

PC DVD-ROM

AIR ★ CONFLICTS

PACIFIC CARRIERS



MAXIMUM
GAMES

Epilepsy warning

Certain individuals may be susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns. These individuals may suffer 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 any member of your family has ever had symptoms relating to epilepsy, please consult your doctor prior to playing. We also advise parents to 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 movements or convulsions while playing, please stop immediately and consult your doctor.

Precautionary measures:

- Please sit a reasonable distance away from the screen, as far away as the length of the cable allows.
- Play the game on as small a screen as possible.
- Do not play when you are tired.
- Please ensure you are playing in an environment that is well lit.
- Take a 10-15 minute break for every hour of gameplay.



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INSTALLING THE GAME

1. Insert the Air Conflicts: Pacific Carriers DVD ROM into your CD/DVD drive
2. The installer should autorun. If it does not, locate the game on your computer and double click on "setup.exe"
3. Choose to install game only for you or for all users
4. Read the License Agreement, and choose "I Accept" if you agree, then click on "Next"
5. Click on "Next" to continue with the default installation folder, or browse to install game to a specific location on your Hard Drive
6. Click on "Install" to begin installation. After Installation is finished click on "finish"

Running game on Windows XP

1. Open Windows Start Menu and find the folder named "Air Conflicts: Pacific Carriers" in "Programs"
2. Inside this folder click on "Air Conflicts: Pacific Carriers" to play
3. To set up resolution, graphics, or sound, click "Setup" inside the folder

Running game on Windows 7 or Vista

1. Open "Games" in Windows Start Menu
2. Find "Air Conflicts: Pacific Carriers" and double click on it to run game
3. To set up resolution, graphics, or sound, click the right mouse button on game icon and choose "Setup"

To Uninstall Air Conflicts: Pacific Carriers

1. Open "Control Panel" in Windows Start Menu
2. Choose "Program and Features" (Vista & Win7) or "Add and Remove Programs" (Win XP)
3. Find "Air Conflicts: Pacific Carriers" and double click on it, then click on "Uninstall"



WELCOME TO AIR CONFLICTS: PACIFIC CARRIERS

Air Conflicts: Pacific Carriers is an arcade flight simulation game set in the Pacific theater during World War II, featuring the aircraft and ships of the period, and historically inspired missions. The emphasis is on intense dogfights, daring bombing raids, torpedo runs and exciting aerial missions.

You can fight on either of two sides in Air Conflicts: Pacific Carriers – the United States Navy or the Imperial Japanese Navy. Air Conflicts: Pacific Carriers tells the story of three carriers in the Pacific war – the USS Enterprise, aka the Big E of the US Navy, and the Akagi and Zuikaku of the IJ Navy. There are two USN campaigns and two IJN campaigns. Further content is available via downloads.

The mission content of this game is based upon real history and situations in the Pacific theater starting on the 7th of December, 1941, at Pearl Harbor. Specifically, this game shows the most famous battles of the conflict between US and Japanese, presenting different perspectives from two very different nations...

Create your identity

After you start the game for the first time, you will be presented with empty pilot profiles. Click on any one of them, type your callsign and start playing the game. You can have up to 10 different profiles. Profiles can be removed using the delete option.

CONTROLS

In general are two types of controls:

- Arcade – Two axis aircraft control– horizontal (left-right) and vertical (up-down)
- Simulation – Three axis aircraft control (like a real aircraft) – horizontal, vertical and rudder

NOTE:

You can also change the control layout in Options from the Main Menu or before a mission is begun.

Mouse (Arcade)

Movement	
Steer Plane	Mouse
Increase speed	Right SHIFT
Decrease speed	Right CTRL

Weapons	
Fire Machine guns	Left MOUSE BUTTON
Fire Weapons	Right MOUSE BUTTON
Switch Weapons	Roll MOUSE WHEEL
Bomb view (on/off)	ENTER Key

Others	
Switch aircraft	Q Key
Gear on/off	G Key

Gunner	
Control	Mouse
Fire	Left MOUSE BUTTON

Tail Gunner	
Tail gunner mode	Holding any ARROW key
Tail gunner aiming	Mouse
Tail gunner fire	Left MOUSE BUTTON

Camera	
Look Around	ARROW Keys
Switch Camera	C
Rotate with free camera	Hold mouse wheel + Mouse
Target / Bombing camera	TAB key

