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Game Experience May
Change During Online Play

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WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

BATTLESTATIONS ★ MIDWAY ★

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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 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?

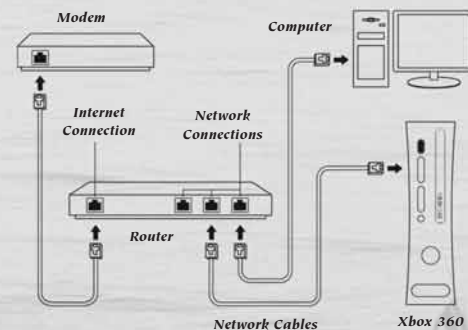
- Enter the Naval Academy and be schooled in the noble art of seamanship.
- Grow in stature as a naval commander, and try your hand at a range of Challenge missions.
- Throw yourself into the fray in Multiplayer mode, competing with equal opponents via Xbox Live®.
- Check out the comprehensive *Battlestations: Midway* website at www.battlestations.net.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox Live®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox Live, connect your Xbox 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.



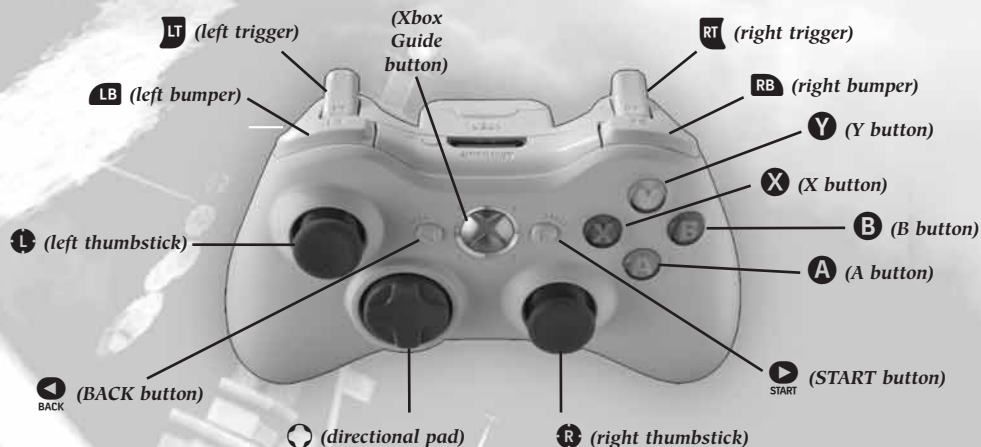
FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

USING THE XBOX 360 CONSOLE

1. Set up your Xbox 360 video game system by following the instructions in the Xbox 360 Instruction Manual.
2. Press the power button and the Ring of Light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Battlestations: Midway* disc on the disc tray and close the disc tray.
5. Follow all on-screen instructions and refer to this manual for more information about playing *Battlestations: Midway*.
6. Select your preferred language from the Xbox Dashboard. *Battlestations: Midway* supports English, French, German and Italian.

DEFAULT CONTROLS



NOTE: To swap the functions of **L** and **R**, press **START** to open the Pause Menu, select *Options*, select *Controls*, and set *Movement* to either **L** or **R**.

MENU CONTROLS

Highlight option	L / R or DPAD / DPAD
Change setting/Move slider	L / R or DPAD / DPAD
Confirm/Next menu	A
Cancel/Previous menu	B
Previous menu	BACK

GAME CONTROLS

Rudder	L / R
Adjust speed	L / R
Roll left/right (aircraft)	R / R
Dive/Climb (aircraft)	R / R
Ascend/Dive (submarine)	DPAD / DPAD
Rotate camera (marine vessels)	R
Rotate camera (aircraft)	L and hold, then rotate


GAME CONTROLS (CONTINUED)

Select unit	DPAD
Fire weapon	RT
Change weapon	LT
Bomb mode	LT (pull and hold, then press RT to drop bomb/torpedo)
Bomber cam	RT (pull and hold with bomb/torpedo selected)
Select/Clear target	A / B
Binoculars/Periscope	Y
Zoom binoculars/periscope in/out	L / L
Command Menu	Hold X , use DPAD to select order
Repair Screen	LB
Control Panel (Flight Deck/ Airfield Launch/Shipyard)	RB (with unit/facility selected)
Map screen	BACK
Zoom map in/out	LT / RT
Pause/Skip cutscene	START

QUICK START

To launch a Single Player game:

1. Select *Single Player* from the Main Menu.
2. 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 at your disposal.

NOTE: Mission 1 of the *US Campaign* has a walkthrough, included in this manual on page 32.

