

# THEATER OF WAR II: THE PACIFIC

another game of skill and strategy for the unexpanded VIC-20



**INTRODUCTION.** June 1942. The Imperial Japanese Navy has driven the Americans from the Philippines, Guam and Wake Island. You will now command these forces in a climactic battle at Midway and beyond to chase the Yankee imperialists to their own naval bases. American industrial production is impressive, so you must strike swiftly and minimize your losses. Every naval ship and plane you deploy has strengths and weaknesses... use them wisely.



**THE GAME SCREEN.** The top of the screen represents the game map where units are deployed from their bases; the Sun-Mark at the upper left is where the human player places them, the Stars and Stripes at the lower right is where the computer player places its units. The islands affect movement—no naval units may pass through them.

The bottom of the screen will show the following data information:

**RESERVE** represents resources that can be used to deploy units. You begin each level with 100 of these, plus a bonus reserve for every enemy unit that you've destroyed while the enemy begins with 100 multiplied by the level number.

**SUPPLY** represents the number of reserve units you receive at the end of every turn (after resolving all movement and combat). You lose one supply point for every unit of yours that is destroyed (same thing with the enemy when he loses a unit). However, your supply rating never goes lower than 1, so you always have a chance to build units in future turns. You begin each level with 10 of these, plus a bonus supply point for every 10 enemy units you've destroyed in previous levels. The enemy gets 10 of these multiplied by the level number.

**FIGHTER** represents the number of fighter aircraft you have.

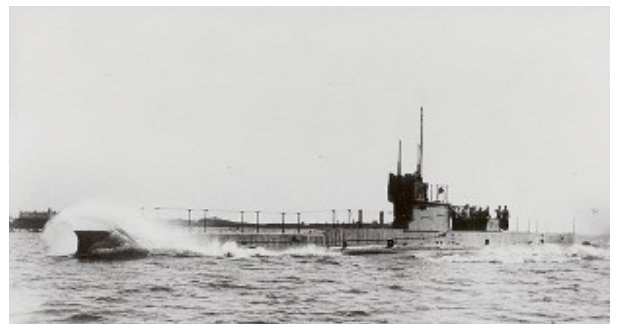
**BOMBER** represents the number of bomber aircraft you have.



**THE BEGINNING OF YOUR TURN.** You are prompted to deploy units. You can exit this phase of the turn by pressing the SPACE bar. You will be asked to press a corresponding key from 1-7 to deploy the following:

**1. SUBMARINE** -- Cost 10 reserve points. Move 2 spaces. Most effective against larger ships, though vulnerable against smaller ones.

vs submarine: NORMAL attack  
vs destroyer: WEAK attack  
vs cruiser: NORMAL attack  
vs aircraft carrier: STRONG attack  
vs battleship: STRONG attack



**2. DESTROYER** – Cost 10, moves 2. This smaller ship is the mainstay of the navy to protect the larger warships from enemy submarines.

vs submarine: STRONG attack  
vs destroyer: NORMAL attack  
vs cruiser: WEAK attack  
vs aircraft carrier: NORMAL attack  
vs battleship: WEAK attack



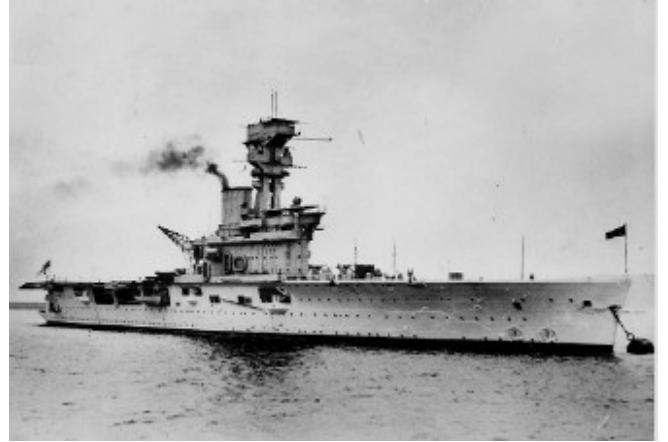
**3. CRUISER** – Cost 20. Move 3. A medium sized ship with strong attack capabilities.

vs submarine: NORMAL attack  
vs destroyer: STRONG attack  
vs cruiser: NORMAL attack  
vs aircraft carrier: STRONG attack  
vs battleship: NORMAL attack  
vs bomber: WEAK attack



**4. AIRCRAFT CARRIER** – Costs 30, move 1. Crucial for establishing air superiority, the number of planes that can fly out is equal to the number of these plus one. They can absorb 2 hits before they are sunk.

vs submarine: WEAK attack  
vs destroyer: NORMAL attack  
vs cruiser: WEAK attack  
vs aircraft carrier: NORMAL attack  
vs battleship: WEAK attack  
vs fighter: NORMAL attack  
vs bomber: STRONG attack



