the ship's repair systems.

Using the Radar / Compass

The compass and radar provide an overview of the location of other units in relation to your unit. Use the map TAB to view more detailed unit information.

Note: Compass shows the direction you are looking in, NOT the direction your unit is heading.

Red dot = Japanese unit
Blue dot = US unit
Green dot = Neutral unit
Yellow dot = Objective
Direction of travel = Black pointer
Field of vision = Lighter coloured segment

• Use the mouse stick to look around the ship.
• Use the compass and direction of travel indicators to help you control the unit's movement whilst in another screen or when operating a weapon.
• To open the map, press TAB. *See Reading the Map on 21.*

Weapons Systems

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

Aim Weapon	Mouse
Fire Weapon	Left Mouse Button
Next Weapon	Left SHIFT
Anti-Aircraft guns	1
Artillery (Main guns)	2
Torpedo	3
Depth Charge (DC)	4

NAVAL ACADEMY Mission: *Manning the Guns* guides you through the use of all types of ship-borne weapons systems.

• NAVAL ACADEMY Mission: *Aerial Ordnance* covers aircraft weapons systems whilst NAVAL ACADEMY Mission: *Silent Hunting* details submarine weapon systems.

(For details of Aircraft Weapons Systems see p.15)

The Cross Hair

The cross hair shows what weapons system is currently selected and the status of those weapons. It changes depending upon which weapon is selected. Above is its neutral state, which you encounter in the early NAVAL ACADEMY missions.

AA Cross Hair

The cross hair for the Anti-Aircraft (AA) and AA flak cannons differs from those of other ship-borne ordnance in one crucial way – they are dynamic. This means the cross hair's appearance changes when your shots are on target.
Target inactive – your shots will not hit their target.

13

Lock on target – your shots are very likely to hit their target.

Aiming at Fast Moving Targets
When you man the guns against airborne targets, notice that placing the cross hair directly over your intended target frequently doesn't change the cross hair's state. This is because you must aim the weapon to fire where the target will be *in the future*.

Notice in the image that the active cross hair is a good way in front of the aircraft.

Note: Leading Target Indicator available in Rookie difficulty mode only.
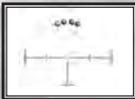
Artillery Cross Hair
Artillery are large calibre main guns, suitable for attacking armoured vessels, land based fortifications and large cargo ships – all surface targets. They can only be aimed at a solid surface, not at airborne units.

Weapon Status Indicator Lights

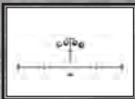**Green =** Weapon is ready to fire and in range.

Red = Weapon is not ready to fire or is out of range of the target.

Flashing red = Weapon is reloading.

Yellow = Weapon is in range but turning and will be ready soon.

Purple = Weapon is out of ammunition.

Grey = Weapon damaged, but is repairable. *See Repairs on p.25.*


Torpedo Cross Hair
A bubbling torpedo wash is a sight that strikes fear into the heart of every seaman. These propeller-powered underwater missiles are guaranteed to hole any ship they strike. Ships with hull breaches are very likely to sink, unless quickly repaired.

However, torpedoes are difficult to aim at long distances and, once launched, cannot be guided.

Tip: Torpedoes are most effective when a group of them are fired in an arc, known as a spread. This technique gives the helmsman of the enemy ship much less room to manoeuvre and avoid all the torpedoes launched.
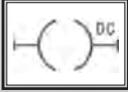
Depth Charge Cross Hair

The Depth Charge is the only weapon effective against submerged submarines. Depth charges cannot be directly aimed at a target as they are dropped from the back of the boat. They require skilful piloting manoeuvres and split-second timing to use successfully.

- To select depth charges and move to underwater view, press ④.
- Use the [LMB] to drop depth charges.
- You can still control the ship's movement with the Ⓦ, Ⓐ, Ⓢ, Ⓓ keys.

Aircraft

This section details the basic control of all types of aircraft at your disposal.

- More detailed control of groups of aircraft *(known as squadrons)* is covered in Controlling Carriers on p.27.

