HEROES

of the PACIFIC

EmuMovies

REDMILE
ENTERTAINMENT

UBISOFT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

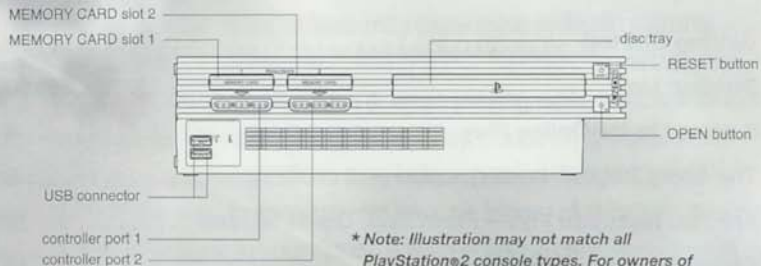## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray

RESET button

OPEN button

USB connector

controller port 1
controller port 2

*Note: Illustration may not match all
PlayStation®2 console types. For owners of
SCPH-70000 series PlayStation®2 systems, refer
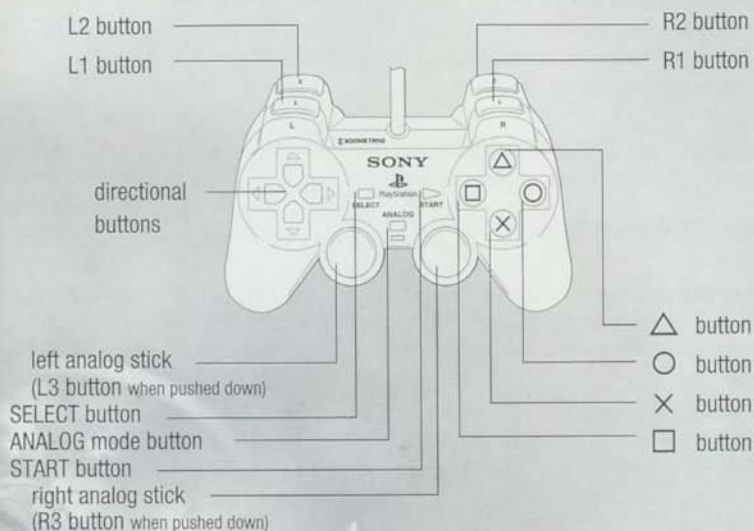to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the tray will open. Place the Heroes of the Pacific™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button

R2 button
R1 button

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

BASIC MENU CONTROLS

- Press the directional buttons to browse or cycle through the different options.
- Press the ✕ button to select a button, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

GAMEPLAY CONTROLS

These are the basic commands for the default controller configuration (controller setting 1).

FLIGHT CONTROLS

Left analog stick ← → (Arcade controls)

- Steers the plane left and right while in Arcade mode. This control method is relative to the screen, and will only roll up to 90° without using the right analog stick. For more details, see the Flight Stations section of this manual.

Left analog stick ← → (Professional controls)

- Rolls the plane left or right through 360° without any limitations. To turn hard, roll your plane onto its side and then use the Pitch control to pull your plane's nose up. For more details, see the Flight Stations section of this manual.

Left analog stick ↑ ↓

- Pitch – Raises or lowers the nose of the plane, so that you climb or descend.

Right analog stick ← → (Professional mode)

- Rudder – Moves the vertical rudder left and right, allowing you to turn without rolling the plane.

Right analog stick ← → (Arcade mode)

- Rolls the plane left or right through 360°.

Right analog stick ↑ ↓

- Throttle – Increases or decreases power to the engine and thus changes your speed. Changes in speed are not immediate, and there is often a lag before the plane responds to changes in throttle.

R3 button

- Engages warspeed when held down – a short burst of extra speed that can be used for a brief period before your engine overheats.

COMBAT CONTROLS

R1 button

- Fire primary weapon – Fires machine gun, cannon, or heavy cannon weapons (or combinations) depending on what your plane is equipped with. Firing continuously will cause the weapon to overheat.

L1 button

- Fire secondary weapon – Fires the currently selected secondary weapon. This could be a heavy cannon, bomb, rocket, or torpedo. The amount of time before you can fire again depends on the weapon type. To get a Weapon View camera, hold this button down while firing.

R2 button

- Zoom In – Zooms the view in toward your gunsights to give you a better look at that blip you are chasing, or to check your aim during long shots.

ADDITIONAL CONTROL INFORMATION — COMBAT

L2 button

- Target camera – Changes to a view that will show the current target in relation to your plane. Useful for getting your bearings in a fight.

