

# BATTLESTATIONS ★ MIDWAY ★

## EPILEPSY WARNING

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

## PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

## ESRB RATING

This product has been rated *T for Teen* by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org).

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# REWRITE THE PACIFIC WAR!

## TAKE YOUR BATTLESTATION, 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 United States 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 that equal those of the Allied forces.

The Pacific is at battlestations. Are you equal to the challenge?

- Enter the Naval Academy and be schooled in the noble art of seamanship.
- Grow in stature as a naval commander, and try your hand at a range of Challenge missions.
- Throw yourself into the fray in Multiplayer mode, competing with opponents locally via Local Area Network or remotely over the Internet via the GameSpy Matchup service.
- Check out the comprehensive *Battlestations: Midway* website at [www.battlestations.net](http://www.battlestations.net).

# SETTING UP

## INSTALLING THE GAME

1. Make sure the system requirements and specifications shown on the game pack match those of your machine.
2. Place the *Battlestations: Midway* DVD into your DVD-ROM drive. The disc will autorun and display the installation screen.  
*NOTE:* If Autorun is disabled on your machine, right-click the DVD-ROM drive icon and select *Explore*. Then double-click *autorun.exe*.
3. If the game has not yet been installed, click *Install* to begin the process.
4. Follow the on-screen instructions to complete installation.

**IMPORTANT:** To run *Battlestations: Midway*, you need to have DirectX 9 installed on your PC. To install, select *Install DirectX 9* from the *Battlestations: Midway* Autorun program, or, from the *Explore* menu, open the *directx9* folder and double-click *dxsetup.exe*.

## UNINSTALLING THE GAME

To uninstall the game software, select *Start* ⇨ *Battlestations: Midway* ⇨ *Uninstall*, or *Start* ⇨ *Control Panel* ⇨ *Remove Programs* ⇨ *Remove Battlestations: Midway*.

## RUNNING BATTLESTATIONS: MIDWAY

With *Battlestations: Midway* installed on your PC, do one of the following:

- Double-click *Battlestations: Midway* icon your your desktop (if you chose this option during installation).
- Select *Start* ⇨ *All Programs* ⇨ *Eidos* ⇨ *Play Battlestations: Midway*.
- Insert the *Battlestations: Midway* DVD-ROM into your DVD-ROM drive. If Autorun is enabled, the game will run automatically. If Autorun is disabled, right-click the DVD-ROM drive icon and select *Explore*, then double-click *autorun.exe*. Select *Play* to start the game.


# DEFAULT CONTROLS

## MENU CONTROLS

Highlight option	cursor keys ↑/↓ or W/S
Change setting/Move slider	cursor keys ←/→ or A/D
Confirm/Next menu	Enter/left-click
Cancel/Previous menu	Backspace

## GAME CONTROLS

Rudder	A/D
Adjust speed	W/S
Roll left/right (aircraft)	mouse ←/→
Dive/Climb (aircraft)	mouse ↑/↓
Dive/Ascend (submarine)	C/F
Rotate camera (marine vessels)	mouse
Rotate camera (aircraft)	Left Shift (hold) + mouse


 **NOTE: Battlestations: Midway** supports a variety of controllers. To check if your controller is supported with a preset configuration, select *Options* ⇒ *Controls* from the Main Menu.

## GAME CONTROLS (CONTINUED)

Cycle formations/squadrons	Q/E
Cycle units in selected formation	F/C
Fire weapon	left-click
Change weapon (except in aircraft)	Left Shift (hold)
Bomb/Torpedo Mode	Hold Left Shift to aim, then press left mouse button to drop bomb/torpedo
Select target	right-click
Clear target	Spacebar
Launch attack (aircraft)	right-click
Jump in	X
Binoculars/Periscope	middle mouse button
Zoom binoculars/periscope in/out	mouse wheel
Command Menu	Hold Alt, use A/D/W/S to select order
Repair Screen	R
Control Panel (Flight Deck/ Airfield Launch/Shipyard)	Left Shift (with unit/facility selected)
Open/Close map	Tab
Show/Hide objectives	O
Cycle objectives	cursor keys ←/→
Zoom map in/out	mouse wheel
Pause/In-game menu	P/Esc

## QUICK START

To quickly launch a Single Player game:

1. When you run the game, the Profile Select menu appears.
  2. Select *New Player Profile*. A typewriter screen appears.
  3. Use the keyboard to enter a player profile (in-game) name. Select *Done* to proceed to the Main Menu.
-  **NOTE:** All your game progress will now be recorded to your player profile. To delete a profile, highlight it and select *Delete*.
4. Select a campaign group. (See page 7.) We recommend that you complete the *Single Player Naval Academy* missions first. These practical introductory missions teach you to control the various units.
  5. Select one of the unlocked missions to continue to the Mission Map and Briefing screen.
  6. Select a difficulty level to progress to the Load screen. Good luck!