Controls

Roll Plane left/right	Move Mouse LEFT/RIGHT (Mouse axis X- / X+)
Dive / Climb Plane	Move Mouse DOWN/UP (Mouse axis Y- / Y+)
Rudder	Ⓐ / Ⓓ
Adjust Speed	Ⓦ / Ⓢ
Fire Selected Weapon	[LMB]
Bomb/Torpedo Mode	Hold Left SHIFT to aim bombs + [LMB] to drop bombs/torpedoes
Rotate Camera	Hold Left CTRL and use the mouse
Auto Land	Hold ALT then Ⓓ to select LAND

Aircraft Game Screen

1   Throttle

2   Air Speed Indicator

3   Altimeter

4   Artificial Horizon

5   Radar / Compass

6   **Selected Weapon** - Press Left SHIFT to change to alternative weapon *(if available)*

7   Dynamic Cross Hair

8   Unit Window

9   Unit Condition

10   Current Target

*Note: Associated unit / current target distance - shows the unit under the cross hair.
Otherwise, it is the unit your squadron is associated with unless it has a target, in which
case it shows the squadron's current target.*

11   Target Health

12   Target in Range

13   Distance to Target

Engines and Flight Controls

Note: Flight controls and throttle controls should be used simultaneously if you're to become an ace pilot.

Altimeter

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

Artificial Horizon

This instrument allows you to gauge what attitude your plane is in relation to the horizon – ideal for flying in your straps when dog-fighting.

• The green segment indicates the ground or surface of the ocean.
• The light blue segment represents the sky.
• The central line is the horizon.

Radar / Compass

Like ships, the plane's radar shows all units within a certain distance of the plane as well as your current heading. *See Using the Radar / Compass on p.13.*

Aircraft Weapons Systems

Aircraft machine guns and cannons

Both weapons types have a dynamic cross hair to show whether your shots are 'on target'.

• [LMB] to fire weapon.

• Use the flight controls (W, A, S, D and the mouse) to aim the weapons.

• If you are leading a squadron, the rest of the squadron will attack their current target as specified by you. If they have no target, they'll attack the same unit you do.

Bomb Cam

Bombs are primed and aimed using the Bomb Cam. This cross hair is calibrated to compensate for your forward movement, so drop bombs when the cross hair is on your target.

• To activate the Bomb Cam and cross hair, press and hold Left SHIFT .

• Left-click to release the bomb/s when the target is under the cross hair.

Plane Status

The Unit Window details the health of the squadron leader, while the number shows how many squadron members there are. Remember to keep an eye on your squadron's damage status in the unit window. To repair damaged units automatically, order them to LAND on their carrier or airfield.

For a full walkthrough on managing aircraft, play **NAVAL ACADEMY Mission**: *Aerial Ordnance.*

• See Giving Orders to Squadrons section on p.28 for details on controlling multiple aircraft in operations.

Weapons Icons

The machine gun is the default weapon on most aircraft.

Dive bombers and level bombers are equipped with a payload of bombs, which must be aimed using the bombing reticule.

Torpedoes must be dropped from just above the water and cannot be aimed once launched, so make sure you line them up effectively.

Submarines

For instruction on captaining a sub, and avoiding detection, play **NAVAL ACADEMY Mission**: *Silent Hunting*.

Movement

As well as the helm controls found on a ship, the submarine has additional controls for diving and surfacing. It is also equipped with a periscope for covert surveillance of surface targets and an Air Supply Indicator.

Depth Level Indicator *(See Depth Level Indicator below)*

Move Camera	Mouse
Periscope (Up and Down)	Click [MMB]
Dive	C
Emerge (Rise towards surface)	F
Zoom Periscope	Scroll [MMB] UP/DOWN
Pan Periscope	Move Mouse LEFT/RIGHT
Binoculars ON/OFF (*When surfaced*)	Click [MMB]
Zoom Binoculars	Scroll [MMB] UP/DOWN

Depth Level Indicator

Submarines in **Battlestations: Midway** move in two planes. The first set of movement controls are identical to surface craft and react identically above or below the surface.

