

VICTORY_{AT} SEA

PACIFIC

CAPTAIN'S GUIDE

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WELCOME.

Victory at Sea Pacific is the exciting game of naval RTS combat set during World War II. Bringing an epic approach to real time strategy war gaming, search and destroy enemy fleets across an open world sandbox in a desperate attempt to change the course of history.

INSTALLATION.

To install Victory at Sea Pacific you will first need to install Steam. Instructions on how to install Steam can be found here: <http://store.steampowered.com/about/>

Once you have Steam installed you will need to redeem your game key. Open up the steam app and login to your account. From the “Games” menu choose “Activate a Product on Steam...” and follow the onscreen instructions.

GETTING STARTED.

- Double-click on the Steam application icon. By default this is located in the Applications folder on your computer’s hard drive.
- If you are not already signed in, the Steam Login dialog will appear. Enter your account name and password, then select Login.
- The Steam application will launch. Select Library.
- Highlight Victory at Sea Pacific in the list of games on the left-hand side of the window, then select Play.
- The Victory at Sea Pacific pre-game Options window will appear. Click on the Play button. The game will launch.
- After the loading screens, the Main Menu will appear. Select New Game.
- Select Start Game.

PERFORMANCE TIPS.

The most important things to remember when getting Victory at Sea Pacific to run smoothly on your computer are your CPU speed, the amount of built-in RAM, the type of graphics card in your computer and the in-game settings you select.

Victory at Sea Pacific will play more smoothly on faster computers with more RAM. If you are dissatisfied with the performance of the game on your computer, there are a couple of things you can do that are likely to improve performance:

- Close all other applications: You are strongly encouraged to quit all other applications before launching Victory at Sea Pacific – other applications drain resources and slow the overall system performance.
- Clear disk space: Ensure that your main hard disk has plenty of spare disk space.
- Disconnect your second monitor (having an additional monitor connected to your computer may create a drop in performance).
- If you are using a laptop, plug in your charger (running on battery power may create a drop in performance).

In addition to these, there are numerous specific in-game settings you can select to speed up the game.

From the main menu go to options. You can set the presets from Fastest to Fantastic.

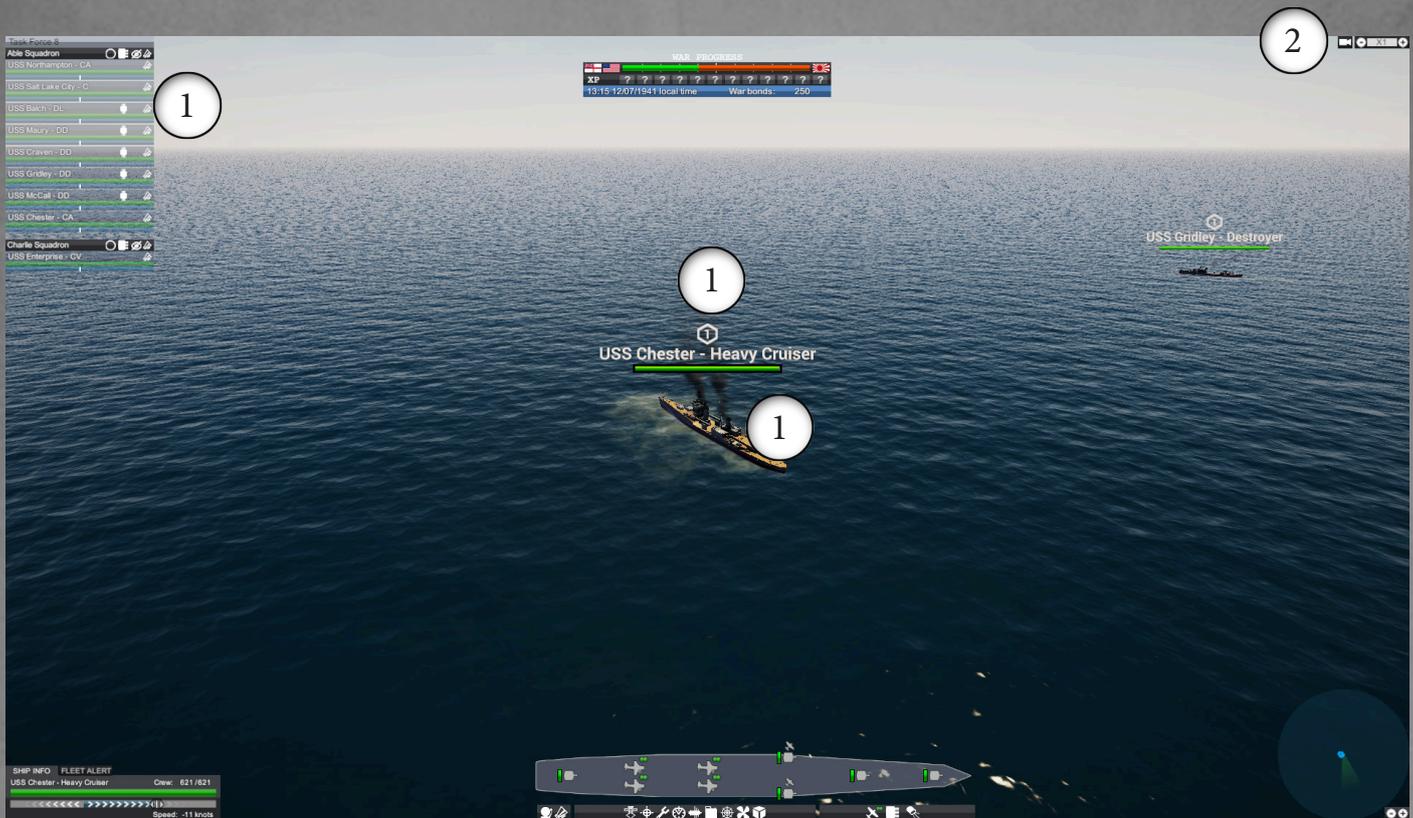
UNINSTALLING.