## MAIN MENU

- **SINGLE PLAYER** — Start your career in the Pacific Theater. You can begin 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 and team up with your buddies in *Battlestations: Midway* Multiplayer mode. (See page 30.)
- **OPTIONS** — Adjust *Game*, *Audio/Video* and *Controls* settings. (See page 29.)
- **AWARDS** — View the *Medal Screen*, *Unit Identification* and *Videos*.
- **LEADERBOARDS and ACHIEVEMENTS** — Check game awards. (See page 29.)
- **CREDITS** — View names of the people who brought you this historic game.

## SINGLE PLAYER MODE


### CAMPAIGN GROUPS

- **US CAMPAIGN** — The *Single Player* campaign begins on the eve of one of the key battles of the Pacific conflict.
- **NAVAL ACADEMY** — Learn 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 mettle 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 show your colors as a true sea wolf.

 **NOTE:** We recommend that you complete the *Naval Academy* missions first to gain competence and confidence, before playing the other modes.

### US CAMPAIGN

The *US Campaign* is the heart of the *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 Harbor. Use skills you've learned in the *Naval Academy* to help you complete each mission.

 **NOTE:** You can only select unlocked missions.

- Select *Start* to begin. The Mission Objectives screen appears.
- Press the **cursor keys**  $\leftarrow/\rightarrow$  or **left-click** the numbers to cycle through the objectives.
- **Left-click** *Background* to view mission background and the units under your command. Press the **cursor keys**  $\leftarrow/\rightarrow$  to toggle between the two screens.
- Select *Back* to return to the Mission Objectives screen.

### DIFFICULTY SETTINGS

Before you begin each mission, you'll be able to select your difficulty level:

- **ROOKIE** — Suitable for beginners.
- **REGULAR** — For experienced players who require a ramped-up difficulty setting.
- **VETERAN** — Only for the elite. Push your skills and use of resources to the limit against an unwavering foe.

## NAVAL ACADEMY

The *Naval Academy* missions can help you get a grip on every aspect of the game's controls. If you get stuck, head to the Academy for a quick primer.

## SHIP/PLANE/SUBMARINE CHALLENGE

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

## GAME SCREENS

The game screens provide massive amounts of information while you're playing *Battlestations: Midway*. Use them, and you'll have a good chance of triumphing over enemy forces. Ignore them, and face the consequences!

## ON-SCREEN HELP

As you advance through the *Naval Academy* missions, on-screen help appears. This information can assist you in learning the game controls and features, so take time to read it.



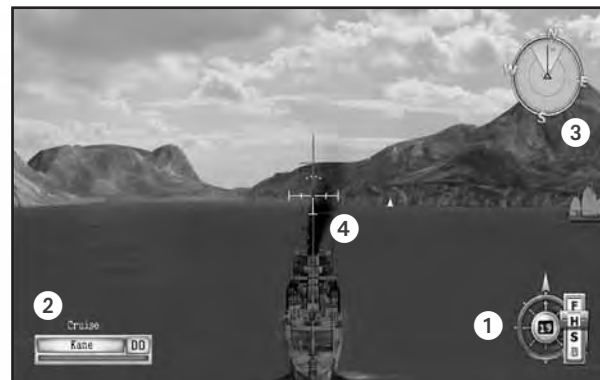
**NOTE:** *Naval Academy* missions can be replayed.

## SHIPS & SURFACE CRAFT

### SHIPS & SURFACE CRAFT CONTROLS

Rudder	A/D
Adjust speed	W/S
Aim weapon/Rotate camera	mouse
Fire weapon	left-click
Change weapon	Left Shift hold

## SHIPS & SURFACE CRAFT GAME SCREEN



- ① Helm Controls (see below)
- ② Unit Window (see page 10)
- ③ Radar/Compass (see page 11)
- ④ Crosshairs (see page 12)

## MOVEMENT & HELM CONTROLS

Use the helm controls to pilot the ship and control the engine speed.



Arrow = rudder direction  
F = Full ahead  
H = Half ahead  
S = Stop  
B = Reverse  
Number = current speed

STEER LEFT/RIGHT

A/D

Once you set a rudder heading, it holds until you make another control input or set orders that override it.

ADJUST SPEED

W/S

A ship's engines propel the craft fore and aft. Once you set the speed, it holds until you change it or give orders that override it.

## NAV AIDS

**Move Camera** *mouse*

- Roll the **mouse** to look around your ship, pilot it and acquire targets.

**Binoculars (on/off)** *click middle mouse button*  
**Zoom binoculars in/out** *mouse wheel*



- Use the binoculars to extend your eyesight to spot enemy units at longer distances.

## UNIT WINDOW

The Unit window shows the currently selected unit, providing a visual indication of your ship's health, its type, its place in a formation and whether or not it is a mission critical unit.