The submarine's dive and surfacing functions are controlled using C / F. This enables the sub to operate at four levels.

Level 1 *(Surface)*
On the surface, the sub is highly visible to other ships so is vulnerable to enemy ordnance, including torpedoes. However, the sub's own torpedoes and any deck-mounted weaponry can be used.

• Subs must surface intermittently to replenish their air supply. *See Air Supply on p20.*

• On the surface, cycle through weapon systems with the Left SHIFT.

Level 2 *(Periscope Depth)*
At this depth, the sub is invisible to units without sonar. Those equipped with SONAR *(destroyers, recon planes, etc.)* can still locate a sub at this depth.

Note: The tell-tale ping of the sonar shows that you've been spotted by an enemy unit's SONAR array. To avoid detection, open the map ([TAB] to check on the enemy unit's sonar range *(denoted by a green circle).*

Use the periscope to assist you in covertly aiming torpedoes at enemy targets. Note that subs are very vulnerable to depth charges at this level.

• To raise/lower the periscope, click [MMB].
• To zoom the periscope, scroll the [MMB] UP/DOWN.

Note: A raised periscope mast can be destroyed if it makes contact with another unit. Suffice to say, this is not best practice!

Level 3
This operating depth is ideal for skulking around and manoeuvring your sub into position. While enemy units have more difficulty targeting you with depth charges, your ship is still vulnerable to well-aimed charges.

Level 4
Dive to this depth only in emergencies and only for brief periods in order to evade expert sub killers. Operating the sub at this depth for extended periods causes the pressure hull to rupture with potentially catastrophic consequences. Conversely, your sub is invisible to SONAR and is invulnerable to depth charges.

Air Supply

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

Note: If you do not surface manually, the sub surfaces automatically to take on air.

Weapons
Submarines are equipped with torpedoes as standard. Torpedoes may be launched at periscope depth or when surfaced. Most subs are also equipped with deck-mounted AA guns; some larger subs may even sport an artillery piece for use against armoured targets. Of course, deck-mounted weapons can only be used when the sub is surfaced.

See Weapons Systems on p.13 for the usage of all ship-borne weapons systems.

ADVANCED MANAGEMENT SYSTEMS

As you advance in your naval career, the ability to fight bravely as an individual should be overshadowed by the importance of successfully commanding and directing all the units under your command.

To do this effectively, make the game's management systems work for you.

Tip: As missions become more complex, think about balancing your time between manually commanding a particular unit or squadron and issuing orders to other units or squadrons to carry out on your behalf.

There are three separate systems, which have some overlap, enabling you to tailor the way you play the game to your own tastes.

• The Map Screen. Get an overview of the situation in your War Room. You can direct units, order attacks and plan defence of your units here.

• The Command Menu. The Command Menu is opened by holding the ALT button. Issue individual units, groups and squadrons specific orders as well as standing orders, using W / S / A / D.

    This affects the way they react when they encounter enemy units.

• In-Game. In the game screen you can issue orders, join units, set targets and manually launch attacks using the cross hair and the keyboard commands.

Map Screen

The Map Screen is your centre of operations. You can command your entire fleet through this dynamic map while observing all enemy unit information supplied by your units.

• Press TAB to access the Tactical Map.

You can:

• Use the mouse to move the cursor.

• Mouse over to highlight a unit *(or squadron)* and left-click to select.

• To order a selected unit to move to the coordinate under the cursor, right-click.

• Create further waypoints by moving cursor and right-clicking to plot a course.

• Target enemy units with the selected unit by moving cursor over and right-clicking.

• Set Orders in the Command Menu *(See Issuing Orders on p.23)*.

