Command Keys

Views

chase plane	c
tower	t
enemy	e
rear cockpit	r
forward cockpit	v
arrow keys change cockpit view 45°	

Throttle

increase	+
decrease	-
kill engine	m

Game Controls

pause	p
get menu bar	<esc> or `
lowest detail	<Cmd> 1
highest detail	<Cmd> 5
sound	<Cmd> s
engine sound	<Cmd> e
triple time	<Cmd> t
quit	<Cmd> q

From menu bar

instant replay	<Cmd> i
resume	<Cmd> r
mission status	<Cmd> x
open	<Cmd> o
new mission	<Cmd> n
mission map	<Cmd> m

Weapons

machine gun	<space> or mouse button
drop bomb	b

Aileron

left	4
right	6
center	5

Elevators

nose up	8
nose down	2

Rudder

left	<Shift> z or <Shift> . *(period)*
right	<Shift> x or <Shift> /

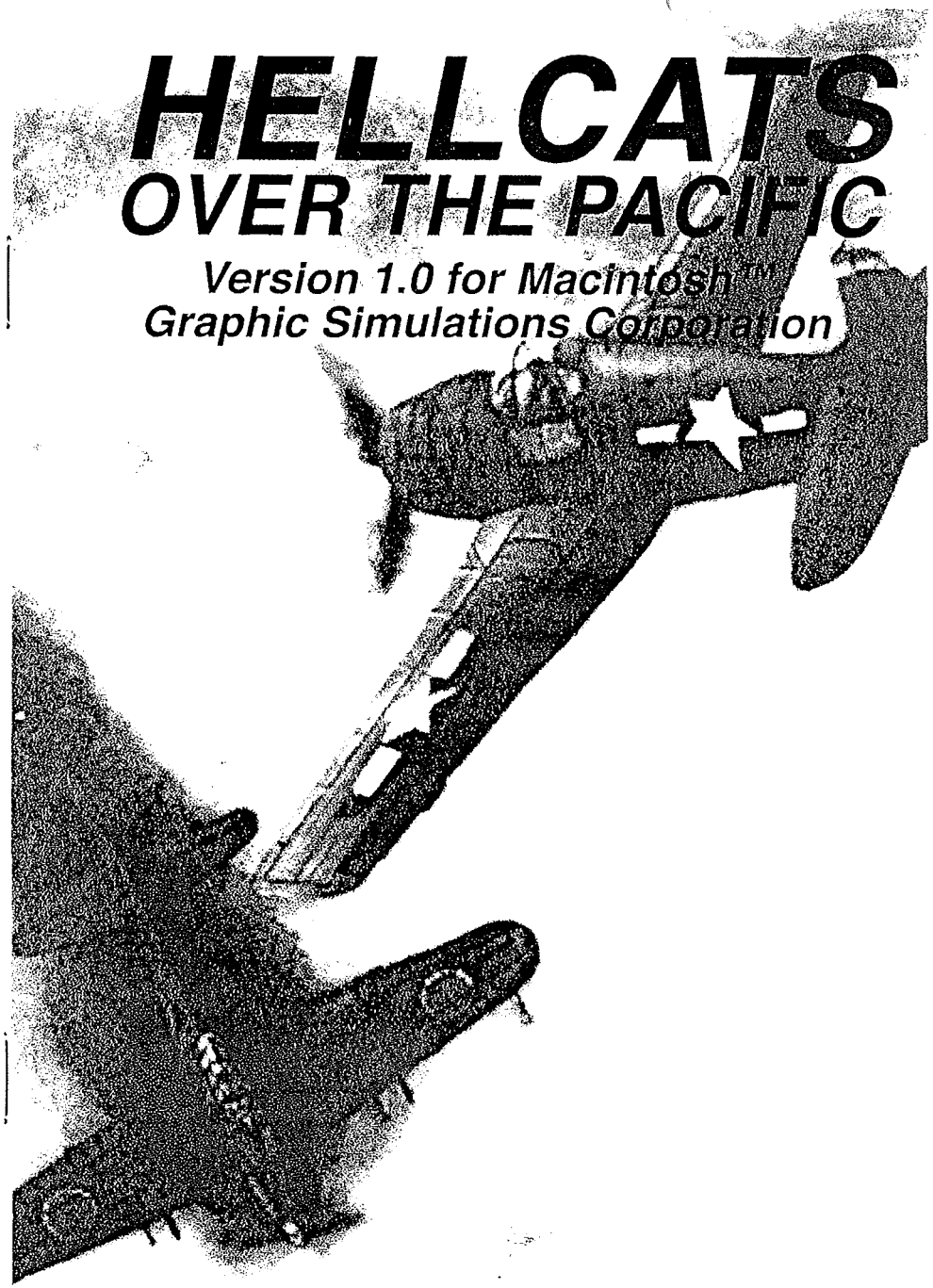
Airplane Controls

brakes	<space>
landing gear	g
flaps	f
autopilot	a *(Press and hold)*
radar range	<tab>
eject	j

HELLCATS
OVER THE PACIFIC

Version 1.0 for Macintosh™

Graphic Simulations Corporation



Hellcats Over the Pacific
User's Manual

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Special thanks to:

Lori Schreiner, Anne Parker, Caron Smith

Introduction

HELLCATS OVER THE PACIFIC is a flight simulation of the Navy model F6F Hellcat airplane built by the Grumman Corporation of Bethpage, NY.