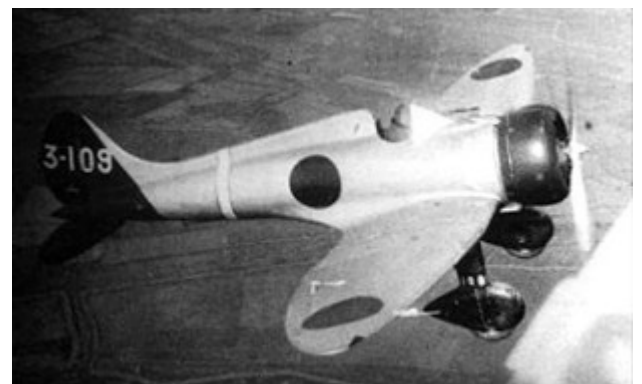
**5. BATTLESHIP** – Cost 30, move 3. These colossal warships have impressive offensive capabilities, but vulnerable to submarines. They can take two hits.

vs submarine: WEAK attack  
vs destroyer: STRONG attack  
vs cruiser: NORMAL attack  
vs aircraft carrier: STRONG attack  
vs battleship: NORMAL attack  
vs fighter: WEAK attack  
vs bomber: NORMAL attack



**6. FIGHTER** -- Costs 10. They are not deployed on the screen but are rather hidden on the respective player's side. They fly a random path to the other side to attack other air units. They attack other fighters first, and when those are eliminated, they then attack bombers. The maximum number that can fly is determined by the number of deployed aircraft carriers plus one.

vs fighter: NORMAL attack  
vs bomber: STRONG attack



**7. BOMBER** -- Costs 20. These are deployed in the same manner as fighters, however when they fly their random flight path from one side of the screen to the other, they do not attack other air units but rather enemy naval units. Maximum number that can fly is equal to number of aircraft carriers plus one.

vs submarine: WEAK attack  
vs destroyer: STRONG attack  
vs cruiser: NORMAL attack  
vs aircraft carrier: NORMAL attack  
vs battleship: NORMAL attack



**STRONG ATTACK** denotes a 75% chance of scoring a hit.  
**NORMAL ATTACK** denotes a 50% chance of scoring a hit.  
**WEAK ATTACK** denotes a 25% chance of scoring a hit.

When you deploy units, they are placed right next to your flag. You are not allowed to deploy units to those spaces that are already occupied.

After you finished deploying, you can now move your units. The game will highlight the unit you're about to move in light blue. You can use the following keys to move your unit:

8	1	2
7		3
6	5	4

You can move the unit for the ship's designated number of spaces. You cannot move through islands. To attack an enemy ship, just place your ship right next to it, and if you still have a free movement point, just "move" towards the enemy and you will attempt to attack it.

You can choose not to move a unit by simply pressing the space bar. You might want to do this in order to keep your ships out of range from the enemy, or that you prefer to hold the position there. After you've finished moving a ship, the game will move on to the next ship until the process of moving all ships is done.

After naval movements/attacks are done, the air combat phase will commence. All of the deployed air units will fly from your side of the screen to the enemy's side. See fighter/bomber descriptions above to learn how air combat is resolved. The maximum number of fighters and bombers that will fly out is determined by the number of aircraft carriers, plus one.

Once air combat is finished, it is the computer's turn to deploy and move naval units, followed by the air combat phase which will end it's turn.





**THE GOAL OF THE GAME.** To defeat the enemy, you must destroy it's naval base (that is represented by it's flag), after which you will progress to the next level. But with each succeeding level, the computer opponent gets progressively stronger, while you start each level with the same strength as the first level + a score bonus for reserves, along with a score bonus for supply. So in order to obtain additional resources at future levels, you should attempt to destroy enemy units before progressing to the next level. You get a number of bonus reserve points at the next level that is equal to the number of units you've destroyed. You can a bonus supply point for every 10 units you've destroyed. Your SCORE is denoted in between levels (and at the end of the game). So, if you finish a level, and the score shown is this:

SCORE: 0014-0008

That means that so far, you've destroyed 14 enemy units while you've lost 8 units. But as a result of destroying 14 units, you receive 14 bonus reserve points and 1 bonus supply point for the next level. This might not seem like much now, but the effects of your score is cumulative so these will become helpful in the much later levels.

The game gets progressively more difficult as you complete each level. If destroy the enemy's base at level 5 (ie: capture it's flag), you will have accomplished what was considered historically impossible: a complete rout and destruction of American naval capacity. It is akin to capturing San Francisco harbour or controlling the Panama Canal.



**SOME TIPS.** If you're unable to afford to deploy air units, you can still deploy an aircraft carrier to act as an anti-aircraft gun. This will be useful to shoot down enemy aircraft if their flight paths coincide with your carrier's position. Every successful hit you score means you deplete the enemy's supply rating along with a small reserve bonus for the next level.

Submarines have the best defense against bombers, so you can deploy these the most safely onto the battlefield. However, they are quite weak against smaller ships who are equipped with anti-sub weapons. You should deploy those ships that are strongest against the enemy's. If it has many submarines, then destroyers and cruisers can take them on. If there are many battleships, a fleet of submarines can equally take them on.

Keep in mind that destroyers are weak defensively against bombers. Therefore, you shouldn't deploy these until you are relatively safe from bombing attacks. Or better yet, deploy them and hide them behind an aircraft carrier for added protection.

If the enemy has failed to deploy many carriers, it might be useful to deploy some fighter aircraft in order to score a few casualties against the enemy's air superiority.

Use your ingenuity to overcome the computer's sheer numerical superiority.

**TWO PLAYER GAME.** Also included is a two player version where you and a friend can play head-to-head. You can choose the size/scope of the battle from a scale of 1 (small skirmish) to 9 (grand battle).

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