Map Screen Controls

Open/close the Map Screen	–	[TAB]
Show / hide objectives	–	[O]
Cycle objectives	–	Cursor keys ←/→
Zoom In / Out	–	Middle Mouse Button [MMB] UP/DOWN
Move cursor	–	Mouse
Cycle formations / squadrons	–	[Q] / [E]
Cycle units in selected formation	–	[F] / [C]
Select unit	–	Left-click
Order selected unit to 'MOVE TO' a waypoint	–	right-click location
Attack enemy unit with selected units	–	highlight enemy unit and right-click
Cancel a command	–	Press [SPACEBAR] when the unit is selected

1. Selected unit

2. Enemy Unit

3. Radar range
Green Area – Sonar Area
Visual detection

Objectives

Keep an eye on your mission objectives on [O]:

Grey = Active Objective; **Green** = Objective Complete; **Red** = Objective Fail

Issuing Orders

Unit Selection

To issue orders to a unit, it must first be selected. You'll know that a unit is selected if you can see its unit window in the bottom left corner of the screen.

- In the Map Screen, highlight the unit *(or squadron)* and left-click.
- In-game, highlight the unit and press the $\boxed{X}$ button to 'jump in' the unit you are looking at.
- To cycle between formations in your control, press $\boxed{Q}$ / $\boxed{E}$.
- To cycle between units within a formation, press $\boxed{F}$ / $\boxed{C}$.

Ordering an Attack

Use the mouse to highlight the unit you want to attack and press the [RMB].

In the Map Screen, right-click an enemy unit to order the selected unit to attack. A red arrow connects the attacking unit to its target.

The target window in the top left denotes which enemy unit is targeted.

- If you issue an attack order to a formation leader, then the other formation members attack the target too.
- If you issue an attack order to a unit within a formation, the unit will break from the formation to launch its attack.
- The yellow light indicates that a target is within range of your current unit's weapons, whilst the number above is the target's distance.

Once an attack order has been issued, the unit attacks the target until either target or attacking unit is destroyed.

Ordering Units to a Waypoint

Ordering units to a point on the map is a key part of reconnaissance and protecting sea or airspace around a convoy, formation or battle group.

- Both ships and planes can be useful in this role.

To set a waypoint

1. Enter the Map Screen ($\boxed{\text{TAB}}$) then select the unit you want to send to the waypoint.
2. Use the mouse to move the cursor to the first waypoint and right-click. A blue arrow appears indicating the route that your unit will follow.
3. You can repeat the above steps to add additional waypoints, up to a maximum of nine.

Command Menu

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

This is the Ship Command Menu:

- To open the Command Menu hold the ⌨ALT button.
- To select a command, use ⌨W / ⌨S / ⌨A / ⌨D.

You can apply certain priorities (known as standing orders) to units. Below is an explanation of the options available from the Command Menu and the units they relate to.

Orders

Standing orders affect the way a unit automatically reacts in wartime situations if you are not controlling the unit's particular function.

Ships / Boats / Submarines

FREE FIRE – The unit's gunners can set and fire upon their own targets. Default is YES.

FREE MOVE – A ship can move where its captain decides is strategically best to engage with enemy units.

Note: If a unit is in a formation, this defaults to NO.

TORPEDO – If YES, the torpedo-equipped ship will attempt to sink enemy craft with torpedoes. Default is NO.

TORPEDO AVOIDANCE – Defaults YES. Lookouts and the ship's pilot will attempt to avoid any torpedo onslaught.

- Use the cursor keys ◄/► to toggle between options.
- Press ⌨ENTER to confirm any change to orders and close the Command Menu.
- You can override a unit's standing orders by taking control of the unit.

Aircraft

FREE FIRE – a plane can move where its pilot decides is strategically best to initiate and engage with targets.

CAP – Acronym for Combat Air Patrol. If ON the squadron guards the unit they are assigned to. Highlight the unit you want to assign a CAP and left-click then the squadron will guard the unit/s until they are issued with other orders.

REGROUP – Issue this order to get the squadron back into formation.

Formations

Fleet formations are groups of ships that patrol in formation.

NAVAL ACADEMY Mission: *Fleet Formations* teaches you to switch between units and to organise your ships into formations.

- The formation option is only available to ships already in a formation, so first learn how to create a formation.
- To switch between units, press ⌨F / ⌨C or position the crosshair over the unit you want to switch to and press ⌨X *(JUMP IN)*.