The Hellcat was first introduced in early fall, 1943 as a replacement and upgrade for the widely used F4F Wildcat. The Hellcat was a bigger and faster airplane in every respect to its predecessor.

The most common configuration of Hellcat included armament of six Browning M-2 .50 cal. machine guns. Power was provided by a Pratt & Witney R-2800-8 Double Wasp rotary engine producing 2,000 horsepower and a top speed of 275 kts. at sea level.

With its improved speed and weaponry, the Hellcat compiled a 11-1 kill ratio during its service in the Pacific theater. For its 24 months of WWII service, the airplane was credited with over 5,000 enemy kills.

Hellcats Over the Pacific attempts to give you a feel for what it must have been like to pilot an F6F. The setting consists of the Solomon Island chain and the Pacific waters surrounding them. Your missions take place from aboard fleet carriers and from various land bases located throughout the Solomons. Your fate is in your own hands.

System Requirements

HELLCATS requires 2mb of RAM, system version 6.0 or greater, and a Macintosh with a 68020 processor or better. Some Mac's that qualify are:
Any Mac II, LC, SE30, Classic II, Powerbooks 140 and 170, and Quadra.

HELLCATS is not compatible with MacPlus, Macintosh Classic, SE or Macintosh Portable.

Memory Usage HELLCATS prefers 1.5 megabytes of RAM. This allows all features to activate during game play on a system with a large display.

One megabyte of available RAM is required before HELLCATS can run unimpeded on normal systems. If less is available, some of the game sounds are not loaded or are substituted but play will otherwise be unaffected. If this situation occurs, a dialog box appears with an appropriate message.

In any event, a minimum of 800K of RAM is required for game operation.

If you are using a monitor larger than a 21" RGB in 8bit mode, it is necessary to increase HELLCATS "Allowed Memory Size". Do this by performing a "Get Info" and editing the appropriate entry.

You may need to limit the number of inits loaded and reduce the size of your RAM disk (if used) to better facilitate successful operation of HELLCATS.

Installation

All Users - Very Important
Place your unlocked, original HELLCATS diskette into your disk drive. Open the HELLCATS folder and double-click on the HELLCATS file. This action generates a serial number which is now displayed. Copy this serial number onto the HELLCATS PRODUCT REGISTRATION CARD and return it so that we may inform you of future HELLCATS versions and supply you with a custom unlock code for your more convenient use of HELLCATS.

After completing the registration card, select quit from the dialog box. Please do not attempt to play HELLCATS from the original diskette.

Floppy Disk Users
After completing your registration card, create a backup copy of your original HELLCATS diskette and use to run the game. Double-clicking on the HELLCATS file launches the game.

Hard Disk Users
After completing your registration card, create a backup copy of your original HELLCATS diskette. Then, create a folder on your hard disk. Copy the contents of the HELLCATS folder from your backup diskette into the newly created folder. Place the backup diskette in a safe place and use it only if installation is required in the future. HELLCATS does not require either the original or backup diskette after installation on a hard drive has taken place.

Please make a backup copy of your diskette after installation of the software. Use only your backup copy for all other operations.

The Hellcats diskette has not been copy protected, allowing for simple diskette duplication. For instructions on diskette duplication, please refer to documentation that accompanies your Macintosh.

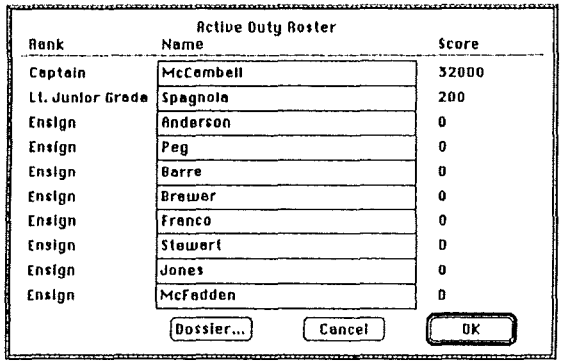
Playing the Game

Objective

The player's objectives are to achieve the rank of Captain and collect all mission accomplishment awards.