Watchtower	
Camera Control	Mouse
Binoculars on/off	Right MOUSE BUTTON
Report enemy	Hold Left MOUSE BUTTON

Keyboard (Simulation)

Movement	
Steer Plane	ARROW Keys
Rudder axis	Right CTRL / NUMERIC ZERO
Increase speed	Left SHIFT
Decrease speed	Left CTRL

Weapons	
Fire Machine guns	SPACE
Fire Rockets/Bombs	ALT
Switch Rockets/Bombs	ENTER
Bomb view	B Key

Others	
Switch aircraft	Q Key
Gear on/off	G Key

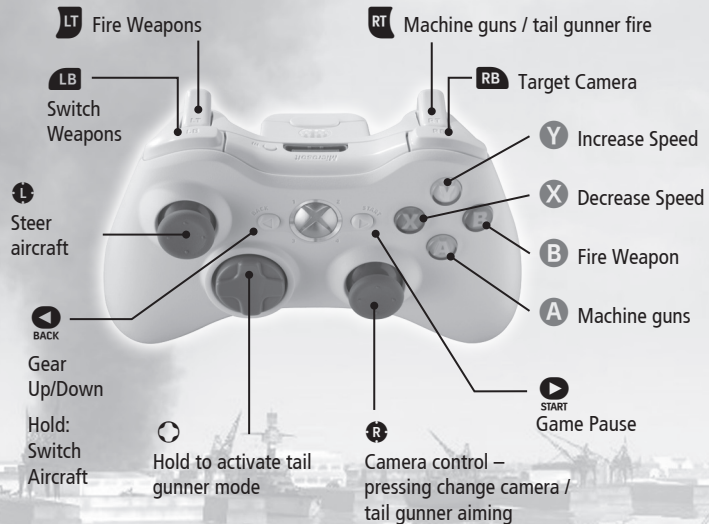
Gunner	
Control	Mouse
Fire	Left MOUSE BUTTON

Tail Gunner	
Tail gunner mode	Holding any AWSD key
Tail gunner aiming	ARROW Keys
Tail gunner fire	SPACE

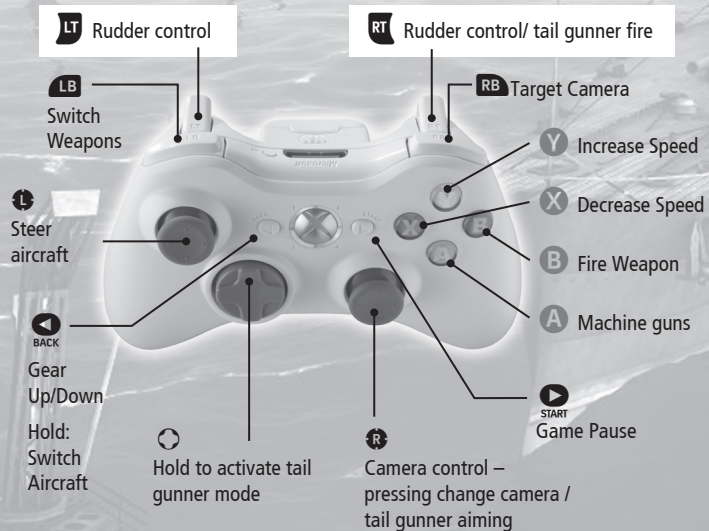
Camera	
Look Around	AWSD Keys
Switch Camera	C
Rotate with free camera	Mouse
Target / Bombing camera	TAB key

Watchtower	
Camera Control	Mouse
Binoculars on/off	Right MOUSE BUTTON
Report enemy	Hold Left MOUSE BUTTON

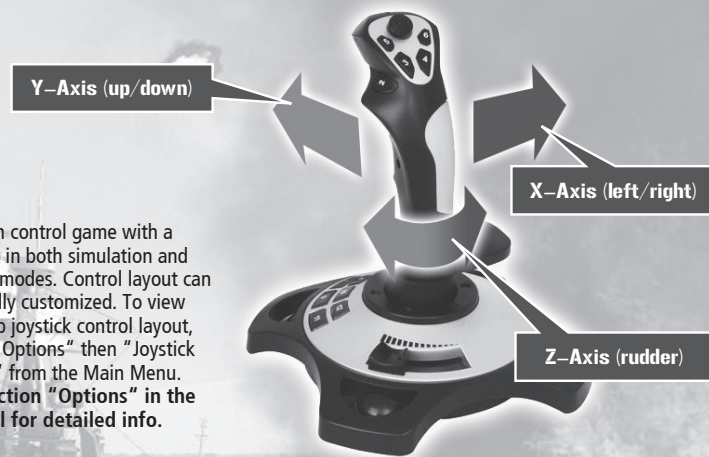
Xbox 360 Controller (Arcade)



Xbox 360 Controller (Simulation)



Joystick (Simulation / Arcade)



You can control game with a joystick in both simulation and arcade modes. Control layout can be totally customized. To view or setup joystick control layout, select "Options" then "Joystick Config" from the Main Menu. See section "Options" in the manual for detailed info.