- Gold border** = Mission critical unit
- Yorktown** = Unit name
- CV** = Unit type
- Green bar** = Unit health
- Left arrow** = Other units under your control
- Up arrow** = Other units in this unit's formation

- To cycle formations/squadrons under your command, press **Q/E**.
- To cycle units in the selected formation, press **F/C**.

## 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 *Battlestations: Midway* in both the Unit 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

When the ship is under attack, its health bar shrinks. Use the Repair screen to keep your ship in service, by allocating crew to repair duties.

**Open Repair Screen** **R**

- The *Naval Academy* mission "Dealing with Emergencies Onboard" guides you through the ship's repair systems. (See page 25.)

## RADAR/COMPASS

The Radar/Compass provides an overview of the location of other units in relation to your unit. Press **Tab** to open the map to view more detailed unit information.



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



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

- Roll the **mouse** to look around the ship.
- Use the compass and direction of travel indicators to help you control the unit's movement while you're in another screen or operating a weapon.
- Press **Tab** to open the map.

## WEAPONS SYSTEMS

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

<i>Aim Weapon</i>	<i>mouse</i>	<i>Anti-Aircraft Guns</i>	<i>1</i>
<i>Fire Weapon</i>	<i>left-click</i>	<i>Artillery (Main Guns)</i>	<i>2</i>
<i>Change Weapon</i>	<i>Left Shift (hold)</i>	<i>Torpedo</i>	<i>3</i>
		<i>Depth Charge (DC)</i>	<i>4</i>

- The *Naval Academy* mission "Manning the Guns" guides you through the use of all types of ship-borne weapons systems.
- "Aerial Ordnance" covers aircraft weapons systems.
- "Silent Hunting" details submarine weapons systems.

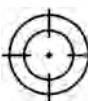
**NOTE:** For details of Aircraft Weapons Systems, see page 16.

### CROSSHAIRS



The crosshairs changes to show weapons system is currently selected, and the status of those weapons. The image at the left shows its neutral state.

### AA Crosshairs



The crosshairs for Anti-Aircraft (AA) and AA flak cannons differs from those of other ship-borne ordnance in one crucial way: it is dynamic. This means the crosshairs's appearance changes when your shots are on target.



**Target inactive** = Your shots will not hit their target.  
**Lock-on target** = Your shots will very likely hit their target.

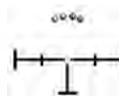
### Aiming at Fast Moving Targets

When you man the guns against airborne targets, placing the crosshairs directly over your intended target often does not change the crosshairs's state. This happens because you must "lead" the target, i.e. aim the weapon to fire where the target will be in the future. Notice in the image at right that the active crosshairs is a good distance ahead of the aircraft.



**NOTE:** The Leading Target Indicator is active in Rookie difficulty mode only.

### Artillery Crosshairs



Artillery are large-caliber main guns, suitable for attacking armored vessels, land-based fortifications and large cargo ships — all surface targets. Artillery can only be aimed at a solid surface, and not at airborne units.

### WEAPON STATUS INDICATOR LIGHTS

**Green** = Weapon is ready to fire and in range of the target.  
**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 page 25.)

### Torpedo Crosshairs



A bubbling torpedo wash is a sight that strikes fear into the heart of every seaman. These propeller-powered underwater missiles are guaranteed to blow holes in any ship they strike. Ships with hull breaches are in imminent danger of sinking, unless quickly repaired.

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



**NOTE:** 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 less room to maneuver and avoid all the torpedoes launched.

### Depth Charge Crosshairs



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

- Press 4 to move to underwater view and drop depth charges. Continued key presses release additional groups of charges.
- You can still control the ship's movement with A/D/W/S.

# AIRCRAFT

## AIRCRAFT CONTROLS

Rudder	A/D
Adjust speed	W/S
Roll left/right	mouse ←/→
Dive/Climb	mouse ↑/↓
Fire weapon	left-click
Rotate camera	Left Shift + mouse
Bomb/Torpedo Mode	Hold Left Shift to aim, then left-click to drop bomb/torpedo
Auto-land	Press and hold Alt, then press D to select <i>Land</i>



**NOTE:** For more detailed control of groups of aircraft (squadrons), see pages 27-28.

## AIRCRAFT GAME SCREEN



- ① Current target — Associated unit/current target distance shows the unit under the crosshairs. Otherwise, it is the unit your squadron is associated with. If the squadron has a target, this indicator shows the squadron's target.
- ② Target health
- ③ Distance to target
- ④ Target in range
- ⑤ Radar/Compass
- ⑥ Dynamic crosshairs
- ⑦ Unit window
- ⑧ Selected weapon — Press and hold Left Shift to change to alternate weapon, if available.
- ⑨ Unit condition
- ⑩ Altimeter
- ⑪ Artificial horizon
- ⑫ Throttle
- ⑬ Air speed indicator



## ENGINE & FLIGHT CONTROLS

You must use both flight and throttle controls simultaneously if you want to become an ace pilot.