In order to uninstall Victory at Sea Pacific, use the following steps:

- Double-click on the Steam application icon. This is usually located in the Applications folder on your computer's hard drive.
- If not already signed in, you need to sign in. The Steam Login dialog will appear. Enter your account name and password, then select Login.
- The Steam application will then launch. You need to select the Library tab.
- In the library, right-click on Victory at Sea Pacific in the list of games on the left-hand side of the window, then select Delete Local Content....
- A dialog will appear confirming that you wish to delete all the game content. Select Delete.

CAMERA

1. Select a ship or aircraft by clicking upon its hull, its name, or its information bar to the top left.



Clicking on a selected unit again, or pressing space, will set the camera to follow it.

To rotate the camera around, hold down the middle mouse button, and move the mouse.

Scroll the scroll wheel to zoom in and out.

Press T, or the camera button on the game screen, to toggle the top-down view on and off. 2

To freely move the camera, use the W, S, A, and D keys. Holding down shift will allow you to move the camera faster.

Alternatively, click on the sea or the land with the middle mouse button to jump the camera to that point.

STEERING

To turn a ship, hold down control and right-click the sea in the direction in which you wish to turn,

or right-click in that direction and select the turn command from the radial menu. The ship will steer towards that direction. This will break the ship from its current formation.



SPEED

To set the speed of a squadron, you may use the slider on the ship info panel to the lower left.



The squadron's maximum speed is the maximum speed of its slowest ship. If a ship is not in formation, its speed may also be set individually, by selecting it and using the same slider.

Ships may also be set to reverse by setting the slider to the left. Reversing is slower than moving forward.

If a ship's speed has been set to zero, and a turn command or move order is given, it will accelerate to full speed.

The speed set by the slider is related to the order a ship is carrying out. A ship ordered to move to a point will still stop at its destination when its speed is set to full, but it can be told to move there slower by moving the slider down.

GUNS

Most ships will be equipped with guns. When a ship is selected, its weapons will be displayed on the ship card at the bottom of the screen.



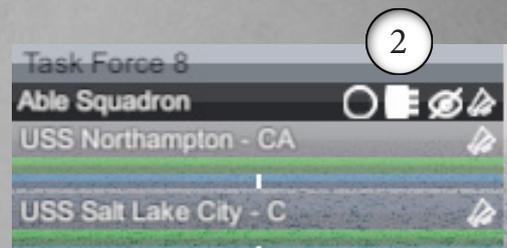
A ship will automatically fire at hostile targets in range, but most weapons may also be fired manually.

Selecting a weapon will display an overlay on the sea depicting its maximum range and the arcs in which it can target.

Multiple weapons of the same type may also be selected by holding shift and clicking the weapon icons on the ship card.

The “select all guns” 1 button to the lower right will select all guns on the current ship,

The fire all guns button on the squadron bar 2 will make all ships in that squadron fire all guns.



All weapons of a particular type may also be selected via the radial menu.

Once weapons have been manually selected, the currently selected ship will not automatically fire on enemies (except against aircraft), until another unit has been selected.

If at least one weapon is selected, left click a hostile target, the sea, or land, and the weapons will fire.

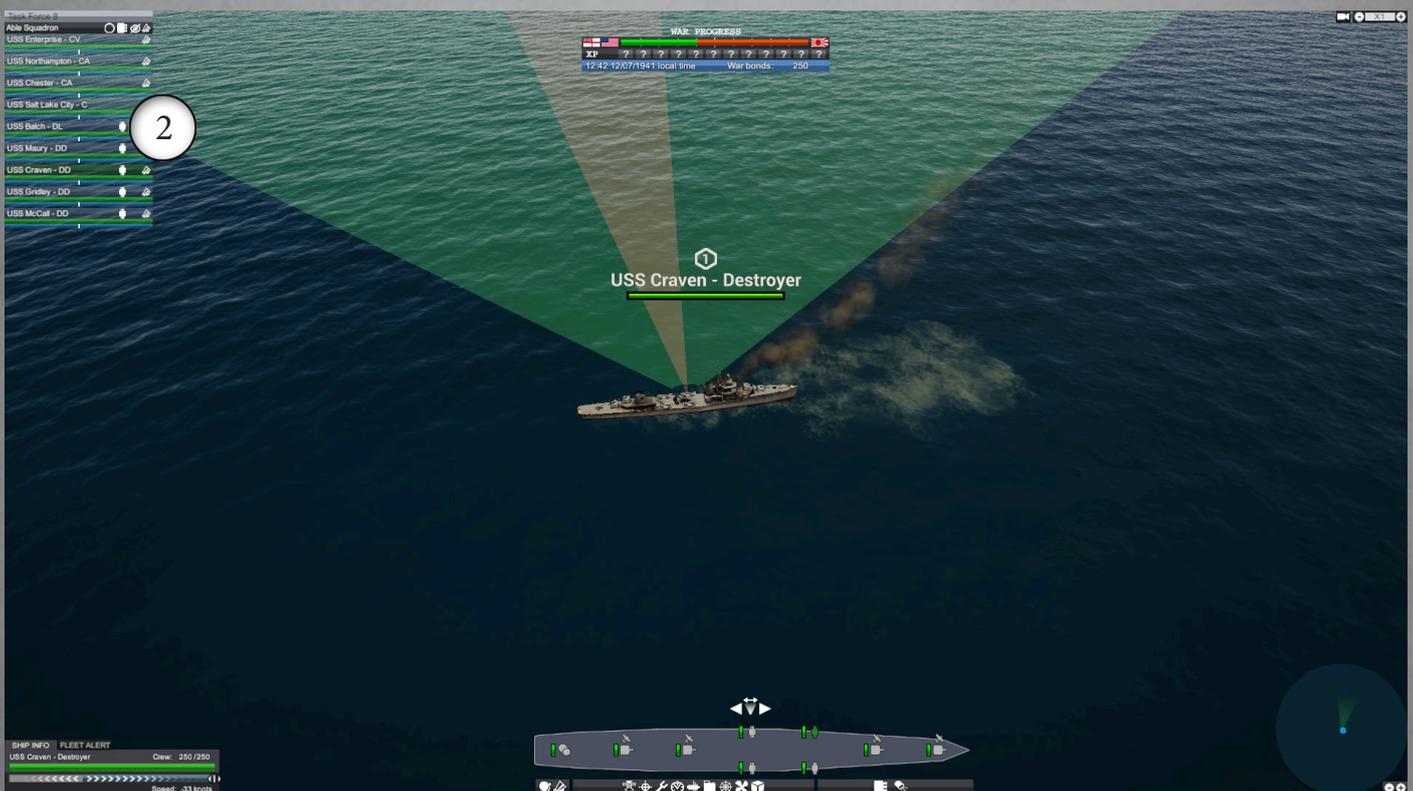
Even if no weapons are selected, holding control and left clicking the sea will fire a salvo of all weapons on the selected ship or squadron at that point.