▲ button

- Rear view – Looks behind your plane to see who is on your six.

■ button

- Cycle secondary weapon – if your plane has multiple secondary weapons, this button cycles through the available ones.

SELECT button

- Change view – Changes between two different third-person cameras and a first-person cockpit view. It also accesses GP Bomb Sight and Bombardier views on planes where available. First-person view always operates under the Professional control scheme.
- Skips in-game cutscenes.

✖ button

- Next target – Swaps between available targets, depending on which is closest on-screen to your gunsight.

✖ button (hold)

- Closest air target – Press and hold the ✖ button to get a lock on the closest enemy plane to you.

● button

- Next objective – Swaps between mission objectives, depending on which is closest on-screen to your gunsight.

● button (hold)

- Closest objective – Press and hold the ● button to get a lock on the closest primary objective.

Directional buttons

- Wingman Orders – More specifics on the commands available will follow in the What Are Your Orders? section of this manual. The directional buttons enable you to give commands to up to four Wingmen.

Directional buttons (Multiplayer)

- Scoreboard – Displays a scoreboard showing the progress of the multiplayer game you are currently playing.

START button

- Pauses the game and brings up the Pause Options menu.

SETTING UP FOR ONLINE PLAY

NETWORK CONFIGURATION

Before playing online, a valid network configuration file must be created and saved to the memory card (8MB)(for PlayStation®2) using either the Network Adaptor Start-Up Disc, which is supplied with your Network Adaptor (Ethernet/modem)(for PlayStation®2), or the Heroes of the Pacific Network Configuration Utility.

NETWORK ADAPTOR (FOR PLAYSTATION®2)

In order to play Heroes of the Pacific online, you must have installed a Network Adaptor (for PlayStation®2) on your PlayStation®2 system before playing. Set up the Network Adaptor for (PlayStation®2) according to the instructions included in its packaging.

Caution: Unplug the AC power cord on your PlayStation®2 console before adding any networking equipment to the system.

Ports 3658 and 6500, and numbers 10070 to 10080, 58820 to 58835, 27900, and 2814 are used (in UDP protocol) by the game. Ports 40000 to 42999, 28910, 29900 to 29901, 60170 to 60179, and 6668 are used (in TCP protocol) for the connection to GameSpy®. So, if you have a firewall, you must open these ports. If you use a router with a unique IP address, and you want to create rooms and games (so you can host a server), you must route these ports to your PlayStation®2 console.

TROUBLESHOOTING

If a connection to the network cannot be established:

- The AC power cord for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.

Check that the network cable is properly connected.

USB HEADSET (OPTIONAL)

The USB headset allows you to talk to teammates during online games. Connect the headset to either of the two USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 system with the USB symbol on the plug facing up.

THE STORY BEGINS

You are Lt. William Crowe, a hotshot young pilot fresh out of flight school and on your way to your first posting. War looms in the Pacific, threatening to bring to the U.S. the destruction already seen across Europe. Do you have what it takes to defend your country? Have you got the guts to become one of the Heroes of the Pacific?

In the late days of 1941, the Japanese Imperial Navy had big plans. Having seized a large swath of territory throughout Asia, they now looked to the west to see who could stop them in their nationalistic ambitions. The United States, with huge industrial and military capabilities, would never allow Japan a free rein in the Pacific.

Admiral Yamamoto, a cunning strategist, formed a bold plan: A swift and deadly attack on the main U.S. naval base at Pearl Harbor would cripple the U.S. and give Japan the time they needed to seize control of South East Asia, Australia, and the many strategic island chains dotted across the Pacific.

The attack was a massive success, catching the U.S. battleships in the harbor and inflicting terrible damage. However, it did not destroy the vital shipyards or the U.S. carriers that had been at sea. The U.S. fleet had soon regrouped and was aching for vengeance.

The stage was set for a titanic battle that raged for nearly four years and cost the lives of millions of soldiers and civilians on both sides. You, Lt. Crowe, will take part in many of the most historically significant campaigns of the war.

ARE YOU READY TO FLY? – FRONT END, GAME MODES

A number of different game modes and options can be accessed from the front-end menu screens. Press the ✕ button to move forward through the screens, and press the ▲ button to cancel an option or move backward through any screen.

- **Campaign Mode:** Puts you in the thick of the war in situations and planes based on actual events. Start off at Pearl Harbor and fight your way through the carnage of Coral Sea and Midway to the island-hopping battles of the Philippines and Iwo Jima.