### ALTIMETER



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

### ARTIFICIAL HORIZON



This instrument lets you gauge the attitude of your plane in relation to the horizon — ideal for flying in your straps during dog-fights.

**Green segment** = Ground or ocean surface  
**Blue segment** = Sky  
**Central line** = Horizon

### RADAR/COMPASS



As in ships, the plane's radar shows all units within a certain distance of the plane, as well as your current heading.


## AIRCRAFT WEAPONS SYSTEMS

### AIRCRAFT MACHINE GUNS & CANNONS



Both aircraft machine guns and cannons have dynamic crosshairs to show whether or not your shots are on target.

- Use **A/D/W/S** and the **mouse** to aim.
- **Left-click** to fire weapon.

 **NOTE:** If you are leading a squadron, the other aircraft in the squadron will attack the targets you specify for them. If they have no specific target, they'll attack the same unit you're attacking.

### BOMB CAM



Bombs are primed and aimed using the Bomb Cam. The crosshairs is calibrated to compensate for your forward movement, so be ready to drop bombs when the crosshairs is on your target.


- Pull and hold **Left Shift** to activate the Bomb Cam crosshairs.
- **Left-click** to release the bomb(s) when the target is under the crosshairs.

### PLANE STATUS



The Unit window tracks the health of the squadron leader; the number indicates total squadron members.

- Keep an eye on your damage status. To repair damaged units automatically, order them to land on their carrier or airfield.

 **NOTE:** For a full walkthrough on bombing, play the *Naval Academy* mission "Aerial Ordnance." Learn general flying and dogfighting in "Piloting a Plane."

### 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 are aimed using the bombing reticle.



You must drop *torpedoes* just above the water. Once launched, they cannot be aimed, so make sure you line them up effectively.

# SUBMARINES

For instruction on captaining a submarine, and avoiding detection, play the *Naval Academy* mission “Silent Hunting.”

## MOVEMENT



In addition to the helm controls on a ship, the submarine has controls for diving and surfacing. It is also equipped with a periscope for covert surveillance of surface targets and an air supply indicator.

### SUBMARINE CONTROLS

Move camera	mouse
Binoculars on/off (when surfaced)	middle mouse button
Periscope up/down	middle mouse button
Zoom binoculars/periscope	mouse wheel
Pan binoculars/periscope	mouse ←/→
Dive/Ascend toward surface	C/F

## DEPTH LEVEL INDICATOR

Submarines in *Battlestations: Midway* move in two planes: vertical and horizontal. The first set of movement controls (A/D/W/S) are the same as for surface craft, and operate identically above and below the surface of the water.

The submarine's dive and surfacing capabilities are controlled with C/F. Subs operate at four ocean levels, as described on the next page.

- **LEVEL 1 (Surface)** — Subs must surface intermittently to replenish their air supply (see below). On the surface, the sub is highly visible to other ships, making it vulnerable to enemy ordnance, including torpedoes. However, you can use the sub's own torpedoes and any deck-mounted weaponry. While on the surface, press **Left Shift** to cycle through your weapons systems
- **LEVEL 2 (Periscope Depth)** — At this depth, the sub is invisible to units without sonar. Those equipped with sonar, i.e. destroyers, recon planes, etc., can still locate you. The tell-tale sonar ping warns that you've been spotted by an enemy unit's sonar array. To avoid detection, press **Tab** to open the map 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. Subs are also highly vulnerable to depth charges at this level. Note that a raised periscope mast may be damaged if it contacts another unit. While this is not recommended, the mast might be repaired in time.
- **LEVEL 3** — This operating depth is ideal for skulking around and maneuvering your sub into position. While you're at this level, enemy units have more difficulty targeting you with depth charges, but your boat is still vulnerable to well-aimed charges.
- **LEVEL 4** — Operating the sub at this depth for extended periods causes the pressure hull to rupture, with potentially catastrophic consequences. Conversely, your sub is invisible to sonar and invulnerable to depth charges. Dive to this depth only in emergencies, and only for brief periods, in order to evade expert sub killers.

## AIR SUPPLY



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

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

## WEAPONS

Submarines are equipped with torpedoes as standard weapons. You can launch torpedoes at periscope depth or when surfaced. Aim torpedoes by steering the submarine to point at your target.

Most subs are also equipped with deck-mounted AA guns; some larger subs may even sport an artillery piece for use against armored targets. You can only use deck-mounted weapons when the sub is surfaced.