You can use W,A,S,D to move the camera closer to the selected target, or click on either the red rectangle or the enemy ship for the camera to move and lock onto it.

A dual-purpose gun **1** is a light gun that may be toggled between anti-aircraft and anti-ship modes using the aircraft icon above the gun's icon. An anti-aircraft weapon will automatically fire on aircraft in range, but cannot be fired manually. Guns range in size from light guns of a calibre of 5 inches or less, to mighty battleship main guns that can reach 18 inches in calibre. Larger guns are both more likely to pierce armour, and are more damaging if they do.



TORPEDOES



As torpedo ammunition is limited, the torpedo icon **2** on the ship's squadron info bar can be used to toggle whether ships may use their torpedoes automatically, or hold them to be manually fired.

Torpedoes have a long range and are extremely destructive if they score a hit, but move slowly.

SUBMERSIBLES

Submersibles are able to submerge for a period of time, to avoid detection and enemy attack. They can operate at three depths.

On the surface, they behave like an ordinary ship.

When submerged, hostile ships must use their SONAR/ASDIC to locate the submarine, which is short-ranged and only periodically detects a submerged submarine.

When a friendly ship has detected a hostile submersible on SONAR, a red submarine symbol is displayed above the ship, and a silhouette above where the submarine lurks will occasionally flash red. Submarines at this depth may use torpedoes, but not guns or anti-aircraft weapons.



Submersibles may also run deep. At this depth, they are even harder to locate with SONAR, but are unable to use their weapons. Without their periscope available, a deep diving submersible will also only periodically have a chance to spot surface vessels.

To rise or sink in a submarine, select the submarine, and use the up and down buttons on the ship card or radial menu.

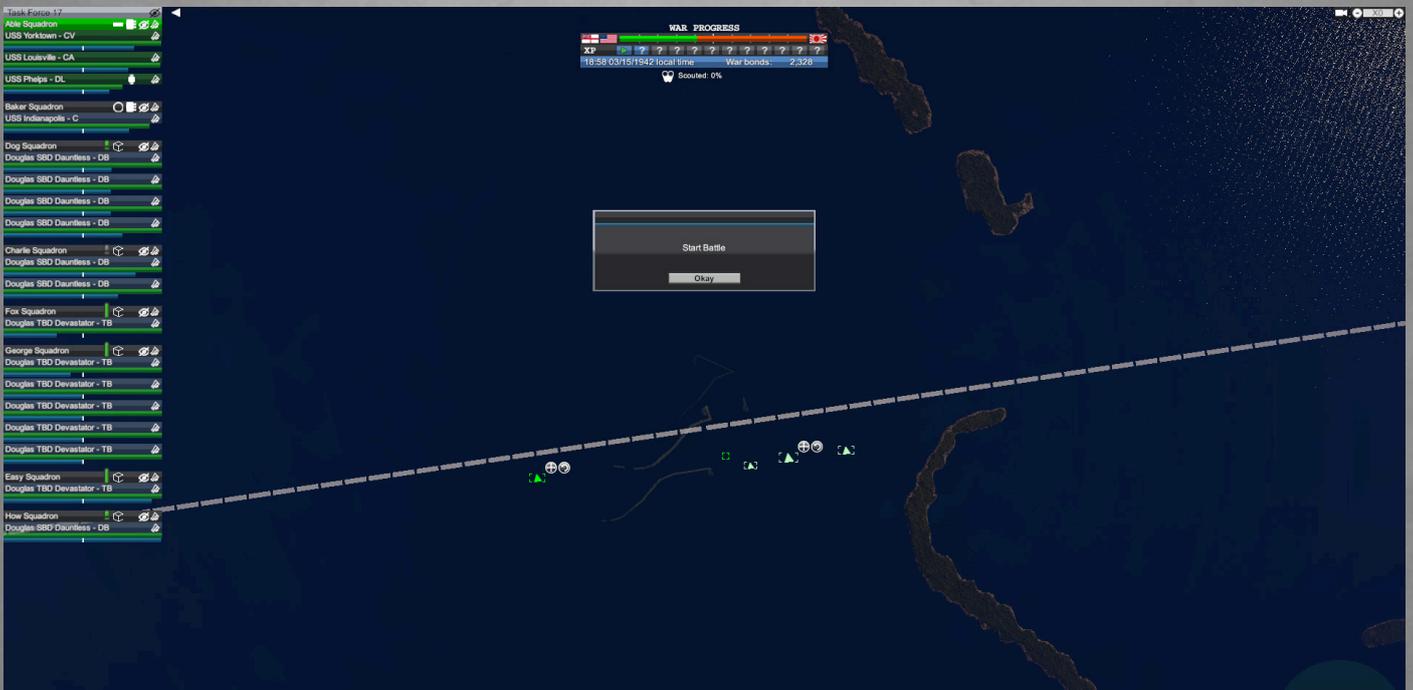
DEPTH CHARGES AND HEDGEHOGS

These weapons only do damage to submerged submarines, which otherwise cannot be attacked. They are operated the same way as guns, but have a far shorter range. Some aircraft are also armed with depth bombs.