- **Missions Mode:** Once you've completed a mission in Campaign mode, you can go back and replay it using any plane you've unlocked. After you complete the entire Pacific campaign, you can also use enemy planes! Try higher difficultly levels to earn more Upgrade Points and unlock more hidden planes.

- **Instant Action:** Jump into the cockpit for a quick pilot vs. pilot battle using any planes and levels that you have unlocked so far. Last one still in the air wins!

- **Multiplayer:** Put your piloting skills up against the best in the world using your Network Adapter (for PlayStation®2). Or go up against the best in your lounge room in split-screen modes.

- **Game Options:** Video, audio, and control settings can all be customized from the Game Options screen. There is also a Game Progress screen, where you can look at what planes you have unlocked.

- **Historical Missions:** Five special missions closely based on actual events from the war. These are unlocked by progressing through Campaign mode.

- **Flight Training:** Brush up on your skills by practicing flying, shooting, and bombing with Captain Richards, your "friendly" flight instructor.

CHOCKS AWAY! – STARTING A GAME

When starting a game through either Campaign or Missions mode, you'll have to progress through a number of screens and select various options.

- **Difficulty Level:** Choose from Rookie, Pilot, Veteran, and Ace. At higher difficulty levels your enemies get much tougher, but you also earn more Upgrade Points.
- **Campaign Selection:** If you're replaying a mission in Missions mode, you can choose the theater of conflict by pushing left or right on the left analog stick. In Campaign mode, you are always taken back to the Mission Briefing for the next mission that you have not yet completed.
- **Mission Select:** In Missions mode, this menu allows you to select from available missions and to see the mission map for each by pushing up or down on the left analog stick. It also shows how many Upgrade Points you have earned from the total available.
- **Mission Briefing:** The mission briefing tells you what your main objective is for the level and gives background info on what threats to expect. Press the ❌ button to select the mission and go on to the next screen.
- **Plane Class:** On many missions you are given a choice of several available plane classes. Unavailable types will be locked off. Once you've selected a plane class, you'll be taken to the Plane Selection screen.
- **Plane Selection:** Push left or right on the left analog stick to scroll through the available planes. Push up or down on the left analog stick to choose between different models of that plane. Pressing the ◉ button takes you to the Upgrade/Specifications screen (more details on that later in the manual). Once you exit this screen, you can go to the Workshop screen or enter the game.
- **Control Type:** When you select your plane, you are given the option of Arcade or Professional control setups. Arcade is recommended for casual players and those not familiar with flight games. Professional will suit those who are more used to simulation controls.
- **Workshop:** On this screen you can adjust your guns and select your weapons. More details on the workshop can be found in the Lock and Load section of this manual.

Now, you're ready to fly!

STAYING ON THE CUTTING EDGE – SELECTING AND UPGRADING PLANES

UNLOCKING PLANES

There are many different planes to unlock and collect in Heroes of the Pacific, ranging from pre-war wooden clunkers to advanced 1945 era jet prototypes.

To unlock planes, you must earn them on the field of combat through completing missions in Campaign or Missions mode.

Some planes can be unlocked at lower levels, but the most advanced and toughest planes can only be unlocked by completing each campaign on Ace difficulty level.

If, at any time, you want to see how many planes you have unlocked, consult the Game Progress screen under the Game Options menu.

UPGRADING PLANES AND UPGRADE POINTS

Many planes in the game can be upgraded to more advanced versions. Often there are several different upgrades for each plane, with improved guns, engines, armor, and secondary armament.

To upgrade a plane that you have unlocked, you first have to earn Upgrade Points by completing missions. You earn the least points for completing a level on Rookie difficulty and the most points for completing a level on Ace difficulty.

You can also earn extra points within a mission by completing secondary goals. To upgrade a plane, choose it on the Plane Select screen and then press the ◉ button. This takes you to the Statistics screen, where you can see the how much the upgrade will cost and what its effects are.

Details can be found on weapon loads, performance, and gun combinations by pressing the ◉ button while on the Plane Select screen at any time, even if you do not wish to upgrade.

PLANE TYPES

There are four main plane types:

- **Fighters:** Fighters are highly maneuverable and have powerful engines. Armed with lots of forward guns, rockets, and often GP bombs, these planes are designed to prey on aerial and ground targets.
- **Dive Bombers:** Reasonably agile and fairly tough, these aerial sluggers carry the dive bombs needed to gut any enemy fleet.
- **Torpedo Bombers:** These heavy workhorses carry rear gunners to protect them while they charge low at enemy ships on their torpedo runs.
- **Bombers:** Sluggish, but bristling with multiple gunners. They often carry heavy cannons or packed bomb bays full of ordinance.