Getting Started

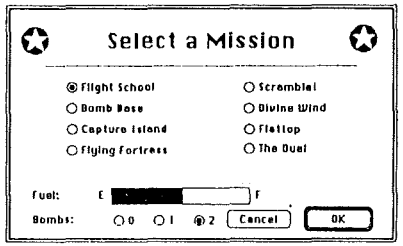
Double-click on the file HELLCATS. After entering the correct answer to the "Pilot's Handbook" question, the following dialog box appears:



You start with the rank of Ensign. **Enter your name in one of the blank name fields. Click the OK button** or press return after entering your name.

Another option in the ACTIVE DUTY ROSTER is to view a DOSSIER of any player. The DOSSIER shows the total accomplishments of a player since his creation. More on this is covered in the MISSION STATUS section.

Next, the SELECT A MISSION box appears allowing you to choose any one of the missions or FLIGHT TRAINING.



Select FLIGHT TRAINING and click the OK button.

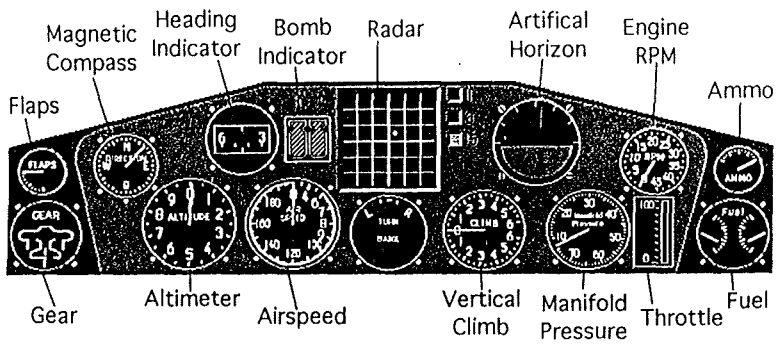
The screen displays the forward cockpit view from the Hellcat. The airplane is located at the south end of the runway. On the left is the tarmac and assorted buildings. On the right is the control tower.

Press the "t" key. You are now looking at your Hellcat from the control tower view. **Press the "v" key** to return to the cockpit view.

Turn to the section on "Taking off" (page 9) to get complete instructions on becoming airborne. Fly around for a time to become familiar with the flight characteristics of your Hellcat. At any time you may press the "esc" or "`" key to freeze the game action and enable the mouse pointer allowing you to change options or begin a mission. A new mission is begun by selecting "New Mission" from the "File" Menu.

It is best to practice taking off and landing as well as all other basic flight maneuvers in FLIGHT TRAINING because no enemy engagement can occur.

Instrument Panel



Airspeed—indicates the speed of the airplane flying through the relative wind. The needle wraps around for speeds over 200 knots.

Flaps—indicate flap position. The Hellcat has only two flap positions—fully retracted and full flaps extended (40°).

Gear—indicates the position of the main landing gear. Gear down position is indicated in the above diagram.

Magnetic Compass—indicates magnetic north.

Altitude—indicates vertical height of the airplane above sea level. Altitude is measured in hundreds of feet by the big needle and thousands of feet by the small needle.

Heading Indicator—represents the directional course of the

airplane in degrees. 0° is north. The trailing 0 is left off of the indicated course. So, 30° would be a "3" and 270° is shown as "27" on the Heading Indicator.

Bombs—indicates the number of bombs remaining. Two bombs are shown to be available in diagram above.

A stripped bomb indication means that the bombs are available but may not be released because the airplane is sitting on the ground.

A solid gray indication means that the bombs are available and may be released at any time.

Radar—indicates presence of other aircraft. A white dot shows the relative position of another airplane. The center of the radar screen is your position. Dots on the bottom half of the screen are behind you and those in the top half are in front. Likewise, left and right of center dots indicate aircraft to the left and right.

One mile, three mile and 15 mile range selections are available. The current setting is indicated to the immediate right of the radar screen and may be changed by pressing the "tab" key. This range is the approximate distance from your position to the edge of the radar screen. So a dot just appearing at the top of the screen with the selection set on 15, would be 15 miles directly in front of you.

Vertical Climb Indicator—indicates vertical speed in hundred feet per minute increments.

Artificial Horizon—indicates the attitude of the airplane in relation to the horizon. Bank angle increment of 30° are marked on the edge on the instrument.

RPM and Manifold Pressure Gauges—show engine power generation. The full throttle RPM level is approximately 3000 in level flight, anything under that indicates a lower throttle setting or engine damage.

Throttle—controls fuel flow in the engine. Throttle settings may be made in increments of 10%. Throttle level is

increased by pressing the "+" key and decreased by pressing the "-" key. Holding a key down adds or subtracts multiple 10% increments of throttle. A gray bar indicates the current throttle level.

Ammo—indicates remaining .50 cal. rounds measured in seconds. Your fully armed Hellcat is capable of 45 seconds of continuous machine gun fire. Rearming takes place on a friendly carrier or base or at an airfield.

