

AIR CONFLICTS

PACIFIC CARRIERS

PLAYSTATION®4 EDITION





See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the Air Conflicts: Pacific Carriers Playstation®4 Edition disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the **○** button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the **□** button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the **□** button. To resume playing the game, select it from the content area.

Removing a disc: Touch the (eject) button after quitting the game.



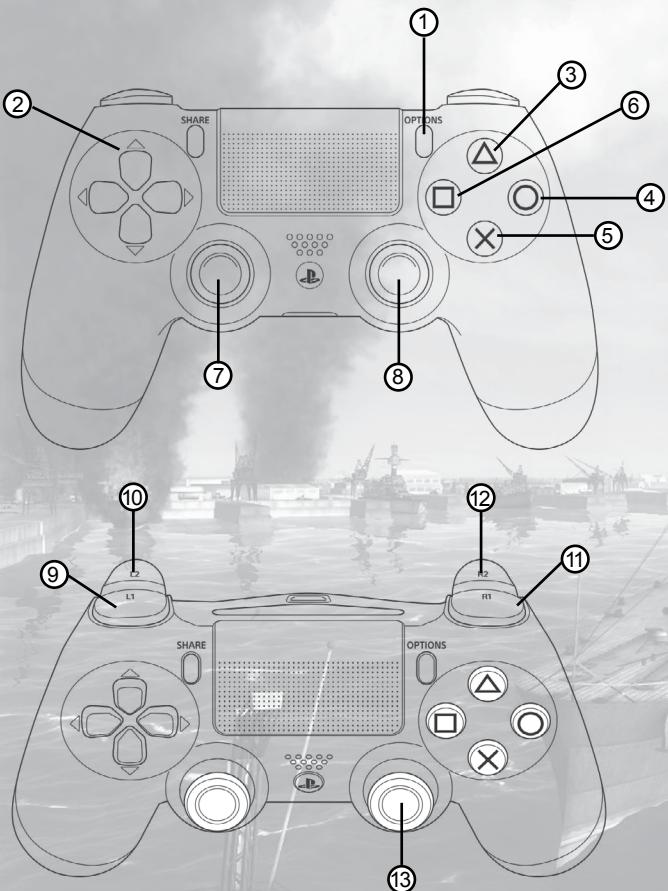
Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

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DEFAULT CONTROLS

DUALSHOCK®4 Wireless Controller (Arcade)



① OPTIONS button

② Directional buttons

③ Δ button

④ ○ button

⑤ × button

⑥ □ button

⑦ left stick

⑧ right stick

⑨ L1 button

⑩ L2 button

⑪ R1 button

⑫ R2 button

⑬ R3 button

Pause game

D-PAD left, right, down – Hold to activate tail gunner mode

D-PAD up – Gear up/down Hold to switch aircraft

Increase speed

Fire weapon

Machine guns

Decrease speed

Steer aircraft

Camera controls / tail gunner aiming

Switch weapons

Fire weapon

Target camera

Machine guns / tail gunner fire

R3 (press RS) – Switch camera

DEFAULT CONTROLS

DUALSHOCK®4 Wireless Controller (Simulation)



① OPTIONS button

② Directional buttons

③ Δ button

④ ○ button

⑤ × button

⑥ □ button

⑦ left stick

⑧ right stick

⑨ L1 button

⑩ L2 button

⑪ R1 button

⑫ R2 button

⑬ R3 button

Pause

D-PAD left, right, down – Hold to activate

tail gunner mode

D-PAD up – Gear up/down Hold to switch aircraft

Increase speed

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Steer aircraft

Camera control / tail gunner aiming

Switch weapons

Rudder control

Target camera

Rudder control / tail gunner fire

R3 (press RS) – Switch camera

WELCOME TO AIR CONFLICTS: PACIFIC CARRIERS

Air Conflicts: Pacific Carriers is an arcade flight simulator set in the Pacific theatre during World War II, featuring the aircraft and ships of the period and historically inspired missions. The emphasis is on intense dogfights, daring bombing raids, torpedo runs and exciting aerial missions.

You can play for two sides in Air Conflicts: Pacific Carriers – United States Navy and Imperial Japanese Navy. Air Conflicts: Pacific Carriers tells you the story of three carriers in the Pacific – Enterprise from the US Navy as well as Akagi and Zuikaku from the IJ Navy. There are two USN campaigns and two IJN campaigns.

The missions in this game are based upon historical scenarios in the Pacific theatre starting December 7th, 1941 in Pearl Harbor. Specifically, it displays the most infamous battles of the conflict between the United States and Japan, presenting the different views of two very different nations.