LOCK & LOAD, SAFETY CATCH OFF! – WORKSHOP SCREEN

The Workshop screen is where you can pick your weapon load and adjust various settings on your guns.

GUN TYPES AND PLACEMENTS

There are three sorts of guns in the game, and some planes have combinations of these:

- **Machine guns:** These guns fire solid slugs of lead at a high fire rate. Good for penetrating lightly armored targets. They will eventually overheat if fired continuously for too long. These guns are fired with the Primary Weapons button.
- **Cannons:** Cannons have a shorter range and a lower fire rate than machine guns, but each explosive-filled shell does much greater damage on impact. They heat up quickly, though, so use short, controlled bursts of fire. These guns are fired with the Primary Weapons button.
- **Heavy cannons:** Large, slow-firing guns that can penetrate heavy plate armor for tank busting or set fire to bombers from a distance. Generally, they do not overheat easily due to their slow rate of fire. Heavy cannons are often fired with the Secondary Weapon button.

GUN ELEVATION AND HARMONIZATION

With the Harmonization function, the main guns on any plane can be aligned to have a wider or narrower spread. A wide spread makes it easier to hit targets, but will do less damage.

Elevation allows you to point your guns down at a slight angle and is very helpful if you are mainly attacking ground targets.

WHAT'S THAT WHISTLING SOUND? – SECONDARIES AND WEAPON SLOTS

A number of explosive secondary weapons can be assigned to your plane while you are in the Workshop screen.

WEAPON SLOTS

Under the wing or fuselage or in the bomb bay, a number of planes can carry powerful secondary weapons.

The number of slots and the weight limits on your plane determine what weapons it can carry.

- **GP bombs:** Available in 500-pound and 1,000-pound versions, these bombs have a large radius of destruction and are designed to fragment for maximum effect. Good against land targets.
- **Dive bombs:** Available in 500-pound and 1000-pound versions, dive bombs are armor piercing and designed to punch deep into a ship before exploding. They have a smaller radius of explosion than GP bombs, but they do twice as much damage to ships. More info on dive-bombing can be found in the Bombs Away! section of this manual.
- **5-inch rockets:** Useful for knocking out tight squadrons of enemy planes or barraging surface positions, these solid fuel rockets curve downward slightly if fired over long distances.
- **Torpedoes:** Temperamental but powerful, they must be dropped from a low altitude at a slow speed, or they will detonate prematurely. Remember to lead your target. More info on using torpedoes can be found in the Bombs Away! section of this manual.

KEEP YOUR EYE ON THE SKY –
HUD AND IN-GAME INTERFACE

In the picture above, you can see an Avenger torpedo bomber flying toward an enemy ship. The various HUD interfaces are explained below.

1. **Throttle and engine temperature:** The arrow shows your throttle setting. The bar shows your engine temperature and turns red if you overheat your engine by using too much Warspeed.

2. **Damage bar:** Shows how much damage your plane has taken. Green is A-OK, orange is medium damage, flashing red-and-black means your plane is ready to come apart around you.

3. **Primary weapon:** Shows a letter indicating what type of gun you are firing. M = machine gun; C = cannon; HC = heavy cannon.

4. **Secondary weapon:** An icon representing the currently selected secondary weapon. Rockets, torpedoes, bombs, or heavy cannons could all be in this slot.

5. **Altimeter:** This display shows your height. If you fly too high, you will be forced back into the mission area.

6. **Airspeed:** This display shows your airspeed.

7. **Gunsight:** Changes color when you are correctly leading a target, warns you about friendly fire, and uses a white dot to show the plane's direction when guns are set to Ground Attack elevation. (See the Lock and Load section of this manual.) When you are in a multiplayer match, the gunsight changes color to match the team of the player you are attacking.

8. **Compass:** Used to help get your bearings to a target.

9. **Radar:** Friendly blips are blue, enemies are red, objectives and navigation points have yellow rings. Flashing blips are attacking you, and white icons represent zone points. Your wingmen are represented by X icons.

10. **Torpedo/Dive Bomb interface:** These interfaces are for specific planes and weapons. More details can be found in the Bombs Away! section of this manual.

11. **Target display:** Displays the unit name and distance to the currently targeted object.

12. **Currently selected target:** These four markers show the enemy you are currently targeting. They will appear red, orange, or yellow depending on whether the target is a standard enemy or a secondary or primary objective.

13. **Kill flags:** Shows how many enemy planes you have destroyed so far in this mission.