COMBAT SET UP

If you enter the combat view at the beginning of a combat you will be allowed to change squadron formations, reposition squadrons  and rotate squadrons 

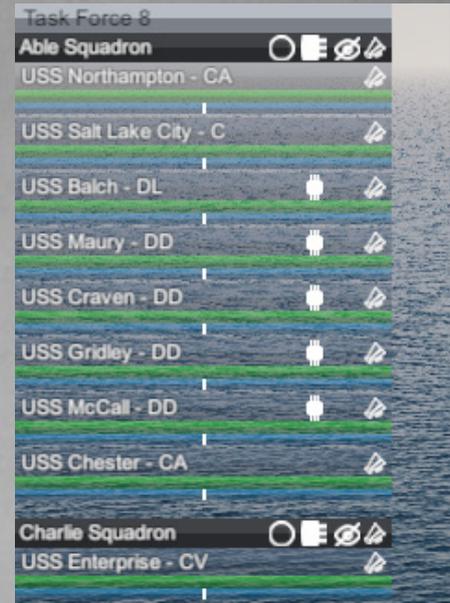
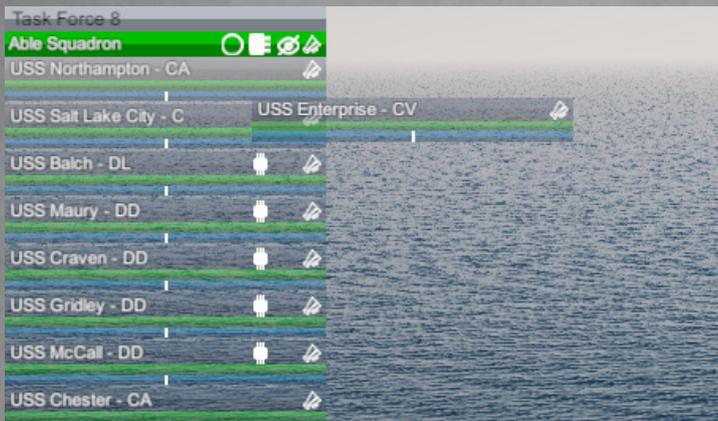
When you are ready press start battle to continue.



SQUADRONS

Ships are grouped together into squadrons, which are able to move together in formation. Select a squadron by clicking the squadron's header bar to the top left. The squadron info may be collapsed and moved to the top of the screen with the "hide squadron" button.

Each ship in a squadron will be displayed in a bar under its squadron header bar. If you drag a ship's info bar out of the squadron list, it will form a new squadron containing that ship. If you instead drag it into another squadron list, the ship will be transferred to that squadron.



You may also hold shift to select multiple ship info bars to drag out. Ships and aircraft may not be mixed in the same squadron. Submersibles and other vessels also cannot be mixed within the same squadron. Dragging a ship's info bar to the top of its current squadron will set it as the squadron's flagship.

FORMATIONS

Ships in a formation will match each others speed by default and follow the same order.

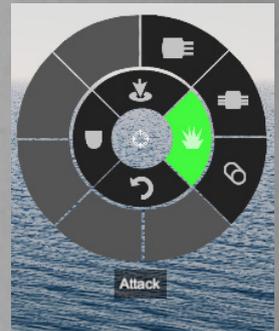
Click the formation button  on the squadron header to toggle the squadron's formation between column and circle formation. In a circle formation, the ships will surround their flagship, while in a column formation they will travel one behind another, with the flagship leading.



Commanding a ship within the formation to turn, or to follow a different order to the squadron, will cause it to break from its formation. To return it to the formation, click the rejoin button  on its squadron info bar.

ORDERS

Squadrons and ships may be given orders. To bring up the radial menu for the currently selected squadron, ship, or aircraft, right click on a position on the sea, or on an enemy ship or structure.



Alternatively, click the order icon on a squadron header to order that squadron, or on a ship's squadron info bar to order an individual ship.



Select "Attack" to order the selected unit or squadron to get in range and attack the closest hostile unit to the selected point.

Select "Defend" to order the selected unit or squadron to defend the closest friendly unit to the selected point. The ship will follow the ordered target, and attack any hostiles that approach it.

Select "Move" to order the selected unit or squadron to move to the selected point, and then stop.

Select “Turn” to order the selected unit or squadron to move continuously in the given direction.

If shift is held down when giving the order, the new order will be added to a queue, to be enacted once the current order has been fulfilled. Orders in the queue will appear above the squadron info bars, and may be clicked to be removed from the queue.

LAUNCHING AIRCRAFT

Various ships are able to carry aircraft. The aircraft flights carried aboard a ship will be displayed on the ship card along with weapons.



Aircraft can be launched automatically by ordering an aircraft carrier to attack a target, but can also be launched manually.

To launch a flight of aircraft, first select one of these ship flight icons, or hold shift and select multiple flights. Aircraft of different types may not be selected simultaneously. The “Select all [type] flights” buttons **1** to the lower right can be used to quickly select all flights of that type on the selected ship.

With aircraft selected, left or right click a point on the sea or land, and select an order for the aircraft.

Select “Attack” to order the aircraft to bomb the closest hostile unit to the selected point.

Select “Defend” to order the to defend the closest friendly unit to the selected point.

Select “Move” to order the aircraft to move to the selected point, and circle around until further orders are given.

If you are ordering fighters, select “Intercept aircraft” to order them to initiate a dog-fight with the closest enemy aircraft flight to the selected point. The aircraft will then be queued to launch; only one flight may be launched at a time. All aircraft flights ordered to launch at once will be added to a new squadron.

Aircraft carriers may only launch flights when moving with the wind, and will automatically turn in the required direction when launching aircraft. When a carrier is selected, the current wind direction is indicated by an overlay on the sea. If the carrier is going against the wind, the overlay will be grey. Otherwise, it will be green.



Other ships have seaplanes and are equipped with catapults, so can launch their aircraft regardless of the direction of the wind.

Aircraft flights can be ordered to land. Aircraft from an airfield will return home. Aircraft from a carrier will attempt to land on its deck. A seaplane will land on the sea, and its ship must move close to the aircraft to recover it.

Aircraft have a single bomb payload, and fighters have enough cannon ammunition for a single dogfight, and must return to their ship to be reloaded once it has been expended.

Spotter planes are weak in combat, and are primarily used for scouting and providing vision for long-ranged attacks.

Dive bombers approach a target from a great height to avoid anti-aircraft fire, and drop devastating bombs after a steep dive.

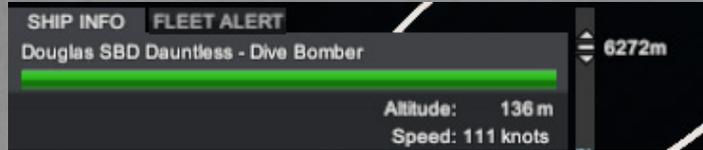
Torpedo bombers approach a ship from a low height, and drop devastating torpedoes from a short distance. Torpedo bombers cannot attack targets on land.