# 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.

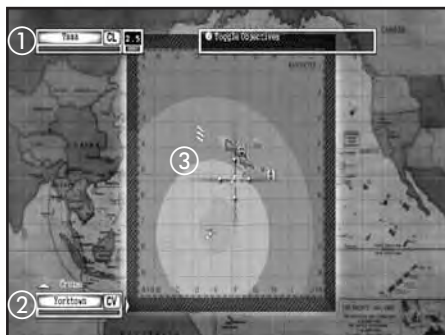
To do this effectively, make the game's management systems work for you. There are three separate systems, with some overlap, enabling you to tailor your *Battlestations: Midway* gameplay experience to your own tastes.

**NOTE:** As missions become more complex, begin 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.

- **MAP SCREEN** (see below) — Press **Tab** to open the Map screen, where you get an overview of the conflict situation in your War Room. You can direct units, order attacks and plan defense of your units here.
- **COMMAND MENU** (see page 23) — Hold down **Alt** to open the Command Menu. Issue specific as well as standing orders to individual units, groups and squadrons. Your orders affect the way these forces react when they encounter enemy units.
- **IN-GAME** — Issue orders, join units, set targets, and manually launch attacks using the crosshairs and mouse buttons.

## MAP SCREEN

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



- 1 Enemy unit
- 2 Your selected unit
- 3 Radar range (green indicates sonar/visual detection area)

### MISSION OBJECTIVES

- Gray = Active
- Green = Completed
- Red = Failed

## MAP SCREEN CONTROLS

Open/close Map screen	<b>Tab</b>
Move cursor	<b>mouse</b>
Show/Hide objectives	<b>O</b>
Cycle objectives	<b>cursor keys</b> ←/→
Zoom in/out	<b>mouse wheel</b>
Cycle formations/squadrons	<b>Q/E</b>
Cycle units in selected formation	<b>F/C</b>
Select unit	<b>left-click</b>

## MAP SCREEN ACTIONS

- **Left-click** to select a highlighted unit or squadron.
- Move the cursor over a coordinate and **right-click** to order a selected unit or squadron to move to that location.
- Move the cursor and **right-click** to create waypoints and plot a course.
- Move the cursor over an enemy unit and **right-click** to target that enemy unit with your selected unit.
- Use the **mouse wheel** to zoom in/out.
- With one ship selected, highlight a friendly ship and **right-click** to join the ships and create a formation.
- With a plane selected, highlight a friendly unit and **right-click** to circle the friendly.
- Set Orders from the Command Menu. (See page 23.)
- With a unit selected, press **Spacebar** to cancel a command.

## ISSUING ORDERS

### UNIT SELECTION



Select a unit in order to issue orders to it. A unit is selected if you can see its Unit window in the bottom left corner of the screen.

- In the Map screen, **left-click** a unit to select it.
- In-game, highlight the unit and press X to “jump in” that unit.
- Press Q/E to cycle between formations/squadrons in your control.
- Press F/C to cycle between units in the selected formation.

### ORDERING AN ATTACK



1. On the Map screen, highlight the unit you want to carry out the attack, and **left-click**.
2. On the Map screen, **right-click** an enemy unit to order your selected unit to attack it. A red arrow appears, connecting the attacking unit to its target. Also, the Target window in the top left corner of the screen shows which enemy unit is targeted.
  - If you issue an attack order to a formation leader, the other units in the formation will attack the same target.
  - If you issue an attack order to a unit within a formation, that unit will break from the formation to launch its attack.
  - A yellow light indicates a target within range of your current unit's weapons; the number above is the target's distance from the unit.
3. Once you issue an attack order, the unit attacks the target until either the target or the 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 (press **Tab**), then select the unit you want to send to the waypoint.
2. Move the cursor to the first waypoint and **right-click**. A blue line appears, indicating the route that your unit will follow.
3. Repeat steps 1 and 2 to add additional waypoints.

## COMMAND MENU



Use the Command Menu to issue specific commands to the currently selected unit or squadron. The Ship Command Menu is pictured above.

- Press and hold **Alt** to open the Command Menu.
- Use A/D/W/S to select a command.

### ORDERS

You can apply certain priorities, known as “standing orders,” to units, groups and squadrons. Standing orders affect the way a force automatically reacts in wartime situations, when you are not manually controlling it. Following is a discussion of the standing orders available from the Command Menu, and the units they relate to.

- Press A/D/W/S to toggle between orders.
- Press **Enter** to confirm and close the Command Menu.
- You can override a unit's standing orders by taking control of the unit.

### *Ships/Boats/Submarines*

- **FREE FIRE** — The unit's gunners can set and fire upon their own targets. Default: *On*.
- **FREE MOVE** — A ship can move where its captain decides is strategically best to engage with enemy units. Default: *On*. If a unit is in a formation, this defaults to *Off*.
- **TORPEDO** — If set to *On*, the torpedo-equipped ship will attempt to sink enemy craft with torpedoes. Default: *Off*.
- **TORPEDO AVOIDANCE** - Lookouts and the ship's pilot will attempt to avoid any torpedo onslaught. Default: *On*.