14. **Enemy attack arrow:** This inward-pointing arrow shows the bearing of the enemy that is currently attacking you. The size of the arrow shows how close the enemy is, and the number of chevrons indicates how far you will have to turn to bring them on-screen. On-screen enemies that are attacking you are bracketed by two horizontal target markers.

Not shown:

Objective marker: This yellow triangle indicates a mission objective that is not currently targeted. Blue arrows above friendly units indicate units that you need to protect.

Secondary Objective marker: These orange markers are similar to the objective markers and indicate a secondary objective that is not currently targeted.

Wingman command pop-up: Displays the command you have just given to your wingmen.

Target Zone marker: These four square brackets indicate a particular part of a ship or structure that must be targeted as part of a mission objective, such as the bridge, AA batteries, or the propellers.

Direction to Target arrow: This arrow pointing outwards functions similarly to the Enemy Attack arrow, but directs you toward what you currently have targeted. If it is shaded in solid yellow, that means you have an objective currently targeted.

FLIGHT STATIONS! – HOW TO FLY

Now that you've set your plane up and headed out onto the runway, it's time we told you how to fly.

CONTROL OPTIONS

There are two forms of flight control in Heroes of the Pacific – Arcade and Professional.

Arcade mode combines the actions of the rudder and the ailerons to allow you to fly left and right, up and down by moving your left analog stick in the appropriate direction. The right analog stick controls the roll function independently, if you desire.

Professional mode uses a standard sim control where the left analog stick controls the plane's roll and pitch using the ailerons, and the right analog stick controls the rudder. This allows freer movement, but is more complicated to control.

TAKING OFF

In order to take off, simply throttle up, build up speed, and then pull back on the left analog stick. The sky is now yours!

STALLING

As long as you keep an eye on your airspeed and don't try and climb too sharply, you won't stall in the lighter planes, but you have to treat the heavy planes with a bit more respect.

If you get a stall warning, throttle up and level out quickly. If it's too late and you stall, try and point your nose down and get your airspeed back up so that you can regain control.

LANDING

Finally, when you want to come home and land, simply find a set of blue landing rings and fly through them in order. Your plane will land automatically.

If you need more help to earn your wings, go see Captain Richards. You can find him under Training – he'll get you shipshape or bust you trying.

YOU LOOKING FOR A FIGHT? – COMBAT

WEAPONS AND OVERHEATING

On a gun (primary weapon), the Primary Weapon indicator changes from green to red as the gun heats up. When your gun has fully overheated, you cannot fire until it cools back down.

On a secondary weapon, the display also changes from green to red. This shows how many of the available bombs, rockets, or torpedoes you have fired. Those secondary weapons take time to regenerate. When the display is green they are completely rearmed.

LEADING TARGETS

When attacking enemy planes you have to lead the target – unless you are right on their six, that is! Your gunsight will change color when you are leading a target correctly. If you see an X, don't shoot! That's a friendly plane!

GUNNERY TIPS

- Short, controlled bursts will keep your guns from overheating.
- Maximum range on U.S. machine guns is around 1500m, but effective range is more like 1200m.
- U.S. 20mm cannon maximum range is around 1200m, but they are effective at around 1000m.
- Machine gun bullets lose some of their punch over distance as they slow down. Cannon bullets, on the other hand, retain their explosive kick no matter how far they travel.
- When attacking planes that have gunners, find the vulnerable angle from which the gunners can't hit you. Attacking from directly above or below is often the best option.

BOMBS AWAY! – DIVE BOMBING AND TORPEDOES

When using either torpedoes or bombs, special conditions must be met in order to successfully hit your target.

DIVE BOMBS

Dive bombs have to be dropped from a steep angle and above a certain speed in order to penetrate the deck armor of a ship before exploding. In order to successfully dive bomb, take your plane up above the target and dive toward it at a steep angle. When you have reached the correct angle, the Dive indicator on the left of the HUD will turn green. When you have reached the correct speed, the Speed indicator below it will also turn green. Make sure you've lined up your target with the crosshairs, and then drop your bomb load. If it all went correctly, you should hear a loud bang.

TORPEDOES

Torpedoes need to be dropped from very low altitude at very slow speed. The interface works in a similar way to dive bombing, with height and speed gauges that both turn green when you are "in the zone."

If you fire from too close, the torpedo won't arm in time. Drop it from too far away and it will run out of fuel.

BOMB VIEWS

Use the SELECT button to swap between different bombing views, depending on what plane type you are flying. Fighters have a very inaccurate GP bomb sight, whereas dedicated heavy bombers have a sophisticated Norden bomb sight that is much more accurate and can look ahead and behind to track bombing targets. Bomb views cause your plane to level out and you can only steer with the rudder.