SINGLE PLAYER GAME

You experience the story of three famous aircraft carriers across four different campaigns. The Japanese campaigns unfold around two IJN carriers. US campaigns set you aboard the USS Enterprise, also known as "Big E".

Choose between the following modes:

- Campaigns
- Training
- Instant Battle
- Survive
- Replay Mission

Campaign – Battle

Battles are mandatory and represent the most famous World War 2 battles located at certain positions in the Pacific (Battle of Midway, Pearl Harbor, Wake Island Raids, etc). Every Battle contains multiple objectives to be accomplished using different airplane squadrons. The storyline progresses with every battle.

Campaign – Missions

Missions are optional extra assignments, several of which are offered at any point in the campaign.

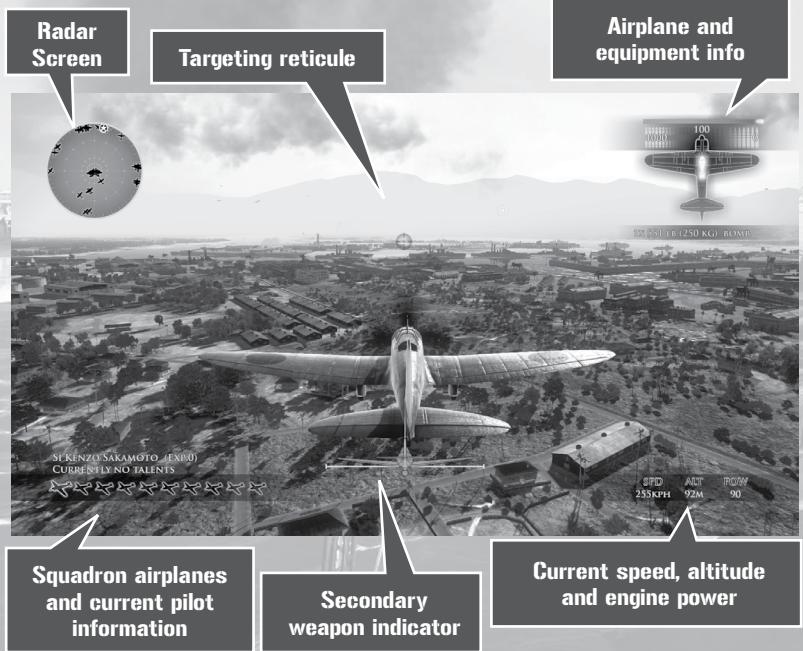
The player may choose from the following options:

- **Battle (mandatory)** – carry out battles and develop the story further. There's only one battle available to the player at any time.
- **Watchtower (optional)** – observation tower assignments, which can unlock additional missions.
- **Patrol (optional)** – aerial patrol which can unlock additional missions.
- **Missions (optional)** – play any unlocked mission.

NOTE:

To view your current objectives at any time, access the game's pause menu (see "Controls" section).

User Interface



Radar Marks

| | | | |
|--|--|--|---|
| | Ground Target (building, ship, anti-aircraft, vehicle) | | Ally Aircraft |
| | Enemy Aircraft | | Mission Objective Marker (airport to land, checkpoint to reach or area where you will find a mission objective) |

Squadrons

The Three Squadrons

Throughout each campaign you are in charge of three different squadrons:

| Squadron | USN Campaigns | IJN Campaigns |
|------------------|----------------|---------------|
| Fighter Squadron | Alpha Flight | Ichiban |
| Bomber Squadron | Bravo Flight | Nibani |
| Torpedo Squadron | Charlie Flight | Sanban |

At any given point in the campaign, each squadron has a different type of plane assigned to it.

Aircraft Equipment

Every airplane can carry limited payload, but you can switch between different airplanes of your squadron.

You can customize aircraft armaments for each squadron. The default equipment is a recommended setup.

Weapons

There are two types of weapons – primary and secondary:

- **Primary Weapons** – Machine guns. You have limited machine gun ammo. Some airplanes may have two different cannon types to select from (see “Controls” section).
- **Secondary Weapons** – You can switch between bombs/torpedoes/cannons/rockets. The currently selected weapon type is displayed in the top right corner of the screen.

NOTE:

Different airplane equipment changes your airplane's drag and thus impacts your airplane's maneuverability.

Squadron control

While flying a mission, you take command of an entire squadron, but only control a single airplane at any given time. You can switch between airplanes at any time. Based on your current airplane status different actions are taken:

- **Rearm:** When the airplane has plenty of health but is out of ammo, it returns to the carrier for reloading.
- **Retreat:** When the airplane is severely damaged, it returns to the carrier to avoid human loss.