### *Aircraft*

- **FREE FIRE** — An aircraft can move to where its pilot decides is strategically best, to engage with targets and initiate battle.
- **CAP (Combat Air Patrol)** — If set to *On*, the squadron guards the unit it is assigned to. Highlight the unit you want to assign to a CAP and **left-click**. The squadron will guard the unit until it is issued with other orders.

## FORMATIONS

Fleet formations are groups of ships that patrol in formation. The *Naval Academy* mission “Fleet Formations” teaches you how to switch between units, and organize 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 crosshairs over the unit you want to switch to and press X.

### Creating a Formation

With one ship selected, move the crosshairs over another ship that will be the formation leader, and **right-click**. The ship you are currently in control of is now “in formation” with the formation leader.

- Press F/C to switch between formation members.
- The selected unit's order state appears above its Unit window. For example, *Follow* indicates that a unit is in formation and following the formation leader.



 **NOTE:** A gold band around a Unit window denotes a key unit.

### Changing the Shape of a Formation

1. Press and hold **Alt**, then press **S** to open the Formation screen.
2. Select the unit you want to move (highlighted yellow).
3. **Left-click** the unit and drag the mouse to adjust the position of the unit in relation to others in the formation. Repeat with other units in the formation.
4. Press **Enter** to accept changes and ensure the lead unit is underway so the units can assume their new formation.

### Leaving/Disbanding a Formation


- Select the unit you want to leave the formation, press and hold **Alt**, and press **D** to select *Leave*. The unit leaves the formation and will now act alone, according to any orders you might issue it.
- If the unit you select is the formation leader, the option is *Disband*, and it breaks up the entire formation.

## 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 its home carrier or airfield.

## SHIPS

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

 **NOTE:** When you select targets in the Map screen, the *Attack* command is applied automatically.

## REPAIRS

The Repair screen (see page 26) is available for all watercraft except the PT boat. Play the *Naval Academy* mission: “Dealing with Emergencies Onboard” for a walkthrough of the Repair screen. (Damaged aircraft should return to their base to be repaired.)

- Press **R** to open the Repair screen.
- Use the mouse or press **W/S** to select various areas of Damage Control.
- Use the mouse or press **W/S** to allocate crew to the various sections of damage control.

### REPAIR SCREEN ICONS: DAMAGE MANAGEMENT

The Repair screen icons change color as a visual key to assist with allocation of damage crew resources. Ignore this information at your peril.

- Yellow** = Mild damage
- Red** = Heavy damage
- Flashing red** = Malfunction has been identified



If a Fire icon lights up, it is wise to tackle this as a priority because of the chance of a secondary explosion. Ignore Fire icons for too long, and a magazine explosion may well destroy your ship.



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

## REPAIR SCREEN



- ① 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 Hull Breach icon — When lit, indicates a breach in the hull. Fewer arrows indicate a less serious breach.
- ⑨ Flooding — A visual indication of how much water the ship has taken on. Assign more crew to Water duties if this is filling.
- ⑩ Fire icon — When lit, indicates a fire is present onboard.
- ⑪ Flight Deck icon — When lit, indicates damage to the flight deck.
- ⑫ Cog icon — When lit, indicates damage to the engines.
- ⑬ Ship's Wheel icon — When lit, indicates damage to the steering.

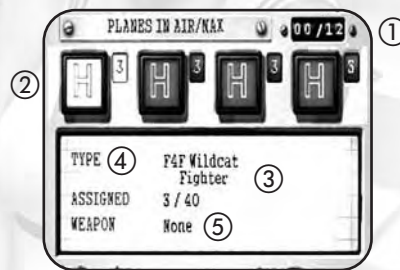
## CONTROLLING CARRIERS

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. The *Naval Academy* mission "Carrier Ops" details the basics of managing an aircraft carrier and its flight deck.

- Control a carrier's movement just like any other large ship.

### FLIGHT DECK PANEL

When in control of a carrier, press **Left Shift** to open/close the Flight Deck Panel. Use this panel to manage your aircraft.



- ① Number of planes airborne/maximum number
- ② Squadron status
- ③ Squadron details
- ④ Plane type
- ⑤ Additional ordnance loadouts

### Giving Orders to Squadrons

You can issue orders from the Flight Deck Panel to control the squadrons of aircraft at your disposal. Use **A/D** to highlight a Squadron Status icon (*below*), and then **left-click** repeatedly to cycle through available orders. (For a list of orders, see page 28.)



Squadron is in hangar.



Squadron is ordered to take off.



Squadron is in the air following last orders.



Squadron is under landing orders.



Squadron has been destroyed. This squadron is no longer available. Launch a new squadron, if one is available.

