



THE HISTORY CHANNEL.

BATTLE FOR THE PACIFIC™



ACTIVISION®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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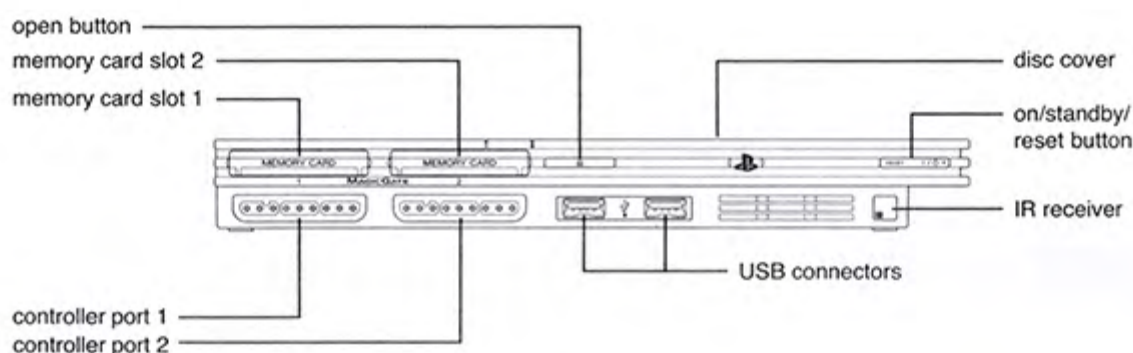
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert THE HISTORY CHANNEL® Battle for the Pacific™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

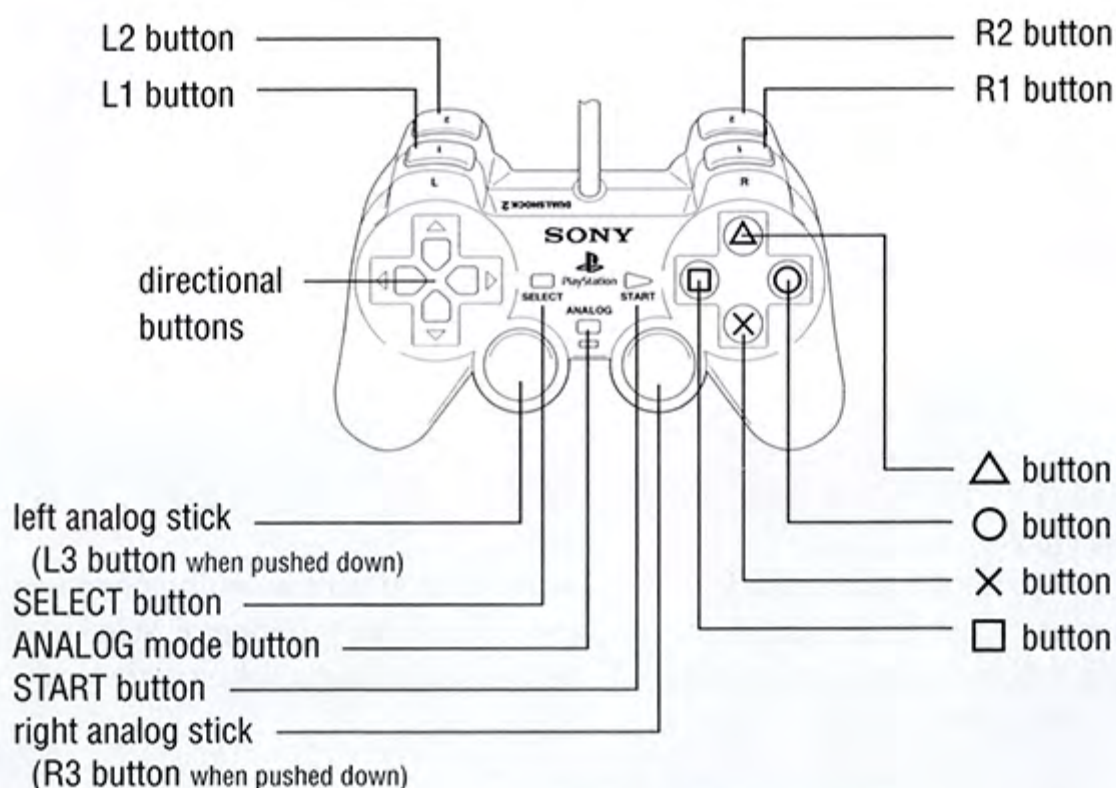


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STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