Fuel—indicates amount of fuel in the left and right tanks. Full tanks provide approximately three hours of flight time at 70% throttle setting. A full load of fuel weighs 1500 lbs. and affects flight characteristics of the airplane. Refueling takes place on a friendly carrier or base or at an airfield.

Views

Cockpit views are controlled by the arrow keys. Pressing an arrow key changes the view 45° in the indicated direction. Left and right arrow keys can be used to move the view 360°, 45° at a time. Up and down movement is limited to 90°.

Other views and their key commands are:

"c"	chase plane—view the Hellcat from a trailing view.
"t"	tower—view from the closest tower, up to ten miles away.
"e"	enemy—view from the closest enemy cockpit.
"r"	rear—view out of the back of the Hellcat.
"v"	front—front cockpit view of the Hellcat.

Flight Controls

Mouse, keyboard or joystick input may be used to control the movements of the airplane. Choose one by simply using it. You can freely change from mouse to keyboard control at any time.

Mouse and Joystick

Under normal operation the airplane is kept in coordinated flight, meaning that only aileron controls are moved to control flight. Ailerons are controlled by mouse or joystick movements. Basically, move the mouse or joystick in the direction you wish to go and the airplane moves that way.

To:

Descend	move mouse or joystick forward (away from you).
Climb	move mouse or joystick back (toward you).
Left bank	move mouse or joystick to your left.
Right bank	move mouse or joystick to your right.

When the mouse or joystick movement is neutralized, the movement in that direction stops, leaving the airplane's attitude changed. To regain the original attitude, you must compensate by moving the mouse or joystick the same amount in the opposite direction for the same amount of time.

Keyboard

The numeric keypad may be used for flight control. The "8", "6", "4", and "2" are substituted for mouse or joystick movements.

Rudder Control

Rudder is controlled by holding down the "shift" key and pressing "z" or "." for left rudder or "x" or "/" for right rudder.

Taking Off

A successful takeoff requires full throttle, a straight path down the runway or carrier deck, and a gentle pull back on the mouse (or tap of the numeric keypad "2" key) when a speed of at least 80 kts is achieved.

To reach full throttle quickly, hold the "+" key down until the gray bar in the throttle indicator is full. Hold the airplane in the center of the runway by correcting for any deviation with gentle left and right movements of the mouse.

As the speed increases, you will notice the airplane's nose drop down to the horizon. This occurs just prior to achieving takeoff speed due to air pushing the tail up.

When 80 kts. is indicated, start a climb by pulling back on your mouse or joystick (or pressing numeric keypad "2"). You are airborne when the Vertical Speed Indicator shows a positive rate of climb. Until you are comfortable with takeoffs, try to keep your climb shallow enough so that you can still see the horizon.

After becoming airborne, press the "g" key to retract the landing gear. This increases airplane performance

tremendously. The gear indicator will show the gear retracting.

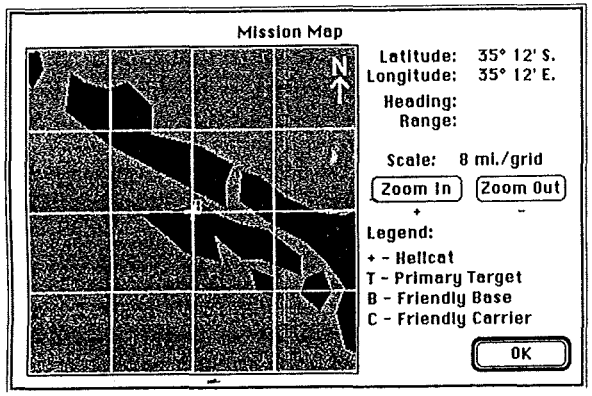
For carrier based takeoffs, it is advisable to start with your flaps lowered. Do this by pressing the "f" key. The Flaps indicator needle moves from its horizontal position down to a 40° angle. Flaps provide greater lifting ability at the cost of some forward speed. Flaps should be retracted for normal flight because of the performance cost.

Flaps may be necessary for carrier takeoffs with a full load (full fuel and bombs).

Navigation

While on any of the missions, you have access to a mission map which displays the entire island chain with points of interest.

Suspend play by hitting the "esc" key, then select "Mission Map" from the "File" menu. The following dialog box appears:



The center of the map, noted by a black "+", is your current position. A "T" shows the position of the current missions target. A "C" indicates the position of a friendly carrier. A "B" is the location of a friendly base. And a "A" is an airfield.

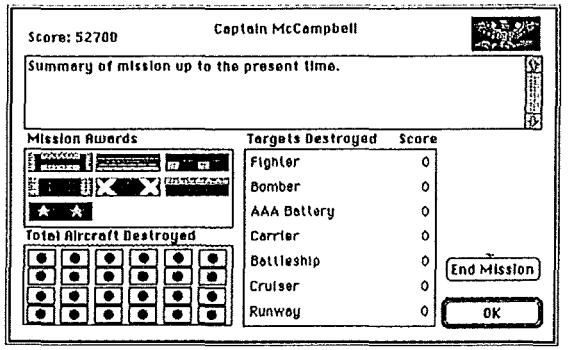
Grid lines on the map show relative distance of objects and land mass from you. Zoom functions allow you to scale the view size of the immediate area.