WHAT ARE YOUR ORDERS? – MAP SCREEN, PRIMARY AND SECONDARY OBJECTIVES

At any time during a mission, you can access the Map screen by pressing the START button and selecting Map from the Options menu. This map screen has a list of all current and secondary objectives, and can be used to recap what your objectives are.

The map can be scrolled in any direction and zoomed in and out.

MESSAGE HISTORY

In the thick of battle, orders and commands can fly thick and fast. Garbled radio calls and your attention being pulled elsewhere by a Zero on your tail can make it hard for even the coolest pilot to concentrate. If you miss a message and you want to find out what it was, press the START button and access the Message History option. Messages can be scrolled up and down.

WHO'S GOT YOUR BACK? – WINGMEN AND ORDERS

In many of the missions in Heroes of the Pacific you will be accompanied by up to four wingmen.

These wingmen can be ordered to attack targets and defend areas from Japanese incursion by using the directional buttons. When they complete an objective, they will return to you and ask for further orders.

Up directional button

Attack – Sends your wingmen after the currently selected target. Wingmen can attack both air and surface targets.

Right directional button

Form up – Tells your wingmen to drop what they are doing and get into formation alongside you. They will remain in formation until given further orders and will help strafe targets that cross their line of sight.

Down directional button

Defend – On these orders, your wingmen will seek to defend U.S. units. They will defend naval units first and then bombers; then, if none are available, they will defend the area they are currently over.

Left directional button

Break – This lets go of the leash and sends the wingmen off to attack targets at will.

The Wingman HUD indicator displays the orders you give your wingmen.

REPLAY AND DEBRIEFING SCREENS

REPLAYS

After you complete a mission, you will be offered the chance to see a replay of the most recent level. You can change cameras while watching the replay using the controls listed on the screen.

DEBRIEFING AND UPGRADE POINTS

After the mission, you will be taken to screens that will show you any new planes that you have unlocked. After that, you will be taken to a screen that shows how many kills you have made, your overall accuracy, and how many Upgrade Points you have earned.

It is possible to earn up to six points for playing a level at the highest difficulty level, plus there are often one or two secondary objectives that can be completed within a level to earn more Upgrade Points.

REPLAYING MISSIONS

To replay a mission that you have already completed, enter it through the front-end menu in Missions mode. In Missions mode, you can earn the remaining Upgrade Points for secondary goals and for playing the mission at higher difficulty levels.

The points are cumulatively awarded – you can't earn more points by going back and playing a level at a lower difficulty level than you have already achieved.

KEEP YOUR FRIENDS CLOSE AND YOUR ENEMIES CLOSER – MULTIPLAYER GAME MODES

Heroes of the Pacific can be played split-screen, as well as across a LAN or broadband internet connection (using GameSpy). There are several different game types.

Dogfight: Up to eight players battle it out to see who is top dog. Every man for himself. One point for a kill; minus one point for a suicide.

Team Dogfight: Two teams of planes fight for a team win. One point for a kill; minus one point for a team kill or suicide.

Capture the Flag: Two teams, each with an aircraft carrier, try to fly their planes low over the enemy carrier to capture a recon photograph (the flag), then destroy one of the three waypoint balloons before returning to their carrier to score. A team can't take the flag while their flag has been taken. Being killed will cause the flag to be dropped and reset. One point for a kill; five points for a complete flag capture and return; and minus one point for suicides and team kills.

Fox and Hounds: The goal of this mode is to become "the fox" and stay the fox for as long as possible. Each player must also avoid being hit, while shooting down bonus balloons to increase their score. A player becomes the fox by damaging the current fox enough; the old fox then becomes a hound. A point is awarded for every 10 seconds of being the fox and one point is scored for shooting down each bonus balloon as the fox. Kills are only awarded when you are the fox, and your speed as fox is halved.

Scratch One Flat Top: Two teams, each with an aircraft carrier, attempt to sink each other's carrier. When a carrier is sunk the game ends. The carrier has more health for longer duration games, but point limits have no effect. Points are awarded for damaging the carrier – one point for a kill; minus one for suicides and team kills.

IT'S A WORLDWIDE WAR! – ONLINE PLAY

Heroes of the Pacific can be played either over a LAN or via the GameSpy multiplayer service.

GAMESPY

To connect to GameSpy, follow these steps:

1. Select Multiplayer from the Heroes of the Pacific menu.

2. Select Online from the Multiplayer menu.

3. The Select Network Configuration menu will be displayed listing the current network configurations saved on the memory card in slot 1.