Creating a Formation
With a ship selected, move the cross hair over the ship you want to be the formation leader and press [RMB]. The ship you are currently in control of is now 'in formation' with the formation leader.

- To switch between formation members, press ⌨F / ⌨C.

- Notice that the unit's order state appears above the unit window. In this instance it would be 'Follow', which indicates it is in formation and following the formation leader.

Note: A Gold band indicates that a unit is a key unit.

Changing the Shape of a Formation
1. Hold ⌨ALT then press ⌨S to select FORMATION and open the Formation Screen.
2. Now, use the mouse and left-click the unit you want to move *(highlighted yellow)*.
3. To adjust the position of the unit in relation to the others in the formation, left-click, hold and drag the mouse. Release when you are happy with the new position. Repeat for other units in the formation.
4. Press ⌨ENTER to accept changes. Ensure the lead unit is underway so the units can assume their new formation.

Disband / Leave
1. Select the unit you want to leave the formation and hold [ALT] then press [D] to LEAVE. If the unit is formation leader, this option is DISBAND.

Note: DISBAND order breaks up the entire formation.

2. The unit leaves the formation and will act alone, according to any orders you might issue it.

Other Command Options: Squadrons
ATTACK – An attack command issued when you are leading a squadron. As squadron leader, you can then attack another target.

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

LAND – Order squadron to return to their home carrier or airfield.

Repairs
The Repair Screen is available for all ships and submarines other than the PT boat. Aircraft should return to their base to be repaired.

Play **NAVAL ACADEMY Misson:** *Dealing with Emergencies* Onboard for a walkthrough of the Repair Screen.

- Press ⌨R to open the Repair Screen.
- Cursor keys ⌨↑/⌨↓ *(or use the mouse)* to select various aspects of Damage Control.
- Cursor keys ⌨←/⌨→ *(or left-click the arrows)* to allocate crew to the various sections of damage control.
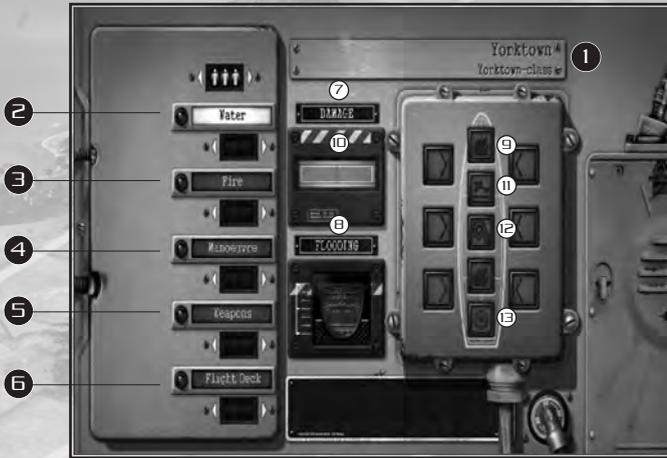
1	YORKTOWN	–	Unit name and class
2	WATER	–	Assign crew to pump water and make holed sections watertight
3	FIRE	–	Assign crew to fight fire
4	MANEUVER	–	Assign crew to repair engines and steering
5	WEAPONS	–	Assign crew to repair weapons *(A separate image is displayed when WEAPONS crew is highlighted)*
6	FLIGHT DECK	–	Assign crew to keep the flight deck and hangar lifts operational.
7	DAMAGE	–	An overview of the unit's hull damage status
8	FLOODING	–	A visual indication of how much water your ship has taken on. Assign more crew to WATER duties if this is filling
9	Fire icon	–	Indicates a fire is present onboard*
10	Hull breach icon	–	Indicates a breach in the hull. Less arrows indicate a less serious breach
11	Flight deck icon	–	A lit icon indicates damage to the flight deck*
12	Cog icon	–	A lit icon indicates damage to the engines*
13	Ships wheel icon	–	A lit icon indicates damage to the steering*

* Colour of icon indicates severity. See P.27.