Kamikaze aircraft intentionally crash into a target, destroying themselves in the ensuing explosion.

Fighters are the only aircraft that can initiate a dogfight with other aircraft, at which they excel, but carry only weak bombs.

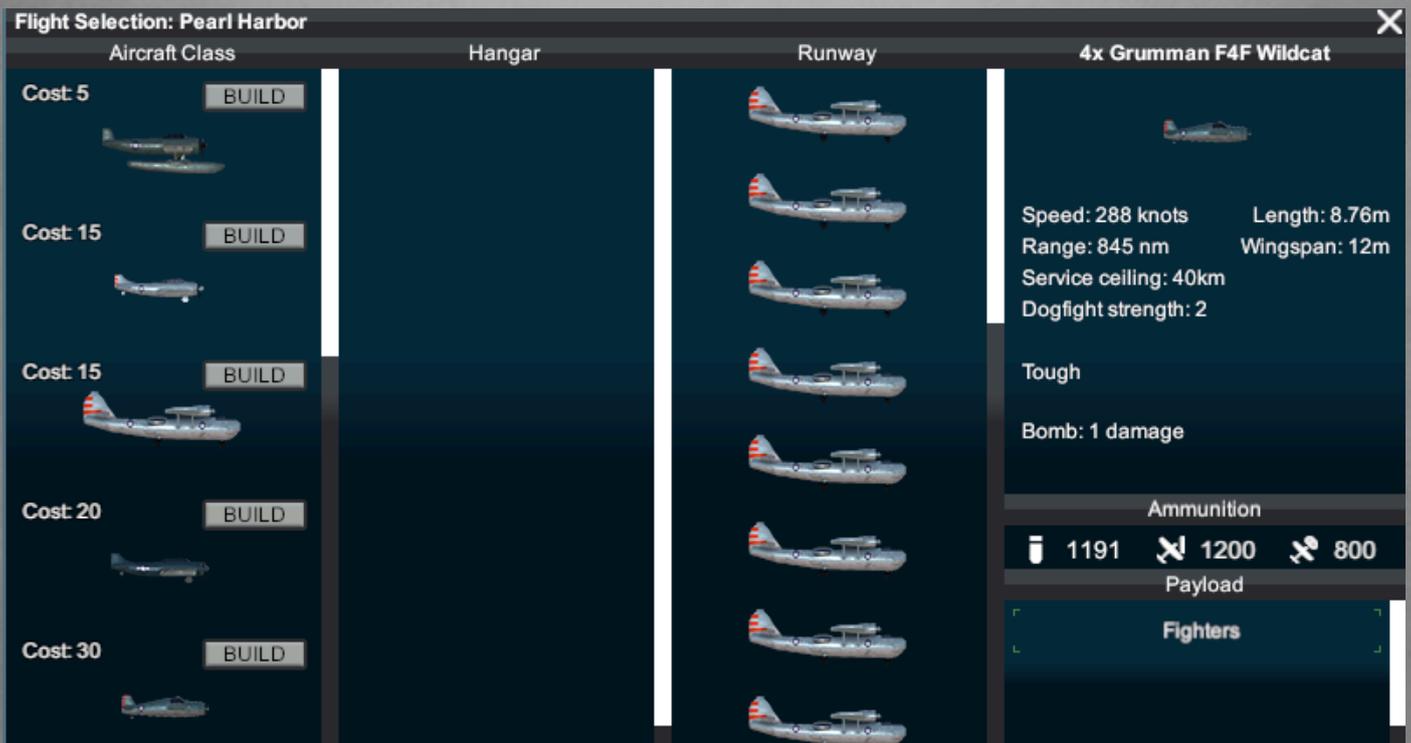
AIRCRAFT CONTROLS

Hold down control and left click to manually drop the selected aircraft's bombs. Holding control and right clicking a point issues a move order. A flight's target altitude can be set using the up and down keys, or the slider to the bottom left. Higher altitudes help avoid anti-aircraft fire, but bombing is more accurate at lower altitudes.