Joystick keyboard controls

You may access some functions from the keyboard to compliment joystick control:

Action	Key	Action	Key
Camera change	C	User Interface On/Off	H
Bomb view On/Off	B	Screen Marks On/Off	J
Switch aircraft	Q	Crosshair On/Off	K
Target Camera	TAB	Pause	ESC

Types of camera views

Third person camera (default camera)	You see the aircraft from the rear. Use "camera control" buttons to view aircraft from other directions as required.
Free camera	You can specify the camera position around your plane; use "camera control" buttons to specify view directions.
Cockpit camera	This presents a view from the aircraft cockpit. Use "camera control" buttons to look around from inside the cockpit.
First person camera	As with the cockpit camera, but the cockpit is not displayed.

SINGLE PLAYER GAME

The single player game presents the story of three carriers through four campaigns. Each of the two Japanese campaigns tells the story of different IJN carrier. The two US campaigns tell the continuing story of the USS Enterprise, aka the Big E. Alternatively, jump straight into the action in Dogfight or Survival Modes.

- **Campaigns** – play story missions
- **Instant Battle** – choose your plane and location, and start an instant battle
- **Replay Mission** – replay story missions

Campaign – Battle

Battles are mandatory and represent the most famous WW2 battles located at certain positions in the Pacific (Battle of Midway, Pearl Harbor, Wake Island Raids, etc). Every Battle contains multiple objectives which can be accomplished by different airplane squadrons. The storyline progresses with every Battle won.

Campaign – Missions

Missions are optional extra assignments, several of which are available at any point in the campaign.

In the game, the player has the following choices:

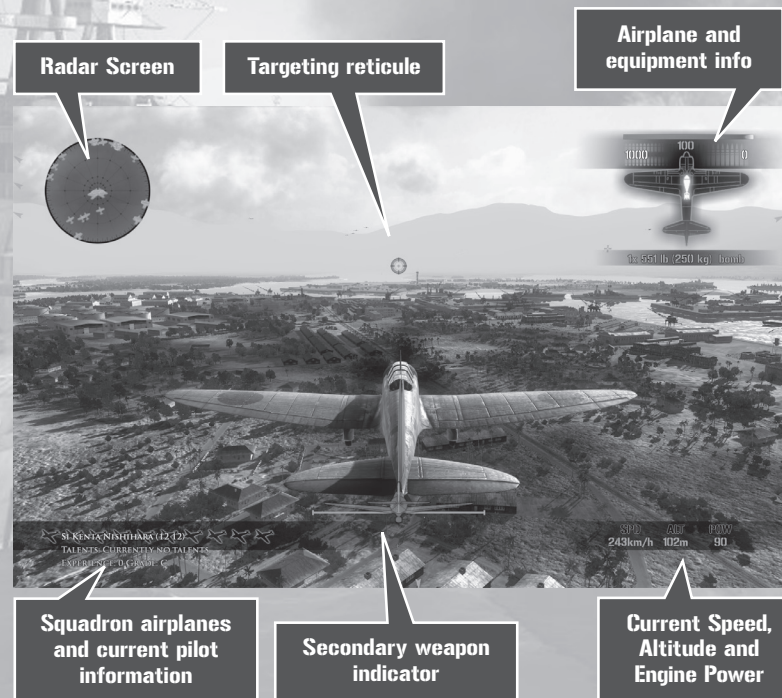
- **Battle (Mandatory)** Play the next Battle and develop the story further. Only ONE Battle is available to the player at any time.
- **Watchtower (Optional)** Observation tower assignments, which can unlock additional Missions.
- **Patrol (Optional)** Aerial patrol, which can unlock additional Missions.
- **Missions (Optional)** Play any unlocked Mission.

