In 1941, the War had no Winners...

"Mr. Vice President, Mr. Speaker, members of the Senate and the House of Representatives: yesterday, December 7th, 1941 - a date which will live in infamy - the United States of America was suddenly and deliberately attacked by naval and air forces of the Empire of Japan."

- Franklin Delano Roosevelt (December 8, 1941)

The story of World War II is often portrayed as the triumph of good over evil, but such notions have little to do with the bitter reality of the battlefield. Nations fought for diverse reasons, and although the Allies' cause was just, that doesn't mean their opponents didn't have their own fears, joys and tragedies. This game is dedicated to the service men and women on all sides who fought bravely for their countries.

Installing the Game

1. Insert the Attack on Pearl Harbor CD into your CD/DVD drive.

2. The installation process should begin automatically. If it doesn't, browse the CD and double click on setup.exe.

3. Follow the instructions on screen.

Introduction

Attack on Pearl Harbor is an accessible flight combat game set in the Pacific Theatre of World War II, featuring the conflict's most lethal aircraft and many historically inspired missions. The emphasis is on intense dogfights, daring bombing and torpedo raids and exciting aerial missions.

In the Single Player game you can play as either the United States Naval Air Force (USAAF) or the Imperial Japanese Navy Air Force (IJNAF). Just as in a real war, you only get one chance to get it right. If you fail a mission, the campaign will continue regardless.

You can practice aerial combat in the Dogfight mode, or battle for control of the skies with other people in Multiplayer, either over a local network (LAN) or the Internet.

For news, updates and information on the game's aircraft, please visit the official website at www.pearlharbor-game.com

1. Main Menu

Choose from the following options in the Main Menu:

Single Player: Start a Single Player game. See Section 2: Single Player.

Multiplayer: Start a Multiplayer game. See Section 5: Multiplayer.

Credits: See the names of the brave men and women who brought you this game.

Quit: This will exit the game and return you to your Windows desktop.

2. Single Player

Choose from the following options in the Single Player Menu:

New Campaign: Start a new campaign as either the USNAF or IJNAF. See below.

Continue Campaign: Pick up where you left off in a previous campaign.

Dogfight: Pick from three different modes to practice your dogfighting skills.

Back: Return to the Main Menu.

New Campaign

Here you can choose between the US Campaign, where you'll fight for the United States and her Allies, or the Japanese Campaign, where you'll side with the forces of Imperial Japan.

Once you've made your selection, you'll be asked to create a pilot profile - the side you choose determines the default name. If you're signing up with the United States (USNAF), your character's suggested name is *Douglas Knox*. If you decide to join the Japanese (IJNAF), the suggested default name will be *Zenji Yamada*.

Pearl Harbor features four campaigns, two for each nation. When you start a new game, you'll have to complete the first campaign for that nation before you can access the second one.

Continue Campaign

Select the pilot profile whose campaign you wish to continue. To delete a game, select the profile then click on Delete at the bottom of the screen.

CAMPAIGN MENU

Once you've selected a campaign, you'll come face to face with your side's Council of War. Your options here are:

> **FLY MISSION:** Choose from the currently available missions.

> **SHOW MEDALS:** Look at any medals you've won.

> **BACK:** Leave Campaign Mode; your progress is saved automatically.

CHOOSE A MISSION

After selecting Fly Mission, you'll be presented with a list of available Missions. Click on them to see a brief overview and find out the type of mission they are e.g. Torpedo Bombing or Bombing Run.

The current date is shown at the top of the mission selection area, so you can keep track of where you are in the War's timeline. Remember, even if you fail a mission, time moves on – just like in real life!

For an overview of your past mission performances, use the calendar option at the bottom of the Mission Screen. This allows you to view your previous missions on a month-by-month basis. Simply place the mouse cursor over a mission to view its status and outcome.

When you're happy with your mission choice, click Next and select which aircraft you'd like to use. Remember that if you lose an aircraft during a mission, it's gone for good, so choose carefully (however, you can earn additional planes if you bring down enough enemies). Now click on Next again to see your final briefing.

If you're unhappy with your choice of aircraft or mission, then simply click Back and change them. Once you're happy with everything, click Next to start the mission.

Good luck, Pilot!

TIP

Some missions are only available at certain times during the war, so choose wisely! Once they're gone, you won't find them again in the current campaign.

3. MISSION TYPES

Mission objectives can range from attacking ships with torpedo runs, to protecting bombers from enemy fighters.

Success in a mission can influence the progress of the Campaign and make new missions available. However, even if you fail a mission, the Campaign won't end. Remember, you're not the only pilot fighting on the battlefields and your fellow troops may come through even when you don't.

GAME OVER?

A Campaign will only end if:

> You successfully reach the last month of the Campaign.
> You have no aircraft left in your hangar.

Remember, success or failure in individual missions will never end the Campaign.

4. How to Play

Screen Layout

Radar Icons

 Friendly aircraft.

 Enemy aircraft.

 Friendly targets to defend.

 Enemy ground target – normally a building, anti-aircraft unit or vehicle.

 Waypoints or secondary targets.

CONTROLS

CONTROL	MOUSE	XBOX 360 CONTROLLER	JOYSTICK/ GAMEPAD
Steering	Move Mouse	Left Thumbstick	Move Joystick
Machine-guns	Left Mouse Button	A / Left Shoulder	Button 1
Bomb / Missile / Torpedo	Right Mouse Button	B / Right Shoulder	Button 2
Accelerate	Mousewheel Up	Y	Button 3
Decelerate	Mousewheel Down	X	Button 4
Camera Control		Right Thumbstick	

TIP

When dropping bombs or launching torpedoes, hold down the fire button to switch to the bomb or torpedo camera. This will give you a better view of the action.