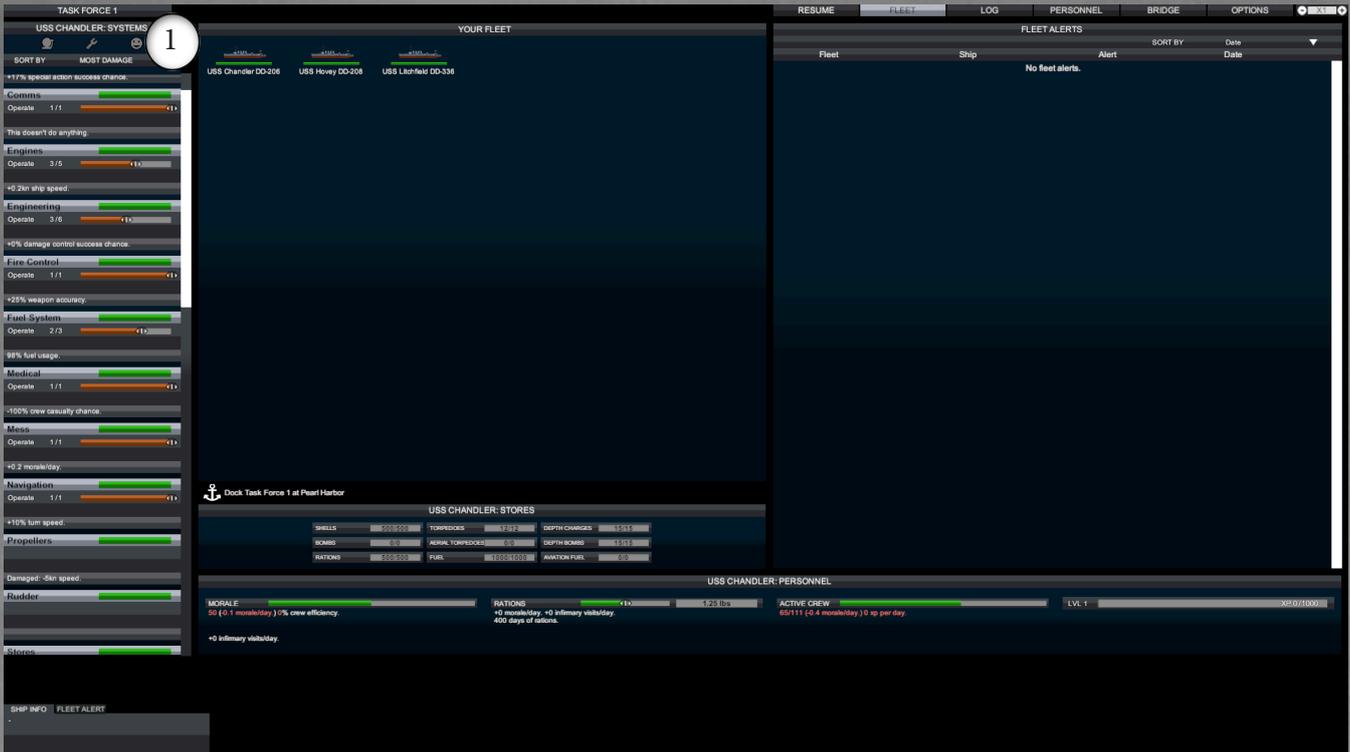


PLANE PAYLOADS

In Bridge view right clicking on a carrier deck or port airfield brings up plane options. Here you can build planes and swap any that might be in a hangar onto the airfield. Some planes will also allow you to swap payloads over, allowing you to switch a plane from normal bombs, to torpedo bombs, or even anti sub bombs. If you dock a ship that holds aircraft you can swap planes from the port's airfield onto the ship as long as that ship can carry that plane type.



SUBSYSTEMS



Press escape to bring up the ship management screen.

To the left, all the ship's subsystems are displayed, along with their damage and current crew complements. Subsystems with more than half their maximum crew assigned will work extra effectively, while those with a skeleton crew will work poorly. A completely unmanned system will not function.

By default, the ship's captain will evenly distribute crew amongst these systems. The buttons to the top left (1) will change their priorities between a balance, quicker repairs, or better crew morale.

You may also set your own crew distribution by changing the sliders for crew operating and repairing a system. Once you have done this, the crew will not be automatically balanced until you choose one of the automatic balance modes again.

Overworking the crew by having a high proportion active at once reduces their morale. Crew morale gives a modifier to the effectiveness of all systems.

When a ship enters combat, it will automatically go to battle stations, putting all crew on watch. Upon leaving battle stations, the crew distribution will be set back its previous state.

These subsystems can take damage in combat - a completely damaged system will not function. Crew may be assigned to repair them, but damage to the ship's overall structure cannot be repaired at sea.

XP AND LEVELS

A ship's captain and crew will gain XP through victory in battle, and through crew being assigned to subsystems.

Ships can level up via gaining XP, up to a maximum of level 4. With each new level, the ship's captain will gain a randomly selected trait, which can be viewed on the personnel screen.

SPECIAL ACTIONS

Some captain traits will allow them to use special actions. If the selected ship has special actions the actions button at the bottom of the screen will be white.

To use a special action, click the action button to expand a list of available actions, and click the desired action. Some may be used each time their cooldown time elapses, while others may be used only once during a battle.



SPOTTING

Hostile units must be seen in order to be attacked, though long-ranged weapons can fire further than ships can see. Ships and aircraft are visible at a longer range during daylight than at night, and submarines are especially difficult to spot at night, even when surfaced. At night, there is a chance of not spotting a ship or aircraft until it enters a certain range.

Spotter aircraft may be launched to provide vision for long-ranged attacks. Also, ships with radar are able to detect hostiles at a greater range than the naked eye. At night, bombers, ship guns and anti-air fire have an accuracy penalty.

TIMESCALE

In the upper-right of the screen, press the “-“ button to slow down time, and the “+” button to speed it up. Time speed can be increased to x1000 on the bridge.

THE BRIDGE

Press the M key to view the map, or bridge. Here, all known fleets, aircraft flights, and ports in the Pacific are visible.

Hold down the middle mouse button and drag, or use the W, S, A, and D keys, to move around the map. Use the scroll wheel to zoom in and out.

FLEETS

Each navy is split into fleets, or Task Forces. Fleets can be constructed at ports that have a shipyard. Each controllable fleet in your navy is listed to the right of the bridge screen; clicking on these will centre the map on that fleet’s location.



Fleets are represented as roundels on the map, bearing the flag of their navy; dark-ened fleets are uncontrollable civilian convoys, and coloured ones may be clicked on to be selected. Fleets of other friendly navies and of enemy navies may be moused over to view information, but not selected. Enemy fleets will have roundels once they have been seen, but will fade away after not being seen for some time.

When a fleet is selected, its squadrons will be displayed to the left of the screen. Dragging out a squadron from this list onto another nearby fleet roundel will transfer the squadron to the other fleet, while dragging it elsewhere onto the map will form a new fleet.

FLEET ORDERS

When a fleet is selected on the bridge, right click the sea, a port, or another fleet to bring up the radial menu.

Select “Attack” on an enemy fleet to order an attack, or on a scouted enemy port to order an amphibious assault.

Select “Defend” on a friendly fleet to order the selected fleet to escort them, or on a friendly port to guard it.

Select “Recon” on a hostile port to scout out the enemy base structures.

Select “Move” to have the fleet move to a position and stop.

Select “Refuel” on a friendly fleet to transfer a small amount of fuel to it.

Select “Raid” on an enemy port to order a bombardment of the port’s structures.

Select “Patrol” to order the fleet to move back and forth between two or more points.

Select “Repair and resupply” on a friendly port to order the fleet to dock at that port.

The green circle around a selected fleet shows the maximum distance the fleet is able to move with its current fuel. While most ships have a long range, coastal craft such as torpedo boats have a much more limited range, and care should be taken not not be stranded far from friendly ports without fuel.



BRIDGE FLIGHT ORDERS

When a ship with aircraft is selected on the bridge, its aircraft flights may be selected to be given launch orders. With a flight selected, right click the sea, a port, a fleet, or an aircraft flight.