### Squadron Orders

- **SELECT AIRCRAFT TYPE** — With the Flight Deck Panel open, press A/D to highlight a squadron slot. Press S to select *Type*. Then press A/D to choose the type of plane for this squadron.
- **SELECT NUMBER OF AIRCRAFT** — With the Flight Deck Panel open, press S until *Assigned* is highlighted. Press A/D to choose the number of planes in the squadron: 3 max for a medium bomber squadron; 5 max if you can launch in any other squadron.
- **SELECT SECONDARY WEAPON** — Press S until *Weapon* is highlighted and then press A/D to select the aircraft's secondary weapon. Different aircraft have different armament options.
- **ATTACK CARRIER'S TARGET** — If a carrier has a target (check the Target window at the top left of the screen), **right-click** to launch squadrons against this target.
- **"JUMP IN" COMMAND** — To quickly jump to a squadron from the Flight Deck Panel, select the squadron and press X. You'll jump to the view of the squadron leader's plane.

### Squadron Leader's Orders

Commanding squadrons effectively could mean the difference between success and failure as a naval strategist. If you gain the skill to use squadrons skillfully and efficiently, they could become your most powerful weapon.

- **ACQUIRE CLOSEST TARGET** — **Right-click** to select the closest target. **Right-click** repeatedly to cycle through other potential targets.
- **COMMAND MENU** — Use the Command Menu to issue standing orders, attack, regroup and landing orders to the other aircraft in your squadron. Press and hold **Alt** to open the Command Menu, and press A/D/W/S to select the specific order. (See page 23.)
- **ESCORTS** — Escorts (and CAP *below*) are key uses of your fighter squadrons, crucial for guarding the heart of your task force, and achieving tough mission objectives against a determined foe. With a squadron selected, highlight a unit in the Map screen and **right-click**. The squadron is linked to the unit or squadron by a green line and will now patrol the skies above or around that unit, and acquire and attack targets if their Command Menu orders are set to *Free Fire: On*. (See page 23.)
- **CAP (Combat Air Patrol)** — This order equals *Escorts* in tactical value. When CAP is applied, aircraft engage with enemy units at a range of 2 miles. A CAP order automatically sets *Free Fire: On*.

## OPTIONS

To adjust various options within *Battlestations: Midway*, select *Options* in the Main Menu, or press P or Esc in-game to open the Pause Menu. Select *Options* to open the Options Menu. **Left-click** select/confirm/advance to a sub menu.

- **GAME** — Enable subtitles, camera shake and water drops on camera options.
- **AUDIO** — Adjust volume settings for music, speech and sound effects. If your system supports EAX, select *Enable EAX Effects* to adjust the speaker system settings.
- **VIDEO** — Adjust a range of display and graphics detail settings.
- **CONTROLS** — View and remap a range of controls, or choose a preset configurations (depending on your game controller).

## AWARDS

Access *Awards* from the Main Menu to see details of your service record.

- **MEDAL SCREEN** — View the medals you've won or the conditions required to be awarded such accolades.
- **UNIT IDENTIFICATION** — Brush up on your unit recognition skills.
- **MOVIES** — Review film footage unlocked as you complete missions.
- **LEADERBOARDS** — View your online status.
- **ACHIEVEMENTS** — View the list of your achievements so far, and the gamer points won for each of the 22 achievements available. These points add to your Multiplayer gamer score. (Small craft such as LCPs, LSTs and PT boats do not count toward any achievement that requires sinking marine vessels.)

# MULTIPLAYER MODE

**Battlestations:** *Midway* for PC offers two Multiplayer options, allowing you to enjoy a variety of Multiplayer mission with friends, by using a crossover Ethernet Cable or Local Area Network (LAN), or by playing online, using the GameSpy Matchup service.

- **LAN GAME** — Participate in a game of up to 8 players over a Local Area Network. Connecting more than two PCs requires a hub/router and a CAT 5 Ethernet cable for each PC.
- **INTERNET GAME** — If your PC has a broadband Internet connection, choose this option to pit your wits against players from around the world.

## LAN GAME

To set up a Multiplayer session locally, connect from 2 to 8 PCs using crossover Ethernet Cables. Alternately, use a hub, switch or router that is part of your home network.

### HOSTING A LAN GAME

1. From the Main Menu, select **Multiplayer** ⇨ **LAN Game** ⇨ **Create Server**. The server name is set as your currently selected profile name.
2. Select the number of **Player Slots** (max 8).
3. In the Game Lobby, **left-click** the arrows (or press the **cursor keys** ←/→) to select the Mission Map. Once the map is selected, all players can consult the Briefing screen.
4. All players must now highlight **Select Player Slot** and choose their units (*icons pictured below*). Roll the mouse over the units to see unit information.
5. Finally, all players must select **Ready**. The game starts when the host selects **Ready**.