   3.1. If the only option that appears is "Set up network with NetGUI," then select this option to exit Heroes of the Pacific and run the NetGUI application to enable configuration of the attached Network Adapter (for PlayStation®2). Follow the steps in the NetGUI application. After a valid configuration has been entered, exit NetGUI and return to the game and repeat steps 1–3.

   3.2. Select the named configuration option (as set up through NetGUI in step 3.1).

4. The Network Adapter (for PlayStation®2) will be initialized and the Dynamic Network Authentication System (DNAS) agreement will be displayed. Select Accept to proceed.

5. After DNAS has completed successfully, you will be asked to sign in using a GameSpy profile or Quick Sign-in.

   5.1. If no GameSpy profiles are configured on the memory card in slot 1, you may either use Quick Sign-in or select the Manage GameSpy Profiles option.

      5.1.1. Select the Add Profile option.

      5.1.2. After all of the information required to create a GameSpy profile is entered and valid, select Create Profile. (Note: You may enter the details for a pre-existing GameSpy profile.)

      5.1.3. After the profile has been successfully created you will be prompted to save the profile to the memory card. After the profile has been saved, return to Step 5.

   5.2. If you selected Quick Sign-in, you will be prompted to enter a nickname for the game session. If a GameSpy profile is selected, you will be prompted to enter the password.

   5.3. After sign-in is complete, press the START button to connect to Heroes of the Pacific online game services.

6. After successful connection to Heroes of the Pacific online game services, the Multiplayer Main Menu will be displayed. From this menu you can create a new game session or search for games that are already in progress.

   6.1. Create Session option:

      6.1.1. The Create Session menu will appear to allow you to configure game settings. When you are ready, click Create Session.

      6.1.2. The session will be created and listed on Heroes of the Pacific online game

services so that other players can join.

   6.2. Find Games option:

      6.2.1. The Search Settings menu will be presented to allow you to set criteria for your game session. When settings are ready, click Find Match.

      6.2.2. The next screen will list current game sessions. If you find a game session you like, select it and press the ⊗ button to join.

7. After a game session has been created or joined, the host of the game may select Start Game from the top-left menu to commence the game.

KEEPING IT LOCAL – LAN AND NETWORK PLAY

To play Heroes of the Pacific across a Local Area Network (LAN) follow these steps:

1. Select Multiplayer from the Heroes of the Pacific menu.

2. Select LAN from the Multiplayer menu.

3. The Select Network Configuration menu will be displayed that lists the current network configurations saved on the memory card in slot 1.

   3.1. If the only option that appears is "Set up network with NetGUI," then select this option to exit Heroes of the Pacific and run the NetGUI application to enable configuration of the attached Network Adapter (for PlayStation®2). Follow the steps in the NetGUI application, and after a valid configuration has been entered, exit NetGUI and return to the game and repeat steps 1-3.

   3.2. Select the named configuration option (as set up through NetGUI in step 3.1.

4. After DNAS has completed successfully, you will be asked to sign in. Press the START button to choose to sign in.

5. Choose an appropriate name through the virtual keyboard. After sign-in is complete, press the START button to connect to Heroes of the Pacific online game services.

6. After successful connection to Heroes of the Pacific online game services, the Multiplayer Main Menu will appear. From this menu you can create a new game session or search for games that are already in progress.

   6.1. Create Session option:

      6.1.1. The Create Session menu will be presented to allow you to configure game settings. When ready, select the Create Session button.

      6.1.2. The session will be created and listed on Heroes of the Pacific online game services so that other players can join.

   6.2. Find Games option:

      6.2.1. The next screen will list current game sessions. If a game session exists that you wish to join, select it and press the x button to join.

7. After a game session has been created or joined, the host of the game may select the Start Game option from the top-left menu to commence the game.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

LICENSE TO USE HEROES OF THE PACIFIC™

Please read this License carefully before installing the game (Heroes of the Pacific).

This License is an agreement between you, the "User," and Ubisoft and/or its licensors and/or its beneficiaries ("Ubisoft"), which grants the User the non-exclusive and non-transferable right to use Heroes of the Pacific. By installing Heroes of the Pacific, the User undertakes to respect the terms and conditions of the License.

1. The License

Ubisoft grants the User a non-exclusive and non-transferable License to use Heroes of the Pacific, but remains the owner of all the rights relating thereto. Any rights not specifically transferred by this License remain the property of Ubisoft. Heroes of the Pacific is licensed and not sold to the User, for private use. The License does not confer any right or title to Heroes of the Pacific and cannot be understood as a transfer of intellectual property rights to Heroes of the Pacific.