3. Select one of the unlocked missions, and then press **A** to continue to the Mission Map and Briefing screen.
4. Select a difficulty level and press **A** to progress to the Load screen. Good luck!


MAIN MENU

You access all game modes from the Main Menu, and return here when you quit your game.

- **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.
- **XBOX LIVE** — 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*, *Controls* and *Storage* settings. (See page 29.)
- **AWARDS** — View the *Medal Screen*, *Unit Identification* and *Videos*.
- **LEADERBOARDS** and **ACHIEVEMENTS** — Check game awards. (See page 29.)
- **DOWNLOADABLE CONTENT** — Download additional missions, multiplayer maps, and more!
- **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.
-  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.

- When you choose a mission, the Mission Objectives screen appears. Press **○** / **○** to cycle through the objectives.
- Press **Y** to view mission background and order of battle.

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.



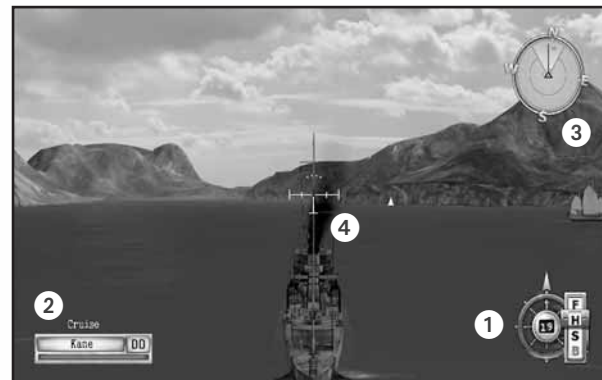
Naval Academy missions can be replayed.

SHIPS & SURFACE CRAFT

SHIPS & SURFACE CRAFT CONTROLS

Rudder	
Adjust speed	
Aim weapon/Rotate camera	
Fire weapon	
Change weapon	

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

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

ADJUST SPEED

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

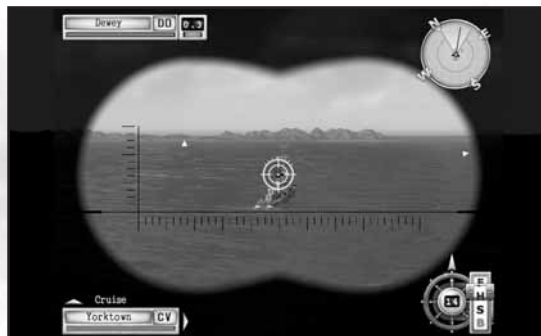


- Use **R** to look around your ship, pilot it and acquire targets.

Binoculars (on/off)



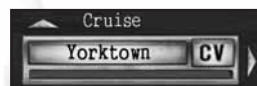
, then **L**/**R** to zoom



- 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
- B** = Reverse
- Left arrow** = Other units under your control
- Up arrow** = Other units in this unit's formation

- To jump to other units under your command, press **←**/**→**.
- To jump to other units in the formation, press **↑**/**↓**.

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	LCP = Landing Craft, Personnel

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



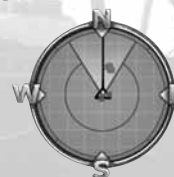
- The *Naval Academy* mission "Dealing with Emergencies Onboard" guides you through the ship's repair systems. (See page 25.)

RADAR/COMPASS

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



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

- Use **R** 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 **BACK** to open the map.