left analog stick	Move
L3 button	Crouch
right analog stick	Look
SELECT button	Objectives Screen
START button	Pause/Menu
△	Grenade
○	Reload
R1 button	Fire
R2 button	Aim
L1 button	Melee
←	Pistol
↑	Main Weapon/Zoom In
→	Knife /Katana
↓	Grenade/Zoom Out



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OVERVIEW

(1937-1945) Pacific Theater: World War II. THE HISTORY CHANNEL® Battle for the Pacific begins with the main character, Lt. Jonathan Farrell. Lt. Farrell has just returned from fighting in Europe only to be hand-picked for a special ops group in the Pacific codenamed "Eagle Rage." Lt. Farrell operates as a one-man-army single-handedly carrying out covert missions across the Pacific. Encountering enemies around every corner, Lt. Farrell must infiltrate, remain stealthy, perform rescue missions, and do what he can to help Allied forces in the Pacific gain ground against the Japanese.

MISSIONS

MISSION 1: "WELCOME TO THE PACIFIC"

Corregidor

Lt. Farrell begins this mission in a US Army base where amid the chaos and destruction he is told that he must deliver documents to General MacArthur. Lt. Farrell must fight his way through the base with these documents to his final destination—the beach.

MISSION 2: "SPECIAL DELIVERY"

Corregidor

After getting knocked unconscious, Lt. Farrell must continue his mission across the beach to a waiting PT boat where he will destroy mines, chase boats, and shoot Japanese Zeroes. If completed, Lt. Farrell will arrive safely at the General's stronghold with the documents.

MISSION 3: "BATTLE FOR GUADALCANAL"

Guadalcanal

After delivering the documents to the General, word of an enemy seaplane base on the nearby island of Tanambogo has Lt. Farrell landing on the beach of Gavutu, a neighboring island. Once on Gavutu, Lt. Farrell must make his way across the island to a causeway connecting the islands. Once he makes his way to the seaplane base he must destroy it.



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MISSION 4: "TANGO IN TANAMBOGO"

Guadalcanal

After destroying the seaplane base on Tanambogo, Lt. Farrell's only way out is the extraction point he started from on Gavutu. The only problem is...the enemy has already been alerted to his presence. He must cross the causeway, destroy it, and return to the beach.

MISSION 5: "TAKING BACK HENDERSON"

Guadalcanal

After destroying the seaplane base and successfully making his way out, Lt. Farrell receives a new mission—wipe out nearby Henderson Airfield, occupied by the Japanese. He must make his way to the airfield where he will use his binoculars to call in 3 air strikes to cripple the base.

MISSION 6: "EARNING SOME R&R"

Milne Bay

While receiving orders from an officer at Milne Bay airfield, the island is attacked by the Japanese and Lt. Farrell's mission is expedited. He is given important documents and is charged with getting these off the island at all costs.

MISSION 7: "FINISHING THE JOB"

Buna Gona

The player is sent to gather communication codes from a village on the island of Buna Gona. After hearing from a dying fellow soldier that the surrounding swamps and village are littered with enemies, Lt. Farrell must carefully make his way through enemy territory to gather the needed communication codes.

MISSION 8: "SHADOW OPERATION"

Truk

After learning that the communication codes are no longer on Buna Gona, Lt. Farrell makes his way to the island of Truk and must stealthily infiltrate a submarine base where he must steal enemy communication codes and bring them back to Allied forces. If the alarm is sounded and Lt. Farrell's presence is detected, the mission has failed.



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MISSION 9: "BRING 'EM HOME"

Guam

For this mission, Lt. Farrell is instructed to head to the island of Guam to quietly infiltrate a POW camp and escort several missing POWs safely off the island via a stolen Japanese boat. Lt. Farrell must use the boat's guns to escape the island.

