XBOX 360

AIR ★ CONFLICTS
PACIFIC CARRIERS

GAMES FARM

bitComposer GAMES

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

CONTENTS

CONTROLS

In general are two type of controls:

- <u>Arcade</u> – Two axis aircraft control– horizontal (left-right) and vertical (up-down)

- <u>Simulation</u> – 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 starting a mission.

Xbox 360 Controller (Arcade)

LT Fire Weapons

RT Machine guns / tail gunner fire

LB Switch Weapons

RB Target Camera

L Steer aircraft

BACK Gear Up/Down
Hold: Switch Aircraft

Hold to activate tail gunner mode

R Camera control – pressing change camera / tail gunner aiming

Y Increase Speed

X Decrease Speed

B Fire Weapon

A Machineguns

START Game Pause
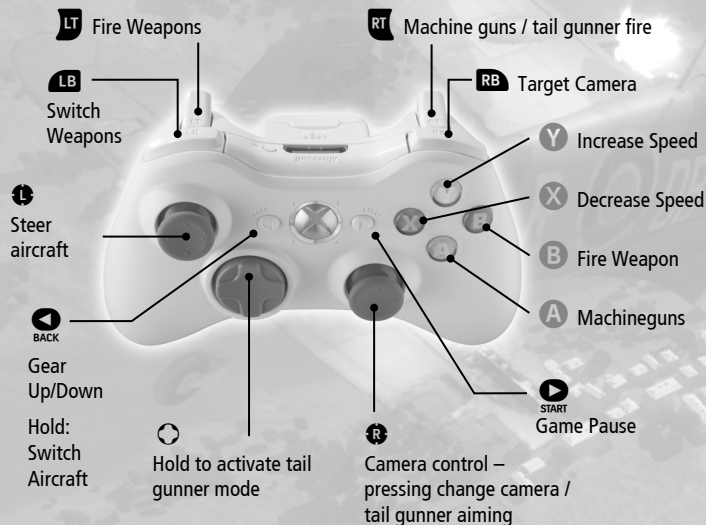
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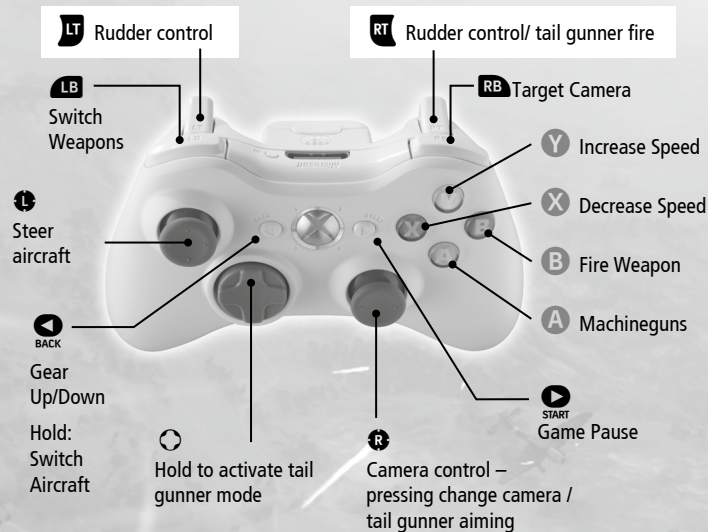
Types of camera views

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.

WELCOME TO
AIR CONFLICTS: PACIFIC CARRIERS

Air Conflicts: Pacific Carriers is an arcade flight simulation game set in the Pacific theatre 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 downloadable content.

The mission content of this game is based upon real history and situations in the Pacific theatre 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 prespectives from two very different nations...

Use your identity

Game saves are performed automatically if you are signed in with your gamer profile. When you sign in or sign out while playing the game, you will be returned to the title screen.