SHIPS & SURFACE CRAFT WEAPONS SYSTEMS

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

Aim Weapon 

Fire Weapon 

Change Weapon 

- 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.

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.

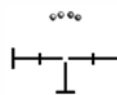
Aiming at Fast Moving Targets

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.



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



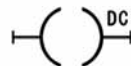
A bubbling torpedo wash is a sight that strikes fear into the heart of every seaman. These propeller-powered underwater missiles are guaranteed to blow holes in any ship they strike. Ships with hull breaches are in imminent danger of sinking, unless quickly repaired.

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





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.

- Pull  to move to underwater view and drop depth charges. Further trigger pulls release additional groups of charges.
- You can still control the ship's movement with .

AIRCRAFT

AIRCRAFT CONTROLS

Rudder	(L / L)
Adjust speed	(L / L)
Roll left/right	(R / R)
Dive/Climb	(R / R)
Fire weapon	RT
Rotate camera	L and hold, then move
Bomb Mode	Pull and hold LT to aim, then press RT to drop bombs/torpedoes
Auto-land	Press and hold X , then press (C) to select <i>Land</i>



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 Unit condition
- ⑨ Selected weapon — Pull and hold **LT** to change to alternate weapon, if available.
- ⑩ Altimeter
- ⑪ Artificial horizon
- ⑫ Air speed indicator
- ⑬ Throttle

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 "augering in" to 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 the flight controls to aim.
- Press **LT** to fire weapon.

 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 MODE




Bombs are primed and aimed using Bomb Mode. 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 **LT** to activate the Bomb mode crosshairs.
- Pull **RT** to release the bomb(s) when the target is under the crosshairs.
- After dropping bombs, if you hold down **RT**, you can follow the trajectory of the ordnance with the Bomber cam.

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.
-  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	
Binoculars on/off	
Periscope up/down	
Zoom binoculars/periscope	
Pan binoculars/periscope	
Dive/Ascend toward surface	

DEPTH LEVEL INDICATOR

Submarines in *Battlestations: Midway* move in two planes: vertical and horizontal. The first set of movement controls () 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 . 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 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 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.

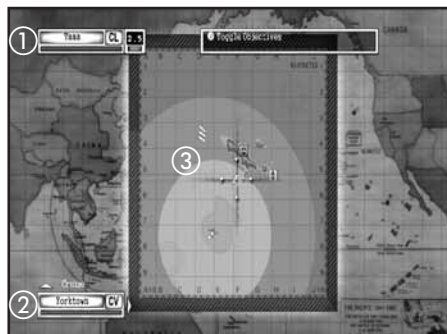
To do this effectively, make the game's management systems work for you. There are three separate systems, with some overlap, enabling you to tailor your *Battlestations: Midway* gameplay experience to your own tastes.

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 **BACK** 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 **X** 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 **A**.

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

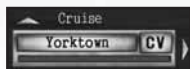
Open/close Map screen	BACK
Move cursor	R
Show/Hide objectives	Y
Cycle objectives	○ or A
Zoom in/out	LT / RT
Cycle formations/squadrons	○ / ○
Cycle units in selected formation	○ / ○
Jump between units	L in direction of next unit
Select unit	R

MAP SCREEN ACTIONS

- Click **R** (**R**) to select a highlighted unit or squadron.
- Move the cursor over a coordinate and press **A** to order a selected unit or squadron to move to that location.
- Move the cursor and press **A** to create waypoints and plot a course.
- Move the cursor over an enemy unit and press **A** to target that enemy unit with your selected unit.
- Use **LT**/**RT** to zoom in/out. Pull **LT** twice to zoom completely in or out.
- With one ship selected, highlight a friendly ship and press **A** to join the ships and create a formation.
- With a plane selected, highlight a friendly unit and press **A** to circle the friendly.
- Set Orders from the Command Menu. (See page 23.)
- With a unit selected, press **B** 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 or in-game, highlight the unit and click **R** to select it, or press **◀**/**▶** to cycle between units (and formations) under your control.