Each mission may contain a number of objectives which must be completed in order to secure victory. Your objectives will be outlined in a short briefing before the mission, and will be explained as required during the execution of the mission.






NOTE:

Remember that each objective can be time limited. When an objective is limited by time, a time counter is displayed in the top-center of the screen. To view actual objectives, access the game pause menu (see Controls section).

User Interface



Radar Marks

	(green) Ally ground unit or building		(red) Ground target (building, ship, anti aircraft, vehicle)
	(green) Ally aircraft		(red) Enemy aircraft
	Mission objective marker (airport to land, checkpoint to reach, or area of interest)		

Squadrons

The Three Squadrons

Throughout each campaign you are in charge of three different squadrons:

Squadron	USN Campaigns	IJN Campaigns
Fighter Squadron	Alpha Flight	Ichiban
Bomber Squadron	Bravo Flight	Niban
Torpedo Squadron	Charlie Flight	Sanban

At any given point in the campaign, each squadron has a different type of plane assigned to it. For instance, at the start of the USN campaign, Alpha Flight is assigned F4F Wildcats.

Aircraft Equipment

Every plane has a limited amount of bombs and ammunition, but you can switch between the airplanes of your squadron when ammo is depleted.

Optionally, you can customize aircraft armament for each squadron. For example, instead of two big 500 lb bombs, you might load four 250 lb bombs to hit multiple targets but deal lower damage to each. A recommended loadout is set by default at the beginning of each battle or mission.

TIP:

Note that different airplane equipment changes your airplane's drag and thus changes your airplane's flying properties.

Weapons

You have two types of weapons: primary and secondary. You can change between the weapon types (see Controls section).

- **Primary weapons** – machine guns. You have limited machine gun bullets, so save your ammo. Some airplanes may have two different cannon types available which can be switched between (see Controls section).
- **Secondary weapons** – You can switch between bombs/torpedoes/cannons/rockets. The chosen weapon is displayed in top-right corner of the screen.

Squadron control

While flying a mission, you take control of an entire squadron, but only play a single airplane at any given time. You can change your selected airplane at any time. Based on your current airplane status, different actions are taken by the plane you switch out of:

- **Rearm:** when the airplane is in good condition but is out of ammo, it is sent to the carrier to rearm.
- **Retreat:** When the airplane is heavily damaged, it is sent back to the carrier to avoid being shot down.

When you **Retreat** or **Rearm** you are automatically given control of the next pilot in your current squadron.

If all the Pilots in your current squadron are shot down or Retreat before the mission objectives are completed, that Battle or Mission ends in failure.

Pilots

Each of your pilots consists of the following elements:

- **Name:** e.g. Captain Horatio Carstairs
- **Rank:** 0-5 stars, representing the flight experience of the pilot.
- **Experience Bar:** a bar that fills up as the pilot gains experience. All pilots that survive a mission gain experience; the ones the player has personally flown gain extra experience.

- **Talents:** every other rank, the pilot gains a special ability known as a “Talent” (so pilots start with zero talents at a zero star rank, and finish with three talents at a five star rank).
- **Grade:** determines the quality of a pilot’s talents (A+ is best). A pilot with an A+ grade ‘dogfighter’ talent causes more damage to enemy planes than a pilot with a C grade dogfighter talent.

Ranks

The five star ranks for the pilots correspond to a military rank as follows:

Stars	USN Rank	Abbreviation	IJN Rank	Abbreviation
0	Ensign	ENS	Shōi	Si
1	Lieutenant Junior Grade	LTJG	Chūi	Ci
2	Lieutenant	LT	Daii	Di
3	Lieutenant Commander	LCDR	Shōsa	Sa
4	Commander	CDR	Chūsa	Ca
5	Captain	CAPT	Daisa	Da

Talents

Talents are what distinguish one pilot from another and give each pilot unique abilities. Talents unlock as the pilot earns more experience in the game. Possible talents include:

- **Dogfighter** – causes more damage to enemy planes
- **Bomb Master** – causes more damage to ground units
- **Ship Sinker** – causes more damage to enemy ships
- **Tough as Nails** – the pilot’s plane is harder to shoot down
- **Flag Dodger** – reduces damage taken from anti-aircraft fire
- **Payload Genius** – has more machine gun rounds
- **Ejection King** – if the pilot is shot down, his chances to be rescued are better
- **Survivor** – damage caused to aircraft is reduced when the aircraft is badly damaged

Managing Pilots & Tips

You can manage your squadrons inside the “Edit Rosters” tab on the Mission Selection screen. You can change pilot order in squadrons, or keep experienced pilots from flying risky missions.