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 on offer 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.
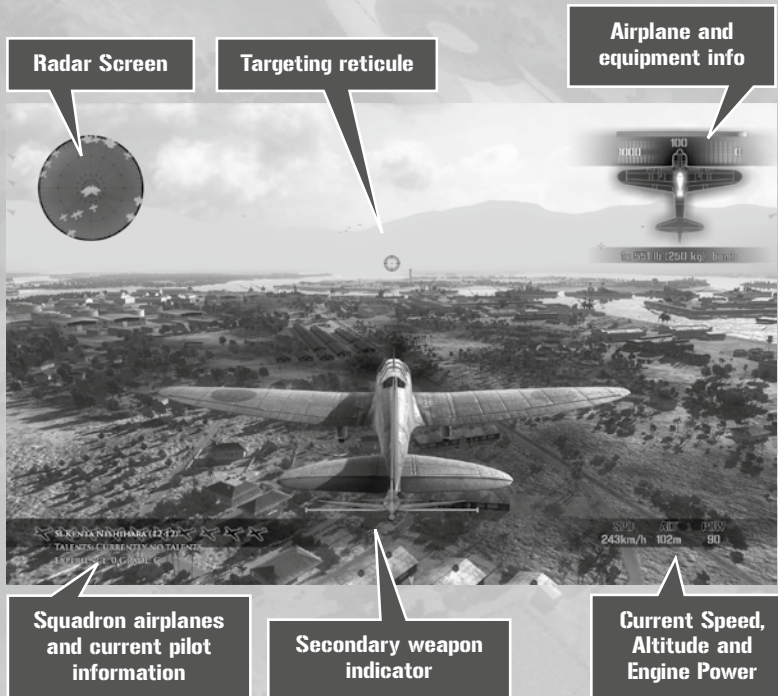
Radar Marks

	(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)		

User Interface

Radar Screen

Targeting reticule

Airplane and equipment info

Squadron airplanes and current pilot information

Secondary weapon indicator

Current Speed, Altitude and Engine Power

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 lbs bombs, you might load four 250 lbs 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 are two types of weapon, 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 right-top 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 corresponds 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 machinegun 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 (Missed in Action). When pilots become MIA, thay 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

Unter „Listen bearbeiten" in der Missionsauswahl können Sie Ihre Staffeln verwalten. Dort können Sie die Anordnung der Piloten verändern oder erfahrene Piloten aus riskanten Missionen heraushalten.

Ihnen stehen vier Schwierigkeitsgrade zur Auswahl:

- **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:

- SYSTEM-LINK – local area network play. You can play with players who are connected to your home network

- XBOX LIVE – play with players who are connected to the XBOX LIVE service

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 XBOX LIVE 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.

NOTE:
Only Public games are displayed in this list. Private games (session) are not displayed in this list. To join Private games you will require a game invitation.

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

If you don't have Open NAT type, you may be unable to hear headset audio from some players. For more info visit **www.xbox.com/support**

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 or invite your friend to play. For the host player there is also the option to end the entire game.

Remember that you can connect your headset to speak with other players.

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 first 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 (SYSTEM LINK)	If you define a password, only players with that password will be able to join you game.
Game Type (XBOX LIVE)	You can specify whether the game is a public or private session. If the session is private, other players will be able to join only if they receive an invitation from the host.
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

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 switches between Xbox 360 Controller Arcade and Simulation modes.
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.
Sensitivity 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.
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.
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 friends and enemies).
GUI Enabled	This setting will display or remove the graphics user interface (like radar, rev meter, dialogues etc.)

XBOX LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to **www.xbox.com/live** to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries**.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings**.

CREDITS

**DEVELOPMENT
GAMES FARM**

Head of Development
Peter Nagy

Project Lead
Peter Adamcik

**PlayStation®3
programming**
Jan Kerekes

**Additional
programming**
Peter Raska

3D artist
Simon Meszaros

Additional 3D artist
Martin Miklica
Vladimir Roth
Lubomir Timko
Martin Timko
Michael Molcan
Martin Kocisek
David Jankes

2D artist
Simon Meszaros

Additional 2D artists
Tibor Jursa

Additional art
Peter Adamcik
Peter Sviantek

**Senior technical
consultant**
Marek Baca

QA Lead
Martin Ohriska
Peter Saro

QA
Peter Sviantek
Ivan Schlossar
Vladimir Schlossar
Peter Hornak
Michael Babincak
Richard Loukuta
Vladimir Baloga

PUBLISHING
BITCOMPOSER
ENTERTAINMENT AG

Board of Directors
Wolfgang Duhr
Oliver Neupert
Stefan Weyl

Director Development
Elmar Grunenberg

Jr. Producer
Helge Peglow
Michael Hoss

Director Marketing & PR
Stephan Barnickel

Product Manager
Cornelia Stegemann

Public Relations
Nadine Knobloch

Marketing Assistant
Timothy Thee

Director Sales
Veronika Tomasevic Sanz

Sales Manager
Andreas Gaus

Online Marketing
Timo Fegeler
Manuel Beutel

Finance
Silvia Seibert
Mya Nguyen

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AG
www.bitComposer.com

TECHNICAL SUPPORT

Tel.: +44 (0) 14 62 / 48 73 73   **E-Mail:** support@pqube.co.uk