KEYS

CONTROL	KEY
Accelerate	Hold W or Right SHIFT
Decelerate	Hold S or Right CTRL
Toggle Landing Gear	G
Automatic take-off	SPACE
Toggle HUD	H
Toggle friendly/enemy markers	J
Pause Game (in-game menu)	ESC
Look Left	Hold A or Arrow Left, Joystick Button 6
Look Right	Hold D or Arrow Right, Joystick Button 5
Look Behind	Hold Q or Arrow Up
Change Camera	C
Multiplayer Chat	Return
Multiplayer Status	TAB

Leaving the Battlefield

If you fly too far from the battlefield during a mission, a red arrow will appear along with a message warning you that you're about to withdraw from combat. The red arrow points in the direction you should fly, in order to stay in the battle.

If your aircraft takes too much damage, it might be best to withdraw from the field. The damaged aircraft will then be fixed, refueled and put back into your hangar, ready for service in future missions.

Mission Results

When each mission ends, you'll be shown your statistics, medals and any new aircraft that you've been awarded. There'll also be a stamp showing whether you've passed or failed the mission.

The summary screen includes your Service Experience, which shows what your superiors think of your achievements. It also tells you how much Service Experience you need to reach your next promotion. When you've finished reviewing the summary screens, click Next to see the mission report sent to HQ.

Tip

Promotions are directly related to your Service Experience. Completing missions, earning 'Kills' and being awarded Medals, all increase your Service Experience.

Dispatches

At the end of each mission you'll receive a copy of the report from your commanding officer regarding the success (or failure!) of your squadron's mission.

If you've earned enough Service Experience, you'll receive a promotion. An exceptional performance in the field will also earn you medals.

If you crashed your aircraft, the report will indicate whether or not you survived. You'll probably find that your pilot is a born survivor...

Finally, the report will inform you of any important events taking place in the war. This should help you judge which mission to select for the next month.

5. Multiplayer

Choose from the following options in the Multiplayer Menu:

>**Create LAN Game:** Host a new LAN game.
>**Join LAN Game:** Join an existing LAN game.
>**Create Internet Game:** Start a game server that other players can join from the Internet.
>**Join Internet Game:** Join an existing Internet game.
>**Back:** Return to the Main Menu.

Create LAN Game

Start by selecting the aircraft you'd like to fly, along with your preferred camouflage. Next, choose a location and the weather conditions for the forthcoming battle. Click Next to continue.

There are two game modes to choose from: Dogfight and Team Vs. Team. You can also decide how many players can join your game and determine its length e.g. unlimited time or somewhere between 5 and 20 minutes.

Once you're happy with these settings, click Create. You'll be asked to name your game, so other people can easily identify it. Click OK to begin hosting the game.

Join LAN Game

Joining a LAN game is very straightforward: just pick your plane and camouflage, click Next and choose a game to connect to from the list.

Tip

When creating or connecting to an Internet multiplayer game with a firewall, you may need to alter some settings to allow the following ports access to your PC: **10005, 45001** and **11005**.

Create an Internet Game

Creating an Internet Game is just like creating a LAN game. Choose your own plane, camouflage, game location and weather.

On the next screen, select from the Dogfight or Team Vs. Team game modes, and choose how many players you'll allow in the game. Next, decide how long the game should last and then click Create. Give your game a unique name so people can find it easily, then sit back and wait for the action to begin.

Join an Internet Game

Joining an Internet Game is just like joining a LAN game; after choosing your plane and camouflage, click Next then select the game you wish to join from the list.

6. Program Setup and Configuration

Each time you play Attack on Pearl Harbor, you'll be presented with the Setup program. Here you can configure the game settings to get the best performance from your PC system. The Setup program displays a window with three sections:

Display Settings

Resolution: Choose the resolution best suited to your system resources and monitor; usually the same as your desktop's.

Environment Details: This will change how detailed the in-game effects are. If you own an aging graphics card, then we suggest you select 'None'.

3D Shadows: This checkbox turns shadows on or off.

Horizon Blur (DoF): This is a depth of field effect that blurs distant objects such as enemy aircraft, in order to provide increased visual realism.

Window Mode: This checkbox determines whether the game runs in full screen mode or in a window.

Controls

Sensitivity X Axis: This determines how quickly your craft turns through its X Axis (left and right). Reduce this setting if your aircraft is swinging about too much, or increase it if the aircraft feels too sluggish.

Sensitivity Y Axis: As above, but for the Y-Axis (up and down).

Control Mode: Choose between Mouse, Joystick and Xbox 360 Gamepad. Sensitivity for the X and Y Axes will update automatically.

Crosshair: Toggles the aiming crosshair on (default) or off.

Invert Y Axis: This determines whether moving/pressing Up moves your aircraft's nose up or down.

Configure Joystick/Gamepad: This button will open a window allowing you to configure each joystick button. Press the Save button when you've finished. The Default button restores the game's original configuration.

Sounds

Sound Effects: This checkbox turns the sound effects on or off. You can also adjust their volume with the slider.

Music: This checkbox will turn the game music on or off, while the slider controls the volume.

7. Credits

Presenting the brave men and women who brought you this game...

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