You have a maximum of 96 pilots on the carrier. You receive new pilots after a successful mission. New pilots are added to the top of the Stand By list. If there are more than 96 pilots in your roster, the last pilots from Stand By list will be transferred home from the carrier (deleted) in order to make room for the new pilots.

When a pilot is shot down, they will sometimes be killed, and sometimes become MIA (Missing in Action). When pilots become MIA, they may sometimes be rescued during Airborne Patrols or Watchtower Patrols. Watch for castaways!

When you fail a mission, the game is not saved, so you do not lose shot-down pilots. When a mission is completed, pilots which you lost during the mission will be permanently lost and progress will be saved.

Difficulty

You can choose from four difficulty levels:

- **Rookie (Easy)**
- **Pilot**
- **Veteran**
- **Ace (Hard)**

NOTE:

Difficulty can be specified before each mission or dogfight game.

Aiming assistant

Aiming assistant is a feature which helps you to target enemies. The degree of auto-aim applied depends upon the difficulty level selected. Veteran difficulty provides minimum targeting assistance, and Ace difficulty leaves all aiming to the pilot.

NOTE:

In multiplayer, automatic aiming is turned off. No difficulty factors are applied in multiplayer – let the best pilot win!

MULTI-PLAYER GAME

In the Multiplayer game, you can battle for control of the skies with up to seven friends in four game modes – DeathMatch, Team Deathmatch, Capture the Flag and Carrier Battle.

You can chose from 2 types of connection:

- LAN (local area network) – you can play with other players connected to your local network
- INTERNET – play with players who are connected via the internet

Searching for servers

In "Main Menu", click on the "Multiplayer" button to open a screen for searching servers. Here you can see the name of the game, the game's location, game mode and number of players. In Air Conflicts: Pacific Carriers there can be up to 8 players in one game, though the host may specify a smaller number as required.

Remember that you can specify your connection type at the top of this screen!

Why can't I connect to some Internet games?

There are three kinds of NAT (network address translation): **Open**, **Moderate**, or **Strict**. Connection between Strict-Moderate and Strict-Strict cannot be established.

For example if you have Moderate NAT settings and you want to connect to a game which runs on a Strict machine, connection will not be possible. You can attempt to resolve problems with NAT by connecting your machine directly to the modem.

NAT	Open	Moderate	Strict
Open	OK	OK	OK
Moderate	OK	OK	N/A
Strict	OK	N/A	N/A

NOTE:

Private games which require a password to enter game show a "key icon"

General tips

Choose your plane – choose your side - In all multiplayer modes except Deathmatch you will be assigned to a side according which plane you select to fly. When you select an A6M Zero (Japanese plane), for example, you will fight for the Japanese team.

Unlimited ammo – the host player can specify if the ammo in the game will be unlimited or limited. When ammo is unlimited, weapons are automatically reloaded when ammo runs out. With limited ammo you will need to fly close to your carrier to rearm.

Allowed control schemes – Some games may require a specific control type to play. For example, some games may be played only with simulation game mode, to create a level playing field.

Statistics, menu and messaging during Lobby or Game

To view the statistics page during the game, pause the game. The game will not stop but the statistics page and menu will be displayed.

In this menu you can also disconnect from game start. For the host player there is also the option to end the entire game. To bring up the chat console press the F1 key. Write your message and then press ENTER to send your message to other players. Press ESCAPE to discard a message.

Multiplayer Modes

Deathmatch (DM)

Deathmatch multiplayer mode is a free-for-all in which anyone can shoot anyone else down. The player with the highest score (kills) at the end wins.

Team Deathmatch (TDM)





Team Deathmatch multiplayer mode involves two teams fighting to score as many kills as possible. Enemy planes will be marked in red on your radar.

Capture The Flag (CTF)

In Capture The Flag two teams compete for victory, which is achieved by holding both flags at your team's home base.

Any player can take control of the enemy flag by flying close to the flag holder (or the enemy base if the flag is held at the base). Once your flag has been taken by the enemy you can recapture it in the same way.

The position of both team's flags are marked on the radar.

 (red) Enemy base	 (green) Home base
 (red) actual position of enemy flag	 (green) actual position of home flag

Destroy & Protect (D&P)

In Destroy and Protect, two teams compete to destroy the enemy carrier. The team which destroys the enemy carrier first wins the set, and another set begins. Players may focus either on destroying the enemy carrier or defending their own carrier from enemy attack.