ORDERING AN ATTACK



1. Highlight the unit you want to carry out the attack, and press the **right mouse button**.
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 **BACK**), then select the unit you want to send to the waypoint.
2. Use **R** to move the cursor to the first waypoint and press **A**. 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 **X** to open the Command Menu.
- Use **◀** to select a command.

STANDING 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.

- Use **◀** to toggle between orders.
- Press **A** 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: Yes.
- **FREE MOVE** — A ship can move where its captain decides is strategically best to engage with enemy units. Default: Yes. If a unit is in a formation, this defaults to No.
- **TORPEDO** — If set to Yes, the torpedo-equipped ship will attempt to sink enemy craft with torpedoes. Default: No
- **TORPEDO AVOIDANCE** - Lookouts and the ship's pilot will attempt to avoid any torpedo onslaught. Default: Yes.

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 press **A**. 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 / , or position the crosshairs over the unit you want to switch to and click .

Creating a Formation

With one ship selected, move the crosshairs over another ship that will be the formation leader, and press . The ship you are currently in control of is now "in formation" with the formation leader.

- Press / 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.



A gold band around a Unit window denotes a key unit.

Changing the Shape of a Formation

1. Press and hold , and then press to open the Formation screen.
2. Use to choose the unit you want to move (highlighted yellow).
3. Use to adjust the position of the unit in relation to others in the formation. Repeat with other units in the formation.
4. Press 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 , and use 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.
- 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 to open the Repair screen.
- Press / to select various areas of Damage Control.
- Press / 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 **RB** 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 **○** to highlight a Squadron Status icon (*below*), and then press **A** 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. Highlight the destroyed squadron icon and press **A** to launch a new squadron.

Squadron Orders

- **SELECT AIRCRAFT TYPE** — With the Flight Deck Panel open, press **(Left Stick) / (Right Stick)** to highlight a squadron slot. Press **(Left Stick)** to select *Type*. Then press **(Left Stick) / (Right Stick)** to choose the type of plane for this squadron.
- **SELECT NUMBER OF AIRCRAFT** — With the Flight Deck Panel open, press **(Left Stick)** to highlight *Assigned*. Press **(Left Stick) / (Right Stick)** 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 **(Left Stick)** to highlight *Weapon* and then press **(Left Stick) / (Right Stick)** 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), press **(Y)** to launch squadrons against this target.
- **"JUMP IN" COMMAND** — To quickly jump to a squadron from the Flight Deck Panel, press **(R)**. 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** — Press **(A)** to select the closest target. Press **(A)** 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 **(X)** to open the Command Menu, and use **(Left Stick)** 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 press **(A)**. The squadron is linked to the unit or squadron by a blue 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: Yes*. (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: Yes*.

OPTIONS

To adjust various options within *Battlestations: Midway*, highlight *Options* in the Main Menu, or press **(START)** in-game to open the Pause Menu and then highlight *In-Game Options*. Press **(A)** to open the Options Menu. Use **(Left Stick)** to cycle options. Press **(A)** to select/confirm/advance to a sub menu.

- **GAME** — Enable subtitles, camera shake and water drops on camera options.
- **AUDIO/VIDEO** — Adjust display and volume settings. (Audio settings are automatically loaded from the Xbox Dashboard.)
- **SCREEN EFFECTS** — Apply *Bloom* and *Old Film* visual effects to your game screen. (Screen settings are automatically loaded from the Xbox Dashboard.)
- **CONTROLS** — Invert **(Left Stick) / (Right Stick)** vertical controls for camera and planes, swap **(Left Stick) / (Right Stick)** controls, and view current control layout.
- **STORAGE** — Choose where to save your progress, if you have both an Xbox 360 Hard Drive and an Xbox 360 Memory Unit. If you have a storage device, you can also *Disable Autosave* and *Save Progress*.

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 high scores for Single Player and Multiplayer missions, and overall gamer scores for the best of the best.
- **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 Xbox Live gamerscore. (Small craft (LCPs, LSTs, PT boats) do not count toward any achievement that requires sinking marine vessels.)