Exact distance and heading information can be obtained by moving the mouse pointer to a desired destination on the map. Press and hold the mouse button, and a course line appears. Distance in miles and heading in degrees are shown to the right of the map.

To fly to a point, simply turn the airplane until the Heading Indicator centers on the appropriate course. Keep that course centered and fly the duration required given your speed. You may also periodically bring up the map again to check your progress.

Mission Status

At any point you can check your status in the current mission. The following dialog appears when "Mission Status" is selected from the "File" menu:



The message box informs you if you have accumulated points, if your mission has been successful and requires landing, or if you have failed your mission.

Kills that have not been added to your permanent score are displayed in the "Targets Destroyed" area. Score accumulated in the current mission follows each target type.

Total aircraft kills since the players creation are displayed in the "Total Aircraft" area. All mission awards that have been accumulated by the player are displayed in the "Mission Awards" area.

Scoring

Scores are accumulated but not permanently awarded to the player when a kill occurs. Scores become permanent when a player lands, ditches, bails out, or dies. A check of the "Mission Status" shows if any score is accumulated but not yet permanently awarded.

The types of enemy objects that may be killed and their associated points are:

Fighter	500
Bomber	1000
AAA battery	50
Carrier	2500
Battleship	1500
Cruiser	750
Runway (Enemy base)	100

Enemy aircraft and ships must be completely destroyed (or sunk) before points are awarded.

No points are awarded for destruction of friendly objects.

Promotion

All players start with the rank of Ensign and move up when enough points are earned. Ranks and the point levels are:

Ensign	0
Lieutenant (junior grade)	2000
Lieutenant	5000
Lieutenant Commander	10000
Commander	20000
Captain	40000

Awards

Each mission that is completed successfully earns the player a Mission Award. Awards appear in the appropriate section of the player dossier.

Only one award is given to a particular player for completing a particular mission.

Weapons

The Hellcat's offensive weapons consist of six .50 cal. machine guns (three on each wing) which are fired by pressing the mouse button or the space bar on the keyboard. Two streams of tracer fire can be seen as black dots traveling forward when the guns are fired. Tracer fire indicates the direction that the bullet stream is following.

Finding the Enemy

Enemy fighters appear near target areas and known enemy areas, however, you may also discover them almost any place else. Their distance and heading from you can be determined from the radar screen once they are inside a 15 mile radius. As they get closer, change the radar range selection to the three or one mile setting. During close combat a radar setting of one mile is very helpful to monitor their maneuvering.

You can "cheat" by pressing the "e" key when an enemy aircraft is present. This gives you the closest enemy pilot's view. If he is killed the view moves to the next closest enemy or back to your cockpit if all enemy are destroyed. Using the "One Line Instrument" option while in enemy view mode displays his instrument information. This may be helpful to determine his true position.

If the enemy closes on the radar screen but does not appear in your view, his altitude is either much greater of less than your own.

Auto Pilot

Holding down the "a" key causes the flight controls to automatically maneuver toward the nearest enemy fighter. Controls are returned when the key is released.

Dog Fighting

Effective aerial combat is achieved by lining an enemy aircraft up in your gun sights and shooting a short burst (two or three seconds) at the target. The further away the target is, the more "lead" it must be given. Leading is done by lining the gun sights up in front of the target on its flight path allowing the target and bullets to intersect.

If they see you, enemy aircraft are likely to try and get behind you and begin firing. Since you are most likely doing the same thing, a great deal of turning ensues. The pilot who succeeds in turning faster and shooting accurately is the likely victor.

You can use flaps to alter your speed and lift during aerial combat if the need should arise. Also, lowering the landing

gear acts as a good speed brake.

Strafing

Many ground objects can be destroyed by hitting them with machine gun fire. Airplanes, anti-aircraft artillery guns, fuel tanks and some small buildings are among those objects susceptible.

Line the object up in the gun sights and fire bursts until a small explosion appears in place of the object.

Bombing

Choose the number of bombs desired at the beginning of each mission. Take into account whether bombs are needed for that mission and the fact that bombs add weight and therefore cost performance.

Your Hellcat may carry a maximum of two, 500lb. bombs. If more are needed, land at an airfield, friendly base or on a friendly carrier.

One bomb is released when the "b" key is pressed. A "click" sound is heard when the release occurs.

A released bomb moves forward with the momentum gained from the speed it achieved while still attached to the airplane. So, if the bomb is released with the airplane in level flight, the bomb will "sail" making it difficult to strike a particular point on the ground.