Select “Attack” on an enemy fleet or port to order an attack.

Select “Defend” on a friendly fleet or flight to order the selected flight to escort them.

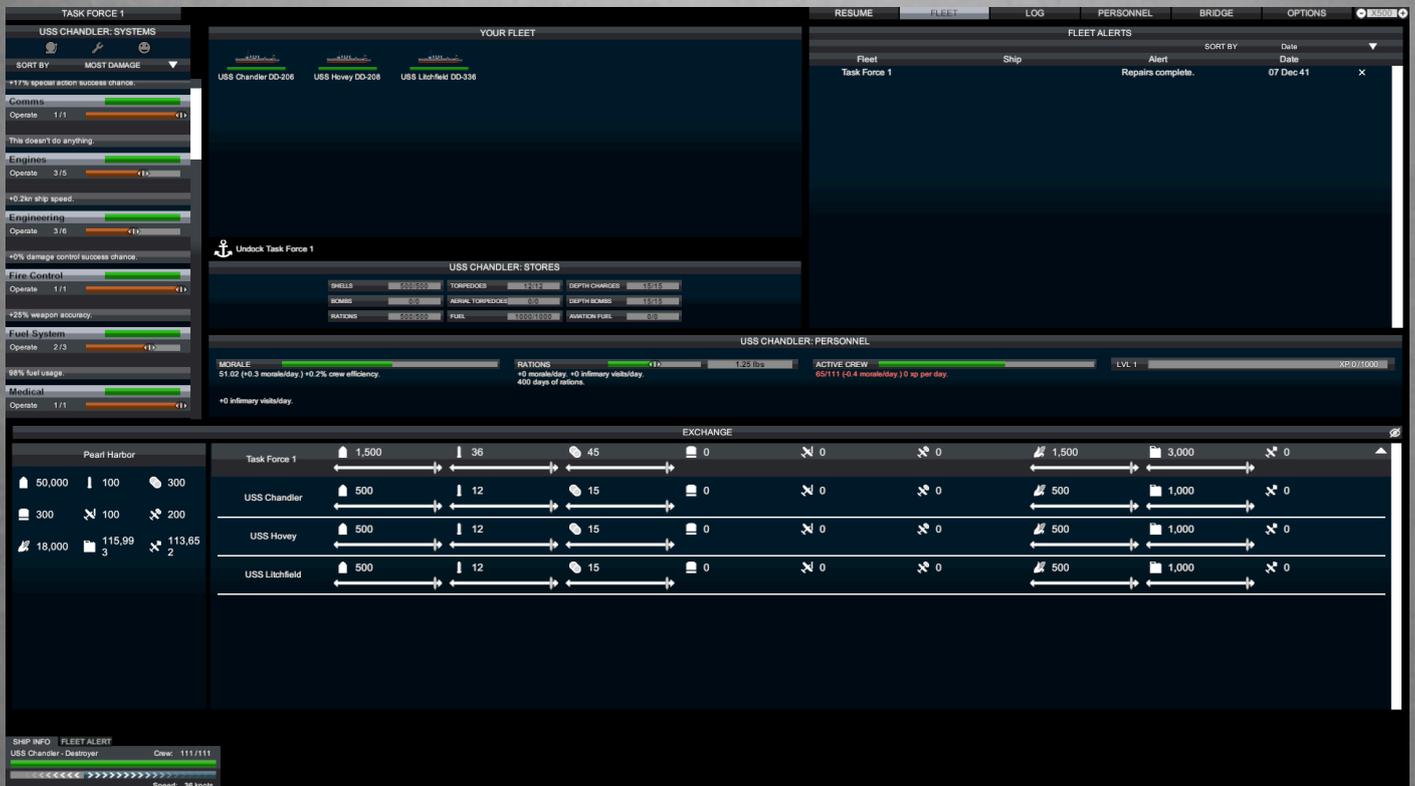
Select “Recon” on a hostile port to scout out the enemy base structures.

Select “Move” to have the flight move to a position, then return.

PORTS

Ports contain stores of fuel, ammunition, and rations, and capturing ports is vital to winning the war.

When a fleet docks at a port, it will automatically replenish its fuel and rations if any are available in the port. To make it easier to complete objectives you need to plan your strategy. While docked, the fleet will gradually repair structural damage, and gain new crew and aircraft.



Ports have various military structures, which may be attacked like ships. Destroying a coastal structure deprives the port of its function, though it will repair over time.

Coastal guns and AAA emplacements attack hostile ships and aircraft, respectively.

Airfields house flights of aircraft, which may defend the port or scout the area. Clicking the plane symbol on the port's icon on the bridge allows aircraft to be given launch orders, as with a carrier.

Searchlights can track hostile aircraft at night, reducing the inaccuracy of anti-air fire against them.

Oil storage units increase the fuel capacity of the port, and warehouses increase their ration capacity.

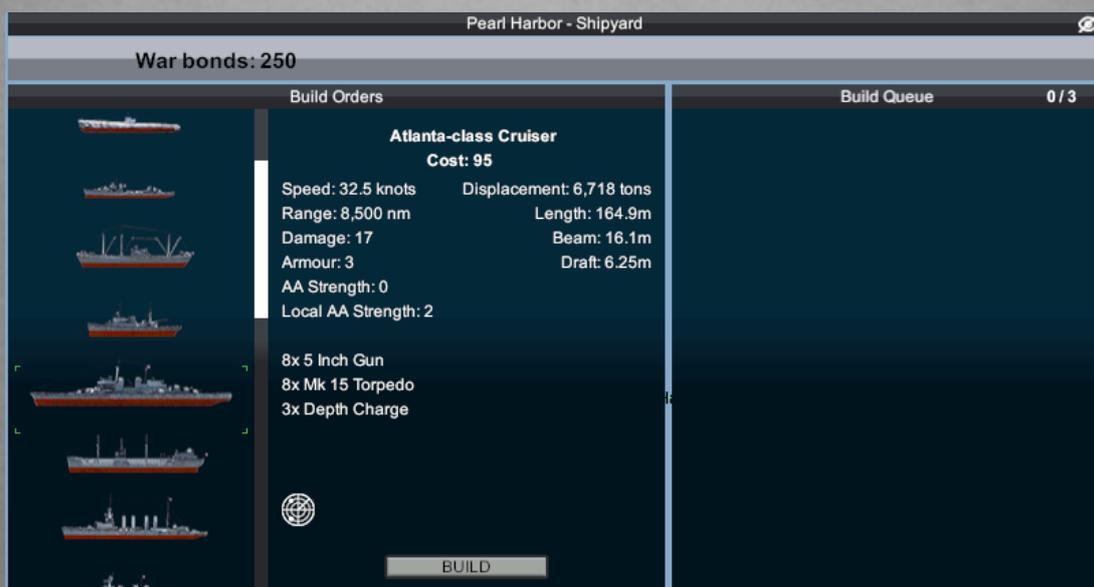
If enough war bonds are available, ports may be upgraded by selecting the port on the bridge and clicking the upgrade button.