MULTIPLAYER MODE

Battlestations: Midway allows you to participate in Multiplayer games via Xbox Live. To begin, choose Xbox Live from the Main Menu. (Your Xbox 360 console must be connected to Xbox Live through a broadband Internet connection. See page 3.)

XBOX LIVE GAME MENU

Configure your hardware and activate your Xbox Live account to access the following options:

- **RANKED MATCH** — Join or host a *Ranked Match* game.
- **PLAYER MATCH** — Join or host a *Player Match* game.
 - **Quick Match** — Join an online game in one button press! If there aren't any available, create and host one (see below).
 - **Custom Match** — Search for a particular online game by choosing game characteristics.
 - **Create Host** — Host a *Battlestations: Midway* session, control the settings, and choose maps.

HOSTING A GAME

1. Select *Create Host* from the Xbox Live Game Menu.
2. Select the number of *Player Slots* and if you choose, reserve *Private Slots* for your friends. (Private slots are not available in Ranked Matches.)
3. Wait for your selected number of players to join the game.
4. Once all those joining the game have indicated that they're *Ready* (see page 31), launch the game to begin play.

JOINING A GAME

1. Log into Xbox Live through the Xbox Guide. The Xbox Live Game Menu appears.
2. Choose *Custom Match* to join a currently running session. The Session Browser appears.
3. Highlight a server name and press **A** to join the game.
4. Highlight *Select Player Slot* and press **A**.
5. Highlight the slot that has the units you want to control, and press **A**. (Press **B** to return to the Game Lobby.)
6. Highlight *Ready* and press **A**, then wait for the Host to launch the game.

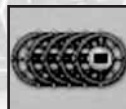
MULTIPLAYER UNIT ICONS



Armor rating



Shipyard



Speed rating



Airfield



Main gun complement



Number of fighters



AA Gun complement



Number of torpedo bombers



Torpedo complement




Number of dive bombers

MISSION 1 WALKTHROUGH

You begin your campaign aboard a PT (Patrol Torpedo) boat, a small, fast craft equipped with anti-aircraft (AA) guns and depth charges (DC).


- Use **↑/↓** to accelerate/slow down & reverse. Use **←/→** to control your rudder and steer. Use **R** to control the camera and aim your guns.

1. Use the compass in the top right corner to head in a Westerly direction, and rendezvous with the cruiser *USS Phoenix*.

 Yellow arrows point the way to your main objectives: in this case, in the direction of the *Phoenix*.

2. Practice steering and looking around with the camera at the same time. Keep a lookout on where you're headed — your boat will be damaged if you crash. Click **L** to snap the camera to the bow (front) of the boat.


3. When the Japanese warplanes arrive, you must survive the first few minutes of their attack. Use **RT** to fire your AA guns. Use **R** to keep the crosshairs slightly in front of the moving planes, to make sure your bullets hit their target.

 To get a closer look at targets, press **V** to enter/exit Binoculars mode. Then move **↑/↓** to zoom in and out. When you are looking at a target, information about that unit (including health) appears in the Target window in the top left corner. Move **↑/↓** to steer your boat.

4. Shoot down as many of planes as you can while trying to keep your boat in one piece. Missions often contain hidden objectives, and completing these awards you a higher class of medal at the end of the mission.

5. When the Japanese mini sub appears (the yellow array marks its location), use your PT's depth charges to destroy it. Pull **LT** to swap from AA guns to depth charges. (Notice the change in the crosshairs.) Pilot your boat directly over the mini sub and use **R** to release depth charges. There is no need to aim; depth charges are just dropped off the back of the boat.

6. Once you destroy the mini sub, you take control of a US warplane. Use **R** to control the pitch and roll of your plane, that is, to steer. Use **L** to control acceleration and deceleration, and move **←/→** to control the rudder, making gentle turns without rolling the plane.

 Press **V** for a view from the nose of the plane.

7. Work with your wingmen to try and destroy the remaining Japanese planes. Deliver the decisive blow and the mission is complete. Well done!

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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