Good Damage Management Practice

The icons in the Damage Screen change colour as a visual key to assist with allocation of damage crew resources. Ignore this information at your peril.

Yellow = Mild (less than 50%) damage

Red = Heavy damage

Flashing red = A malfunction has been identified

If a fire icon is lit, it is wise to tackle this as a priority because of the chance of a secondary explosion. Leave icons red too long and a magazine explosion may well destroy your ship.

If this icon is lit a serious hull breach has occurred. Man the pumps! A single arrow indicates a less serious breach.

Controlling Carriers

Carrier operations are likely to be the key to victory in the Pacific. A carrier's main weapon is a complement of specially designed aircraft, berthed in hangars beneath the flight deck.

NAVAL ACADEMY Mission: *Carrier Ops*, details the basics of managing an aircraft carrier and its flight deck.

• A carrier's movement is controlled like any other large ship.

• To manage your aircraft, access the Flight Deck Panel with the Left SHIFT when in control of the carrier. The Left SHIFT also closes the Flight Deck Panel.

1. Number of planes airborne / Maximum number

2. Status of each squadron

   (See Squadron Status Icons, below)

3. Number of planes

4. Squadron Details

5. Additional ordnance loadouts
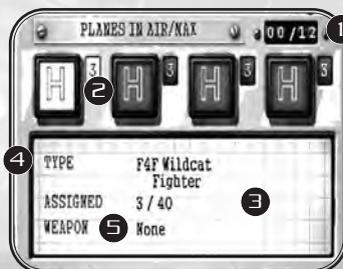
Giving Orders to Squadrons

- Use the Left `SHIFT` key to open the Flight Deck Panel.
- Use the `W` / `S` / `A` / `D` to move between squadrons and to adjust options, when a squadron is in its Hangar.

You can issue orders from the Flight Deck Panel to control the squadrons of aircraft at your disposal.

Manage the orders of each squadron.
- Select the type and number of planes in each squadron.
- Choose each squadron's secondary armament.

Squadron Orders

1. Use the `W` / `S` / `A` / `D` keys to select a squadron from those in its hangar.

2. Left-click repeatedly to cycle through the available orders.

• The list below includes all Squadron Status orders.

Squadron is in hangar.

Squadron is ordered to take off.

Squadron is in the air following last orders.

Squadron is under landing orders.

The squadron has been destroyed.

Selecting Aircraft Type

1. With the Flight Deck Panel open, use the [W] / [S] / [A] / [D] to highlight a squadron slot.

2. Press the [S] to select TYPE. Then press the [A] / [D] to choose the type of plane for this squadron.

Selecting Number of Aircraft

1. With the Flight Deck Panel open, press [S] to highlight ASSIGNED.

2. Press [A] / [D] to choose the number of planes in the squadron. Five is the maximum you can launch in any one squadron.

Choosing Secondary Armament

• Press [S] to highlight WEAPON and then press [A] / [D] to select the aircraft's secondary weapon *(if available)*.

Note: Different aircraft have different armament options.

Launching an Attack on a Carrier's Target

If a carrier has a target – check the Target window at the top of the screen – press [RMB] to launch squadrons against this target.

'Jump In' Command

To quickly jump to a squadron, from the Flight Deck Panel, select the squadron you want using the cursor keys [←]/[→] then press [X].

• You'll jump to the view of the squadron leader's plane.

• To cycle through other airborne squadrons from the same flight deck/airfield, press [Q] / [E]

Ordering Aircraft as a Squadron Leader

Commanding squadrons effectively could mean the difference between success and failure as a naval strategist. If used skilfully and efficiently, they have the potential to be the most powerful weapon you possess.

Acquire Closest Target

• To select the closest target – press [RMB].

Note: Press [RMB] repeatedly to cycle through other potential targets.

Command Menu

The Command Menu allows you to issue standing orders, attack, regroup and landing orders to the other aircraft in your squadron.

- Hold ALT to open the Command Menu.
- W / S / A / D to select the specific order.