Dive bombing, or diving the airplane at a ground target, increases the accuracy of placement by using gravity working in conjunction with the bombs forward momentum.

Hitting and Sinking Ships

A bomb strike on a ship is displayed as an explosion and resulting fire. The larger the ship the more bomb strikes are required to sink it. Strikes required are:

Carrier	3 strikes
Battleship	2 strikes
Cruiser	1 strike

Hitting Runways

You are credited with a runway strike if the bomb lands on the runway. If the strike hits the edge of the runway, credit is given if most of the bomb lands on the runway.

For more on combat, consult section 2 of the "Pilot's Handbook".

Aircraft Damage

Enemy	Smoke, flames or erratic flight, are signs that the target aircraft has been damaged. The aircraft is destroyed if it crashes into the ground or water, or if it explodes. If your opponent is heavily damaged but still in control, he often loses his fear of death and may fly straight into the nearest friendly ship.
Hellcat	Your plane is receiving hits by enemy fire when a "clunk" sound is heard. If the enemy airplane is behind you, you may notice a stream of tracer fire moving past.

Bullet hits may pass through the Hellcat fuselage harmlessly or they may damage some critical part. Damage may affect the:

Engine,
Landing gear,
Flaps,
Ailerons,
Fuel tanks,
and Pilot.

Once the Hellcat bursts into flames, control is lost and a crash or explosion is imminent.

Emergency Procedures

Damage from combat may make it impossible to land in an ideal place. Three options are available if this situation arises. They are:

land,
bail out,
and ditch.

Anytime your Hellcat is damaged and you do not make it back to a friendly base, airfield or carrier, a search party is sent out looking for you. There is no way to tell what kind of area you

are in, but, the closer you get to a friendly area (base, carrier, etc.), the more likely you are to be rescued. If you can't make it out of an enemy area, you will most likely be captured and made a POW rendering you inactive.

Disabled Landing If landing is possible it is a better alternative than bailing out or ditching because you can glide for a time to a potentially more favorable area. Also, the chance of getting killed is small if you can successfully land.

To successfully land a disabled aircraft, lower the landing gear, maintain at least a 70 knot speed, and level the airplanes attitude (flare) just prior to touching down on a flat surface.

Ditching Ditching is basically the same thing as a landing, only on water. However, no landing gear may be used during a ditch. Successfully ditching the aircraft in friendly territory may still result in drowning.

Bailing Out Press the "j" key to eject from the Hellcat. Your parachute opens automatically and you float straight down to the surface. You must have enough altitude to allow the chute to open completely before you come in contact with the ground. Bailing out is the most dangerous of the emergency procedures.

Landing

Landing can be successfully done on any hard, flat surface.

To land on any surface:

1) lower landing gear,
2) line up a few miles behind the intended touchdown point,
3) reduce throttle to maintain a speed of between 70 and 120 knots,

4) allow altitude to decrease until just above the surface,
5) reduce throttle to zero when the touchdown point is made,
6) level the attitude of the airplane (flare) and let the landing gear touch the ground.

Press on the space bar to engage the brakes. Push forward on the mouse or joystick to create more downward force on the airplane to facilitate braking.

Carrier Landings

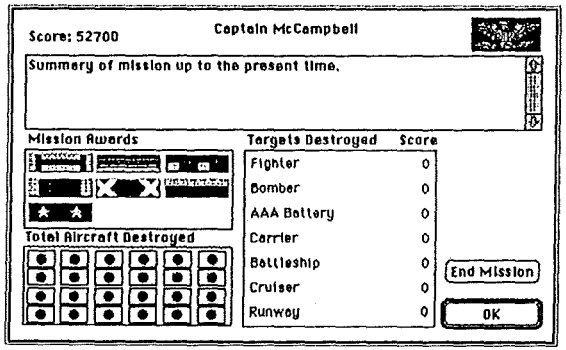
Carriers have arresting wires that "grab" a hook that hangs down from the Hellcat. The back half of the carrier (half with the numbers) contains these wires and will quickly slow your airplane down if it catches one of them. Touching down in this area is all that is required to catch a wire. Be sure that the throttle level is at zero when touchdown is made.

Use of the flaps helps create a steeper descent without increasing downward velocity. Flap use requires a higher throttle setting to offset the increase in drag.

If you land too long and do not catch a wire, immediately increase the throttle to full and fly around for another try.

Mission Summary

After landing, bailing out, ditching or dying the following dialog box appears:



Points are permanently added to your score and Mission Awards are given for successful completion of a mission.