In rearm and retreat situations, you are automatically given control of the next airplane in your current squadron.

If all airplanes in the current squadron are shot down or retreat before the current mission objectives are completed, the current battle or mission ends in failure.

Pilots

Each of your pilots features the following attributes:

- **Name:** e.g. Captain Horatio Carstairs
- **Rank:** 0-5 stars, representing the experience of the pilot and corresponding to rank.
- **Experience Bar:** A bar that fills up as the pilot gains experience. All pilots that survive a mission gain experience; the ones the player has controlled gain extra experience.
- **Talents:** Every other level, the pilot gains a special ability known as a “talent” (pilots start with zero talents and finish with three talents).
- **Grade:** Determines the quality of pilot talents (A+ is best). The A+ grade pilot with “dogfighter” talent cause more damage on enemy planes than a C grade pilot with “dogfighter” talent.

Ranks

The five star levels for the pilots correspond to military ranks as follows:

| Stars | USN Rank | Abbreviation | IJN Rank | Abbreviation |
|-------|-------------------------|--------------|----------|--------------|
| 0 | Ensign | ENS | Shōi | Si |
| 1 | Lieutenant Junior Grade | LTJG | Chūi | Ci |
| 2 | Lieutenant | LT | Daii | Di |
| 3 | Lieutenant Commander | LCDR | Shōsa | Sa |
| 4 | Commander | CDR | Chūsa | Ca |
| 5 | Captain | CAPT | Daisa | Da |

Talents

Talents are what distinguishes one pilot from another and give each pilot unique abilities. Talents unlock as the pilot earns more experience in the game.

- **Dogfighter** – causes more damage on enemy planes
- **Bomb Master** – causes more damage on ground units
- **Ship Sinker** – causes more damage on enemy ships
- **Tough as Nails** – has more health points
- **Flag Dodger** – reduces damage taken from anti-aircraft fire
- **Payload Genius** – has more machine gun rounds
- **Ejection King** – better chances to be rescued after being shot down
- **Survivor** – takes less damage when health is low

Managing Pilots & Tips

You can manage your squadrons in the "Edit Rosters" tab on the mission selection screen. You can change the pilot order in squadrons or 'save' experienced pilots for later missions.

You can have a maximum number of 96 pilots on your carrier. You get new pilots after each successful mission, who are then added to the top of the standby list. If there are more than 96 pilots, those on the bottom of the standby list will be sent home (i.e. deleted) in order to make room for new pilots.

When a pilot is shot down, he may be killed or become MIA (Missing in Action). When MIA, he sometimes can be rescued during airborne or watchtower patrols. Watch out for castaways!

When you fail a mission, the game is not saved. This also forces you to replay the mission and therefore you won't lose downed pilots. When a mission is completed, the progress will be saved and any downed pilots will be lost.

NOTE:

Difficulty can be set before each mission or dogfight game.

Difficulty

You can choose between four difficulty levels:

- **Rookie**
- **Pilot**
- **Veteran**
- **Ace**

NOTE:

In multiplayer, automatic aiming is turned off and there are no difficulty settings – may the best pilot win!

Aiming assistant

Aiming assistant is a feature which helps you to target enemies. The degree of auto-aim applied depends on the difficulty level selected. "Veteran" difficulty provides minimum targeting assistance, and "Ace" difficulty turn it entirely off.

Controls

There are two control schemes available:

- **Arcade:** Two axis aircraft controls – horizontal (left-right) and vertical (up-down)
- **Simulation:** Three axis aircraft controls (like a real aircraft) – horizontal, vertical and rudder

Camera views

- **Third person camera (default camera)** – View your aircraft from the rear.
- **Free camera** – Freely move the camera around your plane.
- **Cockpit camera** – A view from within the aircraft cockpit. If a PlayStation®Camera is connected, you can control the cockpit camera by moving your head.
- **First person camera** – Same as cockpit camera without instruments or cockpit interior displayed.

MULTIPLAYER

In multiplayer game modes, you fight for control of the skies with up to seven friends in four game modes: Deathmatch, Team Deathmatch, Capture the Flag and Carrier Battle.

Multiplayer Modes

Deathmatch (DM)

The goal in "Deathmatch" is to shoot down as many opponents as possible. The player with the most downings wins.

Team-Deathmatch (TDM)

Similar to regular "Deathmatch", but pilots are split into two teams and they should only down enemy planes. These will be marked in red on your radar.