Escorts and CAP

Escorts and Combat Air Patrol *(known as CAP)* are key uses of your fighter squadrons, crucial for guarding the heart of your task force and to achieve tough mission objectives against a determined foe.

1. With a squadron selected, highlight a unit with the cursor in the Map Screen and left-click.

2. The squadron is now linked to the unit or squadron by a green arrow and will now patrol the skies above or around that unit and acquire and attack any targets if their Command Menu Orders are set to FREE FIRE: YES.

CAP – When CAP is applied, aircraft engage with enemy units at 2 miles range. **CAP** also automatically sets Free Fire: YES.

- *See Orders on p.23 for more details.*

MULTIPLAYER GAME

In *Battlestations: Midway* there are two different multiplayer options available to you, allowing you to play a variety of multiplayer missions with your friends using a crossover Ethernet Cable, a Local Area Network (LAN) or online, using the Gamespy Player Matchup service.

LAN GAME – Play up to eight people over a Local Area Network. To connect more than two PCs, you'll need a hub/router and a CAT 5 Ethernet cable for each PC.

INTERNET GAME – Choose this option if you have your PC connected to a broadband Internet connection and want to play against other *Battlestations: Midway* players remotely.

LAN Game

To set up a multiplayer session locally using Ethernet Cables, you can connect two PCs directly using a crossover cable. Otherwise, use a hub, switch or router that is part of your home network. If you don't have a networking device, contact a local computer retailer or an online computer store for suitable equipment.

Hosting a LAN Game

1. Highlight and select LAN GAME.

2. Click CREATE SERVER. The server name is set as your currently selected profile name.

3. Now, highlight PLAYER SLOTS and cycle to the number of players you'd like take part in the multiplayer game, up to a maximum of eight. When you're set, click CREATE.

4. In the Game Lobby, left-click the arrows (or use cursor keys LEFT/RIGHT) to choose the Mission Map. All players can consult the BRIEFING once the Mission is chosen.

5. Once the Mission Map is chosen, all players should highlight SELECT PLAYER SLOT and choose their units. Mouse over the units to view unit information.

Multiplayer Unit Information Key:

	Armour rating		Shipyard
	Speed rating		Airfield
	Main gun complement		Number of fighters *(each icon represents X fighters).*
	AA Gun complement		Number of torpedo bombers *(each icon represents X planes)*
	Torpedo complement		Number of dive bombers *(each icon represents X planes)*

6. Once players have chosen their slot, all must left-click READY. The game starts when the host selects READY.

Joining a LAN Game

1. Left-click JOIN TO SERVER.

2. The Server Browser Menu appears. All current sessions on the network are displayed.

• Highlight and left-click REFRESH if the server you want to join isn't on the list, yet.

• SORT SERVERS allows you to order available sessions by PING (a low ping figure means a quicker connection), FREE SLOT and MAX PLAYERS.

3. Click to choose the session you want to join. If the JOIN option is active left-click to proceed.

4. The Game Lobby appears. When the host has chosen a mission, click SELECT PLAYER SLOT and choose from the available slots based upon the units made available to you. Click on an EMPTY SLOT and then click BACK to return to the Game Lobby.

5. Now click READY and wait for other players to join. The game begins when the host selects READY.

Internet Game

Battlestations: Midway on Gamespy Matchup service lets you pit your wits against players from around the world over your broadband Internet connection.

Logging in to Gamespy

The first time you play **Battlestations: Midway**, left-click CREATE / RETRIEVE to open the Create Account Menu.

New Account Holders

1. Use the keyboard to enter a NICKNAME. If available, this will be your online gamer name on Gamespy.

2. Now, enter a valid email address to ensure you are able to activate your account. Then, enter a password for your Gamespy account.

3. Finally, click REGISTER.

Existing Gamespy Account Holders

1. Enter your Gamespy NICKNAME, the EMAIL address you registered with and your account PASSWORD.

2. Click RETRIEVE to contact Gamespy and log you in.

Internet Game Menu

Configure your hardware and ensure you have created a Gamespy account to access the following options:

QUICK GAME – Join an online game in one button press! If there aren't any available, you create and host one.