 (red) Targets to destroy	 (green) Targets to protect
---	--

Hosting a game

Any player can host their own game. You can specify these settings:

Name	Name of the game as it will appear in the server list when players search the servers. This allows your friends to identify your game.
Password	If you specify a password, only players who know that password will be able to join your game.
Game Mode	You can choose from 4 multiplayer modes (DM, TDM, CTF, D&P).
Allowed Control Schemes	The host player can specify if they wish to allow arcade control scheme only, simulation control scheme only, or either control scheme.
Game Limit	You can specify if the game will last for unlimited time, will have a score limit, or will have a time limit.
Game Limit value	Specify the value for game limit, either score or time (as per Game Limit)
Location/Weather/Year	Specify game map location and specific details
Unlimited Ammo	The host player can specify if ammo will be limited or unlimited

Remember that you can specify your connection type at the top of this screen!

OPTIONS

Setup resolution & graphics details

Settings like resolution or other graphics details can't be set up inside the game. You must run a setup application to change these settings.

How to run setup on Windows XP?

Go to start menu, find "Air Conflicts: Pacific Carriers" in the programs list, then click on "Setup" inside this program group.

How to run Setup on Windows Vista and Windows 7:

Go to game explorer (Start >> Games). Right Click on the "Air Conflicts: Pacific Carriers" icon and choose "Setup".

Graphics

If your system is struggling to display the game smoothly, reduce the level of detail in one or more of the following settings categories:

Resolution	Choose the resolution best suited to your system resources and monitor; usually this will be the same as for your desktop.
Terrain Bump	Enable or Disable bump mapping on terrain.
Post Effect	Enable or Disable Special post process effect (Bloom, Blur).
High Detailed Water	Enable or disable detailed 3D animated water.
Draw Distance	This determines how far away objects are first drawn.
Shadows Quality	Determines the quality of shadow in-game.
Buildings Detail	This setting determines how much detail is put into buildings.
Aircraft Detail	This setting determines how much detail is put into aircrafts.
Vehicles Detail	This setting determines how much detail is put into the vehicles in game.
Tree Detail	This setting determines how much detail is put into trees.
Quick Setup	Set up all graphics details automatically, at the same time, by specifying a single overall level of detail (Low, Medium, High, Very High).

Controls & GUI

Control Mode	These settings change between Mouse, Keyboard, X360 gamepad and Joystick. Notice that the X and Y Axes Sensitivity will change depending on the Control Mode to reflect the differences between mouse/keyboard/gamepad/joystick.
Sensitivity	This setting determines how quickly your craft turns. Reduce this setting if you are swinging about a lot, or increase it if the aircraft feels too sluggish.
Invert Y Axis	This setting determines whether moving/pressing Up moves your aircraft's nose up or down.
Invert Y Axis (Gunner & Camera):	This setting determines whether moving/pressing Up moves your view up or down. Some players may wish to have the Y Axis inverted for aircraft control and have it not inverted for Camera control and gunner mode (FPS camera). <i>Note: This doesn't affect joystick use, because inversion of every axis (Y-axis included) can be specified inside the "Joystick Config" menu in "Options".</i>
Crosshair Enabled	This setting will display or remove the crosshair for the aircraft you pilot.
Screen Marks Enabled	This setting will display or remove the aircraft direction screen marks (red and green marks around the screen edge which point toward targets and friendlies). A good feature for making screenshots.
GUI Enabled	This setting will display or remove the graphics user interface (like radar, rev meter, dialogues etc.).

Sound & Music

Sound Enabled & Volume Slider	This setting turns the game sound effects on or off. If the effects are on, you can set the in-game volume with the slider.
Music Enabled & Volume Slider	This setting will turn the game music on or off. If the music is on, you can set the in-game volume with the slider.

Language

You can change the language of game text here.

You can turn on/off Japanese voice-over.

Buttons

Save & Play	Saves settings and runs game.
Quit	Discards settings and quits setup.
Save & Quit	Saves settings and quits setup.