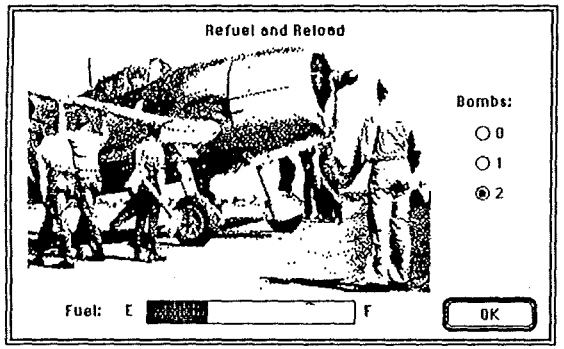
Taxiing

Moving around on the ground is accomplished by using the throttle and brakes. For best results, come to a full stop, apply brakes (space bar) and increase throttle. No forward movement occurs until you release the brakes but turning is possible. The higher the throttle setting the faster the turn rate. Use the down arrow for a good taxiing view.

Refueling and Repairs

All refueling and repairs take place when the engine is turned off. This is accomplished by pressing the "m" key.

When refueling at land bases and airfields, the plane must be on any part of the runway or tarmac. When the "m" key is pressed, the following dialog box appears:



Machine gun ammo is automatically reloaded and repairs are automatically made when refueling and reloading is performed.

Commands

Save Settings	saves currently selected Options and Scenery selections for use in subsequent game sessions.
New Mission	starts a new mission
Mission Status	brings up the "Mission Status" dialog

box which contains information on the kills and mission success.

Mission Map	displays the "Mission Map" for navigation.
Resume	resumes play.
Instant Replay	shows a third person view of interesting action that occurred during the last five seconds of play.
End Mission	ends the mission in progress. Points that had been earned since the last landing, bail out or ditch are lost.
High Scores	shows a list of the top scoring players. The highest scoring of both active and inactive players are displayed.
Quit	exit the game.

Options

Sound	enables all loaded game sounds.
Engine Sounds	enables engine sound only if Sound if enabled.
Triple Time	speeds all game actions by a factor of three. This option is not effective until the Hellcat is above 500 feet.
Cockpit Views Pan	causes a pan to a new view as opposed to a snap. Cockpit views are selected by the arrow keys in 45° increments.
One Line Instruments	displays one line of digital instrument information for cockpit views other than the front. When this option is selected and the enemy view is selected, the nearest enemy's instrument information

is displayed.

Full Screen, 1/2 Height, 1/4 Height — select game screen size.

Scenery

Lowest—Highest Detail — detail level dictates how close an object must be before it appears on the screen. A lower detail level causes higher game performance. All aircraft are automatically kept at the highest level of detail despite this setting.

Haze — simulates atmospheric haze.

Clouds — displays a variety of cloud formations.

Ground Clutter — displays appropriate objects on the surface to heighten a sense of distance to the ground. On land, trees are shown. On water, white caps are displayed. Sand terrain shows sand dunes.

Shadows — casts shadows from aircraft onto the surface.

Real Time Shading — changes the shading on objects based on the angle to the sun.

Missions

Flight School

Mission Objective — **Increase flight skills in the Navy model F6F Hellcat.**

Mission Origin — The exercise area is located near Carson City, Nevada. All activities are to be confined to the 15 mile area around the base. The lake to the west is for civilian use and is off limits for military operations.

Mission Target — Primary fighter skills may be honed by locating and dispatching "drone" aircraft flying in the exercise area. The aircraft are painted yellow and appear on the panel radar display.

Secondary Targets — Strafing and bombing practice may be conducted southeast of the field. Practice targets are placed for these purposes.

Known Enemy Positions — Not applicable

Additional Notes — Directly west of the base is a carrier landing practice strip. It is the same size as an Essex class carrier with working arresting wires.

Your training Hellcat has been altered to carry six—500lb. bombs to allow easier bombing practice.

Summary — A good command of the new F6F Hellcat airplane is necessary before the pilot may receive orders for active combat duty. A quality training facility enabling officers to improve their flying skills reduces pilot attrition.

Bomb Base

Mission Objective

Inflict damage on a key enemy position. Successfully place at least one bomb on the runway of the enemy base and return to the carrier (or alternate base if necessary).

Mission Origin

You are part of Hellcat squadron VF6, aboard the Intrepid (CV11). The carrier position is two miles north of Guadalcanal island, part of the Solomon island chain, in the pacific theater of operation.

Mission Target

Your target is the runway located on the major enemy base of operation in the area. It is located on Guadalcanal, 19.2 miles west, heading 260°.

Secondary Targets

The enemy base area may provide various targets including aircraft and defensive weapons.

Known Enemy Positions

Enemy combat air patrol is carried out in most of the surrounding area. Activity intensity is greatest close to the base.

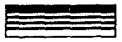
Additional Notes

Directly to the south, at the base of a hill, is the location of a airfield that is used for allied operations. This area may be regarded as friendly and should be used for landing if Intrepid is damaged.

Summary

The enemy gained an important forward base in this part of the Pacific. High command has decided to place a high priority on stopping hostile force progression and has ordered a full-scale invasion to eliminate their new positions. It is imperative that their ability to launch defensive air strikes be impeded.