JOIN HOST – Search for a particular online game, according to your specifications.

CREATE HOST – Host a *Battlestations: Midway* session, control the settings and choose maps.

LOG OFF – This allows the user to log off from their Gamespy account.

Joining a Game

1. Click MULTIPLAYER then choose INTERNET GAME.
2. Click your account name then click LOGIN SELECTED. The Internet Game Menu appears. Choose JOIN HOST to join a currently running session.
3. The Server Browser appears. Choose a server name from the list. Then left-click SELECT PLAYER SLOT to advance.
4. Click <EMPTY SLOT> to choose the units you want to control and click BACK return to the Game Lobby. Finally, click READY. The game begins when the host selects READY.

Hosting a Game

To host a game, select CREATE SERVER. Then choose number of PLAYER SLOTS.

OPTIONS

To adjust various options within *Battlestations: Midway*, left-click OPTIONS in the Main Menu.

• In-game, press P / ESC then select OPTIONS.

Options are grouped in the following sub menus:

GAME – Choose the LANGUAGE of speech in-game, switch subtitles OFF, adjust camera shake options, water drops on camera, and restore default settings.

AUDIO – Adjust volume settings for music, speech and effects, ENABLE EAX effects, tweak Speaker System settings and restore default settings.

VIDEO – Adjust a plethora of display and graphics detail settings, including:

• **ANTI-ALIASING –** Smooth jagged pixelated edges.

• **VSYNC – ENABLE** Vsync to let the frame rate of the game to match the refresh rate of your monitor. This will offer greater stability, but lower frame rates.

• **GAMMA –** Adjust the overall brightness of an image. Images which are not properly compensated can look either bleached out, or too dark.

• **SCREEN EFFECTS –** Apply BLOOM and OLD FILM visual effects to your game screen.

CONTROLS – View and remap GENERAL, AIR, SEA / LAND / AA, and COMMAND controls or choose from a number of PRESET CONFIGURATIONS depending upon the game controller you are using.

ACHIEVEMENTS

Details of your record of service are accessed in the Awards Menu.

MEDAL SCREEN – Take a look at the medals you've won or the conditions required to be awarded such accolades.

UNIT IDENTIFICATION – Brush up on your unit recognition skills here.

•   Toggle Description to view the unit under sea trials.

•   Mouse over the unit heading then click the arrows to access other unit types.

MOVIES – As you complete missions, review unlocked film footage, here.

LEADERBOARDS – View your online statistics

GLOSSARY

AA: Anti-aircraft. A weapon or weapons designed for use against enemy aircraft.

ABDACOM:	American-British-Dutch-Australian Command. A supreme command for all Allied forces in the Pacific, created in early 1942.
AK:	Cargo ship
BB:	Battleship
CA:	Heavy cruiser
CAP:	Combat Air Patrol. A defensive mission given to fighter aircraft, whereby they patrol the skies above a designated site or unit.
CINCPAC:	Commander-in-Chief, Pacific. The commander responsible for all US service forces in the Pacific Theatre.
CL:	Light cruiser
COMSUBPAC:	Commander Submarine Force, Pacific. The commander responsible for US submarine operations in the Pacific Theatre.
DD:	Destroyer
FLAK:	Explosive air-bursting shells fired at planes from large-calibre guns. A term derived from the German "Fliegerabwehrkanone", which means "anti-aircraft weapon".
IJN:	Imperial Japanese Navy
LST:	Landing Ship Tank. Landing craft used to land men and tanks on enemy beaches.
PT:	Patrol Torpedo boat. A small fast attack boat equipped with torpedoes.
RN:	Royal Navy, the naval forces of Great Britain
SS:	Submarine
USN:	United States Navy

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NOTICE

SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

• Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
• Preferably play the video game on a small screen.
• Avoid playing if you are tired or have not had much sleep.
• Make sure that the room in which you playing is well lit.
• Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SUPPORT TECHNICAL HELPLINE: 0870 9000 222 *(UK CUSTOMERS ONLY)*

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer support at the address below:

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