MISSION 10: "INTO THE LION'S DEN"

Tinian

Lt. Farrell is instructed to head to Tinian where he must fight his way to the Japanese controlled Tinian Base and radio the coordinates of his location to Allied soldiers so they can follow up with an air strike on an enemy supply depot. Once complete, he must find a way back to the extraction point.

MISSION 11: "NO WAY OUT"

Tinian

After radioing in for an Allied air strike on Tinian Base, Lt. Farrell loses his radio and must find an alternate way of communicating to Allied forces where to pick him up. He must find a way to signal for help and then reach the extraction point.

MISSION 12: "MY TICKET HOME"

Iwo Jima

The final mission requires Lt. Farrell to make his way to Iwo Jima and up Mt. Suribachi where his mission is to place stolen explosives on two machine gun bunkers at the top of the mountain, and then run like heck to the beach and Allied victory.

COMMENDATIONS

FOR SWEEPER

Bronze: This badge is awarded for bravely killing at least 15 enemies on the battlefield.

Silver: This badge is awarded for valiantly killing at least 25 enemies on the battlefield.

Gold: This medal is awarded for heroically killing at least 35 enemies on the battlefield.



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FOR SHARPSHOOTER

Bronze: This badge is awarded for noteworthy accuracy—45%.

Silver: This badge is awarded for outstanding accuracy—55%.

Gold: This medal is awarded for legendary accuracy—65% .

FOR AQUILA EYE

Bronze: You will earn this badge for hits at a decent distance. Everything within 65 meters better watch out!

Silver: You will earn this badge for hits at a respectable distance. Everything within 80 meters better watch out!

Gold: You will earn this medal for hits at an extraordinary distance. Everything within 95 meters better watch out!

FOR BULLET PROOF

Bronze: This badge is awarded for dodging tactics in the field, after having been hit by less than 40 bullets.

Silver: This badge is awarded for elusive tactics in the field, after having been hit by less than 20 bullets.

Gold: This medal is awarded for ghost-like tactics in the field, after having been hit by less than 10 bullets.

FOR MARKSMAN

Bronze: This badge is awarded for skillful aim, after taking at least 15 enemy headshots on the field.

Silver: This badge is awarded for accurate aim, after taking at least 25 enemy headshots on the field.

Gold: This medal is awarded for precise aim, after taking at least 35 enemy headshots on the field.

FOR SLUGGER

Bronze: You have to be bold in close combat to be awarded this badge for at least 5 melee kills.

Silver: You have to be courageous in close combat to be awarded this badge for at least 10 melee kills.

Gold: You have to be fearless in close combat to be awarded this badge for at least 20 melee kills.



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CUSTOMER SUPPORT

ONLINE SUPPORT

Internet: support@activisionvalue.com
or <http://www.activisionvalue.com>

OTHER CONTACT METHODS

Fax

(952) 918-9560, 24 hours/day

Mail

Activision Value, Customer Support
7800 Equitable Drive
Eden Prairie, MN 55344

Phone

(952) 918-9500. Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

Registration

Register your product online at <http://register.activision.com> so we can enter you in our monthly drawing for a fabulous Activision prize.

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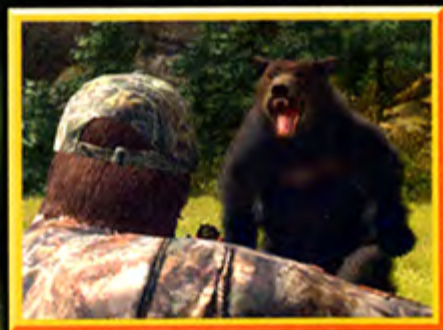
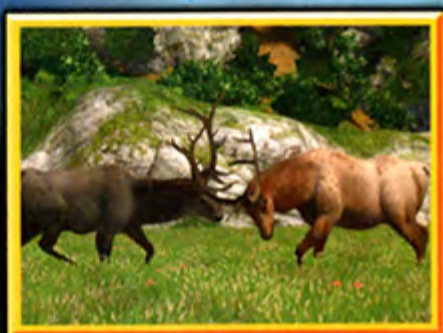
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