Capture The Flag (CTF)

In "Capture the Flag" two teams compete for victory, which is achieved by having both flags at your team's home base.

Any player can take control of the enemy flag by flying close to the flag holder (or the enemy base if the flag is held at the base). Once your flag is taken by the enemy, you can recapture it in the same way.

Carrier Battle (D&P)

In "Destroy and Protect" two teams compete to destroy the enemy carrier, while at the same time protecting theirs.

CREDITS

GAMES FARM, s.r.o.

COMPANY DIRECTORS

PETER NAGY
JAN TURAN
MICHAL MACAK

PROJECT LEAD

PETER ADAMCIK
PETER NAGY

PLAYSTATION®4

PROGRAMMING

STEFAN SINCAK
TOMAS KOVAC

ORIGINAL GAME

PROGRAMMING

PETER ADAMCIK

ADDITIONAL

PROGRAMMING

JAN KEREKES
MAREK BACA
MATUS KOPAC
STEFAN SINCAK
TOMAS KOVAC

GRAPHIC SUPERVISOR

PETER ADAMCIK
MICHAL MACAK

ENVIROMENTS

PETER SVIANTEK

3D ARTISTS

IGOR TKAC
LUKAS ROTH
VLADIMIR BALOGA
VLADIMIR SCHLOSAR
VLADIMIR JAKUBKOVIC
SIMON MESZAROS
PETER HORNAK
IVAN SCHLOSAR

FMVS

VLADIMIR JAKUBKOVIC
PETER NAGY

2D ARTISTS

MICHAL MACAK
TIBOR JURSA

ANIMATION

RICHARD LOUKOTA

GAME DESIGN

PETER ADAMCIK
PETER NAGY

KALYPSO MEDIA GROUP

GLOBAL MANAGING

DIRECTORS

SIMON HELIWIG
STEFAN MARCINEK

FINANCE DIRECTOR

CHRISTOPH BENTZ

INTERNATIONAL

MARKETING DIRECTOR

ANIKA THUN

HEAD OF PRODUCING

REINHARD DÖPFER

HEAD OF PRODUCT

MANAGEMENT

TIMO THOMAS

HEAD OF PR – GSA REGION

BERND BERHEIDE

HEAD OF QA &

SUBMISSION

ROMAN EICH

HEAD OF ART

DEPARTMENT

THABANI SIHWA

PRODUCER
CHRISTIAN SCHLÜTTER
HELGE PEGLOW
MARTIN TOSTA

PRODUCT MANAGERS
DENNIS BLUMENTHAL
MARIAN DENEFLEH
TIMOTHY THEE

LOCALISATION MANAGER
THOMAS NEES

ART DEPARTMENT
SIMONE-DESIRÉE RIESS
ANNA OWTCHINNIKOW
SEBASTIAN KEIL

**QA & SUBMISSION
MANAGERS**
MARTIN TUGENDHAT
FABIAN BRINKMANN
JONATHAN WEGGEN

VIDEO CUTTER
MICHELE BUSIELLO

SOCIAL MEDIA MANAGER
BETTINA ALBERT

**JUNIOR MARKETING
MANAGER**
JESSICA IMMESBERGER

MANAGEMENT ASSISTANT
TINA HEISLER

COMMUNITY MANAGER
LARS RACKY

**SUPPORT & COMMUNITY
MANAGEMENT**
TIM FREUND
TOBIAS PRINZ

KALPSO MEDIA UK

MANAGING DIRECTOR
ANDREW JOHNSON

HEAD OF MARKETING & PR
MARK ALLEN

**MARKETING & PR
ASSISTANT**
ALUN LOWER

**NATIONAL ACCOUNT
MANAGER**
ERIC NICOLSON

FINANCE MANAGER
MOIRA ALLEN

KALPSO MEDIA USA

**VICE PRESIDENT NORTH
AMERICA**
ANDREW JOHNSON

**VICE PRESIDENT SALES
NORTH AMERICA & ASIA**
SHERRY HELLER

HEAD OF PR
ALEX Q. RYAN

**PR, MARKETING & SALES
COORDINATOR**
LINDSAY SCHNEIDER

**BUSINESS OPERATIONS
MANAGER**
THERESA MERINO

KALPSO MEDIA DIGITAL

MANAGING DIRECTOR
JONATHAN HALES

PRODUCT MANAGER
ANDREW MCKERROW

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KALYPSO MEDIA USA INC.

45 N. Broad Street

Suite 404

Ridgewood, NJ 07450

United States

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