In-game Options

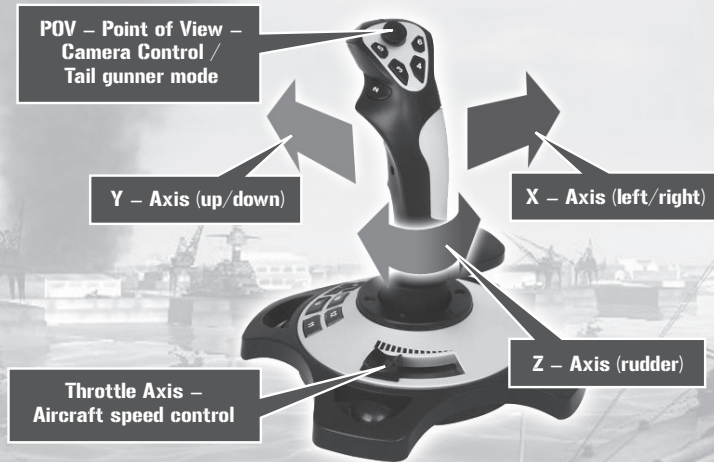
From the main menu, click on Options. Inside this menu you can set up controls, music and sound volume, Y axis inversion and joystick control layout (when a joystick is connected to your computer).

Control Mode	This setting changes between Mouse, Keyboard, and Xbox 360 Controller for Windows and Joystick.
Sensitivity	This setting determines how quickly your craft turns. Reduce this setting if you are swinging about a lot, or increase it if the aircraft feels too sluggish.
Invert Y Axis (Gunner & Camera):	This setting determines whether moving/pressing Up moves your view up or down. Some players may wish to have the Y Axis inverted for aircraft control and have it not inverted in Camera control and gunner mode (FPS camera).
Invert Y Axis	This setting determines whether moving/pressing Up moves your aircraft's nose up or down. <i>Note: This doesn't affect joystick, because inversion of every axis (Y-axis also) can be specified inside "Joystick Config" menu in "Options"</i>
Sound Enabled & Sound Volume	This setting turns the Sound Effects on or off. You can also specify in-game sound volume (0 is silence, 100 is full volume).
Music Enabled & Music Volume	This setting turns the Music on or off. You can also specify in-game music volume (0 is silence, 100 is full volume).
Crosshair Enabled	This setting will display or remove the crosshair for the aircraft you pilot.
Screen Marks Enabled	This setting will display or remove the aircraft direction screen marks (red and green marks around the screen edge which point toward targets and friendlies). A good feature for making screenshots.
GUI Enabled	This setting will display or remove the graphics user interface (like radar, rev meter, dialogues etc.).
Japanese Voice Over	You can turn on/off Japanese speech.

Joystick Config

Configure your joystick control layout according to your own taste. To assign actions for X/Y/Z/ Throttle Axis and for other buttons that you need, select "Joystick Config" inside "Options Menu".

Remember that your joystick must be properly detected by the game before you can view the Joystick Config Options. For help check the FAQ section.



To assign Axis/Button/POV for an action, simply select it in the "Joystick config" menu, then push the joystick to select an axis. Press a button to select a control, or push a specific Point of View. It is impossible to assign more than one action to each control / axis of the joystick. The last-assigned control will replace any previously assigned function.

Remember that you can also invert every axis. Try the game and if there's a control you want invert, it can be changed inside this menu.

TIP:

If you don't have a throttle axis on your joystick, you can change the throttle control to "buttons" in the Joystick Config menu. You can then control the throttle with the right SHIFT/CTRL keys on the keyboard. Look-around camera or Tail Gunner mode can be also used via the ARROW keys.

FAQS

- **Game does not start**

a) **When starting the game, I get an error message about a missing DLL file –** Download & install latest directX9 drivers from www.microsoft.com or from CD autorun menu; choose "Install DirectX".

b) **When starting the game, I get the error message "Can't initialize D3D Device"–** Run game setup (see 'Settings' for how to run setup on your system) and set the 3D support to a different setting, then click on save. Close the Setup application and start the game again. If this does not help, check that your graphics card meets the game's minimum requirements.

- **Game starts, but screen is scaled or resolution is low.**

Run setup and set a different resolution.

- **Game starts, but runs slowly (low FPS).**

Start setup and decrease visual detail setup (see 'Settings' for how to run setup on your system)

- **Joystick does not work.**

Ensure that you have the joystick selected as the preferred device. Go to "Game controllers" inside Windows "Control Panel", click on "advanced" and check if your joystick is selected as preferred device.



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LIMITED WARRANTY/TECHNICAL SUPPORT

LIMITED WARRANTY & TECHNICAL SUPPORT

Limited Warranty

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