SHIPYARDS

New fleets may be constructed at shipyards. If a port has a shipyard, it can be accessed by selecting the port on the bridge and clicking the shipyard button.

To order a new ship for construction, choose a ship class, then click the build button. The ship will begin construction, or be queued for construction if all the port's construction docks are in use.

A ship under construction may be upgraded for an additional cost. Once all ships in the queue have finished construction, they will be launched as a new fleet.



RESOURCE EXCHANGE

Ships have limited reserves of fuel, ammunition, and rations. A ship's current resources can be viewed on the ship management screen.

The exchange panel on the ship management screen allows you to exchange these resources between ships and ports. Each resource type has a slider for the fleet as a whole, and one for each individual ship. These sliders move resources between that ship and the port.



PORT RECONNAISSANCE

To scout out an enemy port, either order a fleet to do it on the bridge, leave ships or submersibles in vision range of it for sufficient time, or go to a ship, hold the G key to bring up binoculars or a periscope, and look at the port's structures.



AMPHIBIOUS ASSAULTS

Once a hostile port is completely scouted out, an amphibious assault can be triggered.

A fleet of landing craft will advance on the port, attempting to land troops. If enough landing craft successfully land, the port will be captured by the assaulting faction.

The landing fleet will include a command ship - if this is sunk, landing craft will take longer waiting for their troops to disembark onto the shoreline.

LOGS

After every battle and reconnaissance a log will be generated detailing the outcome of the event. The summary panel at the bottom of the screen will show what vessels were damaged or destroyed and what vessels gained a level during the encounter.

On the left panel logs are stored, these can be accessed at any time.

The screenshot displays a game interface with a top navigation bar containing 'USS FLETCHER', 'RESUME', 'FLEET', 'LOG', 'PERSONNEL', 'BRIDGE', and 'OPTIONS'. Below this is a 'WAR PROGRESS' bar with 'XP' and 'War bonds: 250'. The main content area shows a log entry titled 'The Battle of Pearl Harbor' dated '12/07/1941 12:52'. The log text reads: 'We have had reports of a Japanese assault on Pearl Harbor. The attack commenced at 7:48 AM, Hawaiian time. It is believed the port was attacked by over 300 Japanese aircraft in 2 waves, consisting of fighters, dive bombers, and torpedo bombers. 8 Battleships have been damaged, 4 of which have been sunk. 3 cruisers and 3 destroyers were also damaged. In total, 188 U.S. aircraft were destroyed, 2,403 Americans were killed, and 1,178 others were wounded. Important installations such as power stations, dry docks, the shipyard, and fuel and torpedo storage facilities were not attacked. Enemy losses: 29 aircraft, 5 midget submarines.' A signature 'H. H. Kimmel' is visible below the text. At the bottom, a 'SUMMARY' section shows icons for various USS ships: Arizona, Oklahoma, West Virginia, California, Nevada, Pennsylvania, Tennessee, Maryland, Utah, Helena, Raleigh, Honolulu, Cassin, Downes, Shaw, Oglela, Vestal, Curtis, and Sotomoto. The left sidebar shows 'LOGS' and 'SORT BY Date'. The bottom left corner has 'SHIP INFO' and 'FLEET ALERT'.

CAMPAIGN

The War Progress Bar shows how each faction is progressing, once a milestone has been reached it will unlock an achievement such as completing atomic bomb research.



In order to win the war you must complete certain objectives. For example in the American campaign you must either secure an airfield close enough to Japan to deliver an atomic bomb, or capture enough Japanese territory to force them to surrender.

You can access the objectives panel via the bridge screen. Objectives are split into two sections Current Objectives which are the closest and most pressing objectives and Campaign Objectives which are your long term goals. Completing objectives will unlock items and give you the platform to help end the war.

To make it easier to complete objectives you need to plan your strategy. Make use of aircraft as spotters to find where the enemy fleets are hiding and move the fleets that give you the greatest chance of success into the best tactical positions.

Fleets	Coastal	Ports	Objectives	▲
Current Objectives				▲
Raid: Makin Atoll				
Campaign Objectives				▲
Capture: Makin Atoll				
Capture: Tarawa				
Capture: Marshall Islands				
Capture: Lae				
Capture: Salamaua				
Capture: Truk Lagoon				
Capture: Guam				
Capture: Tinian				
Capture: Tacloban				
Capture: Manila				
Capture: Formosa				
Capture: Okinawa				
Capture: Iwo Jima				
Capture: Tokyo				

You earn warbonds from capturing ports and completing objectives. You can spend warbonds on building fleets.

When selected a ports details and stores will be visible in the bottom right hand corner. If a port is low or high on resources you can set the priority to direct resources to the ports that need them most.

Well stocked ports on the front line are essential to quickly resupply fleets moving deeper into enemy territory.

SHORT CUT KEYS.

CAMERA

KEY FUNCTION	PRIMARY	SECONDARY
Camera forward	W	None
Camera back	S	None
Camera left	A	None
Camera right	D	None
Toggle top-down view	T	None
Fast camera movement	Left Shift	Right Shift
Jump to point	Middle Mouse	None
Recentre camera	Space	None
Binoculars/periscope	G	None
Zoom in	Page Up	None
Zoom out	Page Down	None
Middle click modifier	Left Alt	Right Alt

CREDITS.

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