2. Ownership of Heroes of the Pacific

The User recognizes that all of the rights associated with Heroes of the Pacific and its components (in particular the titles, computer codes, themes, characters, character names, plots, stories, dialogues, places, concepts, images, photographs, animation, videos, music, and text contained in Heroes of the Pacific), as well as the rights relating to the trademark, royalties, and copyrights, are the property of Ubisoft and are protected by French regulations or other Laws, Treaties, and international agreements concerning intellectual property.

3. Use of Heroes of the Pacific

The User is authorized to use Heroes of the Pacific in accordance with the instructions provided in the manual or on the packaging of Heroes of the Pacific. The License is granted solely for private use.

It is not permitted:

• To make copies of Heroes of the Pacific,

• To operate Heroes of the Pacific commercially,

• To use it contrary to morality or the laws in force,

• To modify Heroes of the Pacific or create any derived work,

• To transmit Heroes of the Pacific via a telephone network or any other electronic means, except during multiplayer games on authorized networks,

• To create or distribute unauthorized levels and/or scenarios,

• To decompile, reverse engineer, or disassemble Heroes of the Pacific.

The User cannot sell, sublicense or lease Heroes of the Pacific to a third party.

The User can only transfer Heroes of the Pacific if the recipient agrees to the terms and conditions of the License. In this event, the User undertakes to transfer all components and documentation relating to Heroes of the Pacific. He also undertakes to delete any copy of Heroes of the Pacific from his computer. In this event, this License is automatically and immediately terminated.

4. Termination of the License

The License is effective from the first time Heroes of the Pacific is used. It is terminated automatically by Ubisoft without notice if the User fails to adhere to the terms and conditions of the License.

5. Warranty Limitation

The User recognizes expressly that he uses Heroes of the Pacific at his own risk.

Heroes of the Pacific is provided as is. The User is responsible for any costs of repairing and/or correcting Heroes of the Pacific. To the extent of what is laid down by the Law, Ubisoft rejects any warranty relating to the market value of Heroes of the Pacific, the User's satisfaction or its capacity to perform a specific use. The User is responsible for all risks connected with lost profit, lost data, errors, and lost business or other information as a result of owning or using Heroes of the Pacific. As some legislation does not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

6. Liability

In no event can Ubisoft be held liable for any direct, consequential, accidental, special, ancillary, or other damages arising out of the use or inability to use Heroes of the Pacific, as well as out of the ownership or poor functioning thereof, even if Ubisoft has been advised of the possibility of such damages. In particular, Ubisoft accepts no liability regarding use of Heroes of the Pacific contrary to the precautions for use set out in the manual and on the packaging. As some legislation does not allow exemption from liability in the event of direct or incidental damages, it is possible that the aforementioned exclusion does not apply to the User.

This License to use Heroes of the Pacific grants specific rights to the User and he may have other rights depending on the laws in his State.

Heroes of the Pacific™

0 08888 32286 3

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, www.ubi.com/us/support/default.aspx. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

• Full product title
• Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: www.ubi.com/us/support/default.aspx.

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at www.ubi.com/us/support/default.aspx.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F
Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560
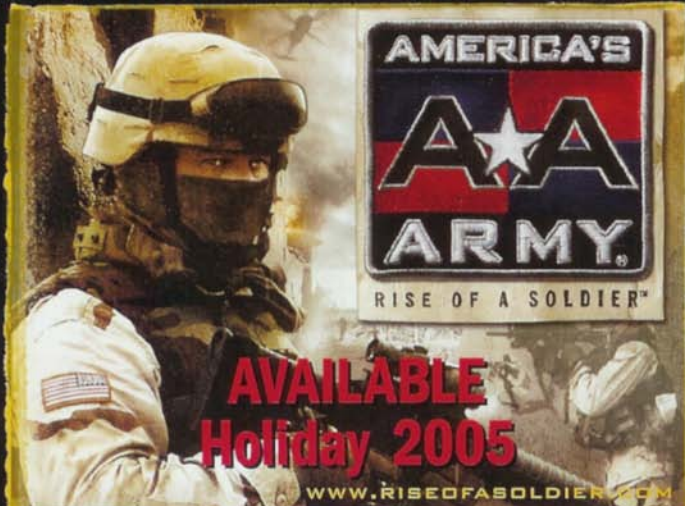Please use a traceable delivery method when sending products to Ubisoft.
To order Ubisoft products in the United States, please call toll free 888-824-7038.

RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.