Capture Island



Mission Objective

Inflict damage on a key enemy position. Successfully place at least one bomb on the runway of the enemy base and return to the carrier (or alternate base if necessary).

Mission Origin

You are part of Hellcat squadron VF18, aboard the Intrepid (CV11). The Intrepid is located 11.2 miles east of Shortland Island.

Mission Target

Your target is the runway located on the major enemy base of operation in the area. It is located on the south side of Shortland Island, 11.2 miles west, heading 265° from the carrier.

Secondary Targets

Any structures existing on the island are acceptable targets.

Known Enemy Positions

Immediate area and all of Shortland Island.

Additional Notes

The Intrepid is escorted by a battleship which is engaged in shelling the enemy port.

Should the Intrepid be damaged while the mission is in progress, return to the airfield on Fauro Island.

Summary

Hostile positions in this area are supplied from a central depo port located on Shortland Island. It's removal will weaken all other enemy forces remaining east of Bougainville.

Flying Fortress

Mission Objective	**Escort B-17 bomber to enemy position on the Florida Islands. The B-17 and your aircraft must return to Henderson Field.**
Mission Origin	You are part of Hellcat squadron VF22, temporarily stationed at the newly activated Henderson Field, allied air base.
Mission Target	The bomber's target is an airbase located 21.3 miles north, heading 15°.
Secondary Targets	Two enemy ships reside in or about the Florida Islands. Their destruction would be a valuable accomplishment.
Known Enemy Positions	Florida Islands and the New Georgia Sound waters surrounding them.
Additional Notes	An American carrier is stationed west of your flight path. When using the enemy view, if the B-17 is the closest other airplane, its view will be seen.
Summary	The B-17 bomber is not capable of defending itself against the multiple fighter attacks and heavy ground-to-air defenses that are estimated to occur on this run.

Scramble

Mission Objective	**Successfully defend Henderson Field from enemy bomber attack.**
Mission Origin	You are part of Hellcat squadron VF22, temporarily stationed at Henderson Field, located in the north-central part of Guadalcanal Island.
Mission Target	Multiple incoming aircraft. Spotters report that one of the planes is an enemy bomber. Radar reports position of the aircraft is 15 miles to the west and closing at 190kts.
Secondary Targets	Any fighter aircraft escorting the bomber.
Known Enemy Positions	The bomber group probably originated from a base on Banika, one of the Russell Islands.
Additional Notes	None.
Summary	You have less than five minutes to intercept and dispatch the enemy bomber before it reaches Henderson. Ground-to-air defenses will be operational when the group comes into range, however, they alone are incapable of successful defense.

Divine Wind

Prevent enemy suicide fighters from sinking friendly carrier.	*Mission Objective*
Your Hellcat is receiving repairs at an airfield on Gizo Island, one of the New Georgia islands, located in the central Solomon Islands chain. The carrier in peril is located 6.6 miles, heading 7° from the island.	*Mission Origin*
Multiple incoming suicide fighters. Spotters report two groups of five aircraft approaching from a northerly direction. The groups appear to be five minutes apart.	*Mission Target*
None.	*Secondary Targets*
Fighter origin is unknown. No other known enemy positions in the area.	*Known Enemy Positions*
Suicide bombers are known to have but one objective—strike the ship. Either the carrier or your base may be used for refueling and rearming. Once the carrier is damaged, no landing may be made.	*Additional Notes*
No additional fighter help is available. There are 10 enemy planes versus the carrier with only you between them. Good Luck!	*Summary*

Flat Top

Mission Objective	**Sink enemy carrier.**
Mission Origin	Your squadron is stationed at a base on an island at the north end of Santa Isabel Island.
Mission Target	An enemy aircraft carrier has been spotted to the northeast of your position.
Secondary Targets	Enemy fighters have been spotted performing combat air patrol.
Known Enemy Positions	No other enemy position exists in the immediate area.
Additional Notes	A friendly cruiser is stationed east of the base.
Summary	Your base seems the likely target for attack if the enemy carrier is not sunk.

The Duel

★ ★

Do not allow enemy to sink the Intrepid. Find and scuttle enemy carrier. *Mission Objective*

Your squadron, VF15 is stationed aboard the Intrepid located north of San Cristobal and southeast of Malaita. *Mission Origin*

An enemy aircraft carrier has been spotted due north of your position approximately 15 miles. *Mission Target*

Multiple escort ships and a large number of enemy fighter support. *Secondary Targets*

No other enemy position exists in the immediate area. *Known Enemy Positions*

A friendly base is located on the small island 16 miles, heading 269° from your carrier's position. *Additional Notes*

Another Hellcat piloted by Lt. Commander Charles Herbert, is taking part in this sortie. He has orders to engage enemy fighters and bomb their carrier if in a position to do so.

The enemy carrier, spotted very close to your position, has already launched a strike force that is headed your direction. Defend and destroy. *Summary*

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