

## **README.TXT - January 31, 1995**

To run the program, type '**war**' at the prompt.

A joystick is highly recommended for use with this game. To edit the game setup, hit the escape key during the simulation.

### **NOTES:**

If you have a THRUSTMASTER joystick, I would suggest that you set it up as a generic joystick when you do the setup. The default joystick setup should work with most joysticks.

**ALT-M** is used to view the map. Your aircraft is represented by a white dot. For this scenario, you will see the island of Oahu.

For the level bombing missions, hit enter until you have 'activated' the bombs, then you can use the **F9** key to look down. Keep on looking down until you see a green crosshair on the screen. This 'bomb scope' is used to aim when dropping bombs on enemy targets. To return to the cockpit view, hit **ALT-V** or **F10** a couple times to look back up.

To view the outside of your aircraft, hit the **V** key, and use the function keys for different viewpoints. **F7**, **F8**, **F9**, and **F10** are for panning. **ALT-V** returns you to the cockpit screen.

Rudder keys are **<** and **>**. To turn your engine off and on, use the **E** key. To increase/decrease throttle, use the number keys or the **+** and **-** keys.

Your aircraft can be damaged several ways, including hits by enemy AA and machine gun fire, exploding debris, and collisions. When dropping bombs, keep at an adequate height to avoid blast damage. When attacking bombers armed with rear gunners, it is in your best interest not to attack straight from the back.

### **AIRCRAFT:**

If you haven't flown WWII flight sims before, here is a bit more help:

If you are flying an American fighter, do not try to dogfight Zeroes. Your best bet is to use 'hit and run' tactics. The major weakness of Japanese aircraft are their lack of armor and self-sealing fuel tanks. Don't bother trying to dogfight-- just punch 'em full of holes.

If you are flying for the Japanese, it is in your interest to avoid being hit at all costs. Unlike American aircraft which are built like slow lumbering flying tanks, the Japanese aircraft are built for maneuverability. A few hits can easily vaporize any Japanese fighter or bomber.

#### **PLANES IN THIS SCENARIO**

- |                        |   |
|------------------------|---|
| <i>P-26 Peashooter</i> | - US Army fighter, antiquated, unarmored  |
| <i>P-36 Mohawk</i>     | - US Army fighter, decent fighter, relatively maneuverable  |
| <i>P-40 Warhawk</i>    | - US Army fighter, the best (and pretty much only in large numbers) fighter available to the USAAF at the outbreak of war. Underpowered compared to P-36, but more aerodynamic and faster |
| <i>F4F Wildcat</i>     | - USN, USMC fighter, best U.S. fighter available at the outbreak of war. Rather maneuverable, and very strong, but not as maneuverable as Zero.   |
| <i>A6M Zero</i>        | - Japanese fighter, phenomenal maneuverability, range, and performance, but has a lot to be desired in the way  |

- D3A Val* of pilot protection  
- Japanese divebomber, good bombing platform, lacks adequate armor, but stronger than a Zero. Very maneuverable
- BN1 Kate* - Japanese torpedo bomber, best torpedo bomber in the world at the outbreak of the war, chief weakness is lack of adequate pilot protection. Stable bombing platform.

**WEAPONS:**

- AP bombs* - Used against armored targets such as ships
- Fragmentation* - Used against parked aircraft, troop concentrations, etc.
- Torpedoes* - Used against ships, must be dropped at about 100 feet above sea level, and your aircraft must be going no faster than 125 MPH

**REGISTRATION INFO:**

The registered, full version will be available on March 1, 1995. For a registration fee of ONLY \$15, you will get the following battles:

- Pearl Harbor** Fly for either the U.S. or Japan on Dec. 7, 1941, the Day of Infamy. Includes both historic and hypothetical missions. What if the U.S. had acted on intelligence reports?
- Wake Island** Fly for either the IJN or the USMC over Wake Island.
- Coral Sea** Take part in the first naval battle during which opposing surface forces never met.
- Midway** In the decisive battle which turned the tide of war in the Pacific, you have a chance to relive history-- crushing the Japanese, or fly for the IJN and attempt to prevent the inevitable.
- Operation Hawaii** (Hypothetical) Had Japan went on with the invasion of Midway after loosing 4 fleet carriers, they would have incurred additional losses, but probably would have captured Midway. In this hypothetical battle, you must defend Hawaii from Japanese bombers based on Midway, and carriers operating in the area.

**Solomon Islands** The Japanese are ready to recapture Guadalcanal and the U.S. is determined to stop them. Fly for the USN, the USMC, or the IJN.

**Santa Cruz** In the second Japanese attempt to capture Guadalcanal, you can fly for either the IJN or the USN in this historically undecisive battle.

In each battle, you will have the opportunity to fly a number of missions for both the Allies and the Japanese. Fly aircraft such as the:

P-26 Pea Shooter P-36 Mohawk P-38 Lightning P-39 Airacobra  
P-40 Warhawk F2A Buffalo F4F Wildcat SB2U Vindicator  
SBD Dauntless TBD Devastator TBF Avenger  
A6M Zero A6M2N Rufe D3A Val D4Y Judy  
B5N Kate Ki-27 Nate Ki-43 Oscar

This is the first of a planned series of stand-alone flight simulation games. Other planned games include:

**G.A.B.:** *1943-1945 Pacific*

**G.A.B.:** *Hypothetical: Operation Orange, Invasion of Hawaii, Invasion of Japan*

**G.A.B.:** *Battle of France, Battle Of Britain, Invasion of Russia*

**G.A.B.:** *1931-1945 Battle of China*

## **AUTHOR CAN BE CONTACTED AT:**

### **BBS:**

Battle Stations! BBS (Support Board) at (808)261-9776 28.8 Baud, 8-N-1

### **INTERNET:**

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## **UPDATES, PATCHES, NEW SOFTWARE**

by the author can be found on both the support BBS and at the FTP site:

***WUARCHIVE.WUSTL.EDU***

## **TO REGISTER:**

Fill Out the following form and send to:

CHARLES B. LAW  
C/O GARY BROOKS  
49-074 KAM HIGHWAY  
KANEOHE, HI 96744

NAME .....

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Where did you find this demo? .....

Floppy Size: 5.25 ..... 3.5 .....

<u>NUMBER</u>	<u>ITEM</u>	<u>PRICE EACH</u>	<u>TOTAL</u>
.....	<b>GREAT AIR BATTLES: 41-42</b> (if you provide 3 x 1.44 or 3 x 1.2 floppy disks)	\$15.00	.....
.....	<b>GREAT AIR BATTLES: 41-42</b> (includes floppy disks)	\$18.00	.....
	<b>SHIPPING</b>	<b>\$3.00</b>	.....
		<b>GRAND TOTAL</b>	.....

*Please send check or money order, payable to: Charles B. Law. Please allow 1-2 weeks for delivery. Your support is appreciated.*