### MULTIPLAYER UNIT ICONS



Armor rating



AA Gun complement



Speed rating



Torpedo complement



Main gun complement



Shipyard



Airfield



Number of fighters



Number of torpedo bombers



Number of dive bombers

## JOINING A LAN GAME

1. **Left-click** **Join Server**. The Server Browser menu appears, displaying all current sessions on the network.
  - **Left-click** **Refresh** if the server you want to join isn't on the list yet.
  - **Left-click** **Sort Servers** to re-order available sessions by **Ping** (low ping figure means faster connection), **Free Slot** or **Max Players**.
2. **Left-click** the session you want to join. If the **Join** option is active, **left-click** to proceed. The Game Lobby appears.
3. After the host chooses a mission, **left-click** **Select Player Slot**.
4. Choose a slot based upon available units. **Left-click** an empty slot, and then **Left-click** **Back** to return to the Game Lobby.
5. Click **Ready** and wait for other players to join. The game begins when the host selects **Start**.

## INTERNET GAME

### LOGGING INTO GAMESPY

A GameSpy account is required in order for you to play *Battlestations: Midway* over the Internet. There are two ways to access GameSpy settings from the Main Menu:

1. **Left-click** **Multiplayer**, and then **left-click** **Internet Game**. — OR —
  2. When logging in with a new profile, **left-click** **Yes** at the GameSpy prompt.
- **NEW ACCOUNT HOLDERS** — Enter a nickname, which will be your GameSpy online gamer name on GameSpy. Enter a valid email address and password for your GameSpy account. Finally, **left-click** **Register**.
  - **EXISTING GAMESPY ACCOUNT HOLDERS** — Enter your GameSpy nickname, the email address you registered with, and your account password. Click **Login Selected** to log-in.

### INTERNET GAME MENU

- **QUICK GAME** — Join an online game in one key press. If no games are available, create and host one.
- **JOIN HOST** — Search for a particular online game by choosing game characteristics. To join, follow the steps *at the top of this page*.
- **CREATE HOST** — Host a *Battlestations: Midway* session, control the settings, and choose maps. To host a game, follow the steps on *page 30*.
- **LOG OFF** — Log-off from your GameSpy account.
- **CHAT BOX** — **Left-click** the Chat Box in the lower left corner, enter *to chat* from the keyboard, and press **Enter**. Press the **cursor keys** ←/→ to switch modes between *General Chat* and *Team Chat*.



## 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, in which they patrol the skies above a designated site.
CINCPAC	Commander-in-Chief, Pacific. The commander responsible for all US service forces in the Pacific Theater.
CL	Light cruiser.
COMSUBPAC	Commander Submarine Force, Pacific. The commander responsible for US submarine operations in the Pacific Theater.
DC	Depth charges.
DD	Destroyer.
FLAK	Explosive air-bursting shells fired at planes from large-caliber guns. The term is derived from the German work <i>Fliegerabwehrkanone</i> , which means "anti-aircraft weapon."
IJN	Imperial Japanese Navy.
LCP	Landing Craft, Personnel. A small vessel used to ferry troops, small vehicles and supplies to and from a transport ship.
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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**CONTACTING TECH SUPPORT**

If you have a technical problem with the game, our Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please feel free to contact us via email, fax, telephone or letter. (When contacting us via email or fax, please be sure to put the game title in the subject of your message.)

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The second fastest way to get an answer to your question is to email us. (You will find our email submission forms at our web site.) We typically respond to email queries within 24-48 hours during the business week. Response times can be considerably longer over the weekend, holidays and immediately after a product release. It all depends on how many people we have working and how much email is coming in at any one time, but we do try really hard to get you the right answer as quickly as possible. Weekdays, excluding holidays, during the hours when the phones are open, we still give email questions our highest priority.

Through this site you will also have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available.

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We are available to take your calls Monday through Friday, 9:00 a.m. – 12 noon and 1 p.m – 5:00 p.m., Pacific Time at (415) 615-6220 (voice) or (415) 547-1201 (fax). Our tech support department is closed on all major holidays.

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- What version of Windows® you are using.
- A copy of your DirectX Diagnostics report.
  1. Click *Start*.
  2. Click *Run*.
  3. Type *dxdiag*.
  4. Click *OK*.
  5. Click the *Save Information* button and save the file to your computer.
- When you call our Technical Support line, either have this file open or have a printed copy.
 

If you send an email query you may attach the file to the email.
- What error message(s), if any, you have had.
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For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 12:00 noon and 1:00 p.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. Customer Support Representatives will not provide game hints, strategies or codes.

**PRODUCT RETURN PROCEDURE**

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included and you will need to include a daytime phone number so that we can contact you if necessary. Any materials not containing this authorization number will be returned to you unprocessed and unopened.

Send your postage-paid package to the following address:

Eidos, Inc. Customer Services  
RMA# (state your authorization number here)  
651 Brannan Street, Suite 400  
San Francisco, CA 94107

**You are responsible for postage of your game to our service center.**