

VICTORY AT SEA

Captain's Guide

Version 1.1



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ARTWORKS



MONGOOSE
PUBLISHING

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Game Styles

Campaign

The Victory at Sea Campaigns give you the opportunity to play in The Pacific, The Mediterranean and The Atlantic theatres of war. To complete each campaign you must capture certain strategically important ports to help bring the Campaign to a close. These objectives become clearer as you progress through each Campaign. The final objectives include escorting the USS Indianapolis to Tinian and supporting the D-Day landings. To get to the end game you must build your fleet, attack enemy shipping and support landing craft as they attack ports. You can also enter friendly ports and visit HQ to be assigned special missions.

Historical Battle

Victory at Sea hosts many historical battles from World War Two. These battles will be added to over time and give you the opportunity to see if you can do better than the commanders of the day. In this mode you can play as any of the nations involved including the United States, Great Britain, Japan, Germany, Italy and France.

Custom Battle

The custom battle in Victory at Sea allows you to create your own battles. You can choose to play as any nation and have small or large scale encounters. Playing this mode will allow you to test strategies such as, "Can I take on several Aircraft Carriers with the Yamato?". You are also able, if you wish, to mix fleets and choose your favourite ships regardless of whether they are from an Axis or Allied power.

Basic controls

1. Left clicking on the sea will steer the ship in that direction.
2. Right clicking on a target will fire your selected weapon.
3. The scroll wheel will zoom the camera in and out.
4. Clicking and dragging the scroll wheel will rotate the camera.

World Map



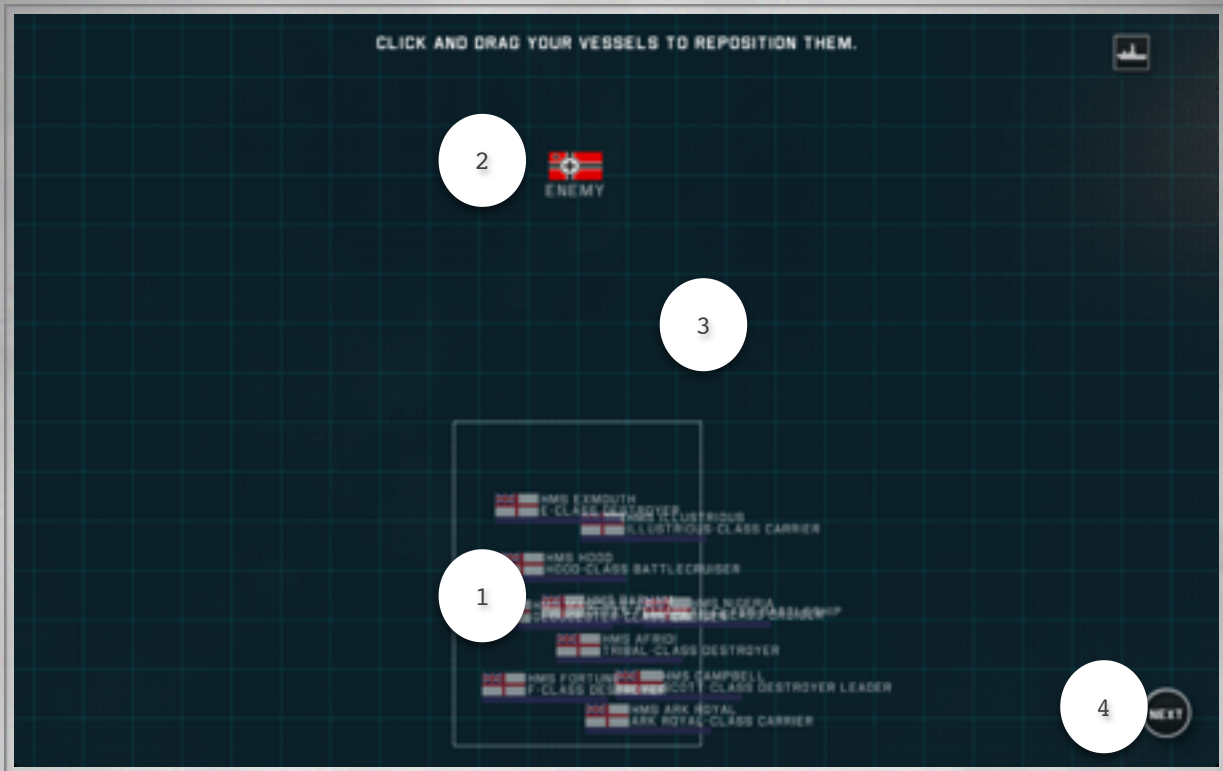
- 1 Ship speed. Adjust the throttle to slow down or speed up the ship.
- 2 Time slider. You can speed up time to make long voyages shorter.
- 3 Mini Map. If you click on the mini map you will be able to see all the ports in the current campaign. On rollover each port will display its supply level and how many ships defend it.
- 4 Ship Stat Bar. This bar displays the amount of ships in the fleet, its port of origin, the level which defines its skill in combat and ++ or - symbols. The + symbol shows it will be a greater challenge to fight. The more + symbols the more powerful the fleet is in comparison to yours. - symbols define how much weaker the enemy fleet is than yours.
- 5 Port Stat Bar. This bar shows the amount of ships in the defence fleet and its supply level. If the defence fleet for a port is too great to defeat then you can attack ships at sea that display that port's name. These ships are supporting or supplying the named port. Destroying them will weaken the port and the defence fleet will eventually decrease in size due to lack of fuel and supplies.
- 6 Your vision range can be increased if your ship has radar or spotter planes. Vision range is decreased at night and you'll be unable to see the size and composition of other fleets.

Combat View



- 1 Fleet Bar. You can quickly choose a ship in your fleet by clicking on its name in the fleet bars.
- 2 Toggles. These buttons give you access to the tactical map, enable an entire fleet to retreat, toggle ship info and change camera views.
- 3 Ship Info. This information tells you what Captain is onboard the selected ship, what their level is, what the ship's health is, what speed it is going and how many crew are onboard. As your crew are killed the ship will become less responsive, guns will take longer to reload and damage will be repaired less efficiently.
- 4 Vital Systems. Below the ship weapon systems the vital systems are displayed. When these systems are damaged they will turn red and have an effect on the ship's ability to function.
- 5 Weapon Systems. To fire a weapon left click on the weapon and right click on your target to fire. The number next to each weapon is the short cut key to select it. There are many different weapon types such as guns, torpedoes, depth charges and hedgehogs (these are a depth charge variant). Planes are also launched in the same fashion.
- 6 Pause Button. Whilst in pause you are still able to give orders, which can be very useful when in the thick of battle.
- 7 Time Slider. You can use the time slider to speed up or slow down time. Speeding up time can be useful when closing the gap on an enemy or to quickly reload a weapon. Slowing down time can make it easier to control large fleets.
- 8 The smoke screen button allows you to strategically hide your ships from the enemy. The smoke screens effectiveness is reduced by factors such as Radar.
- 9 Spotter planes can be sent to a location to search for enemy ships who have currently avoided detection.

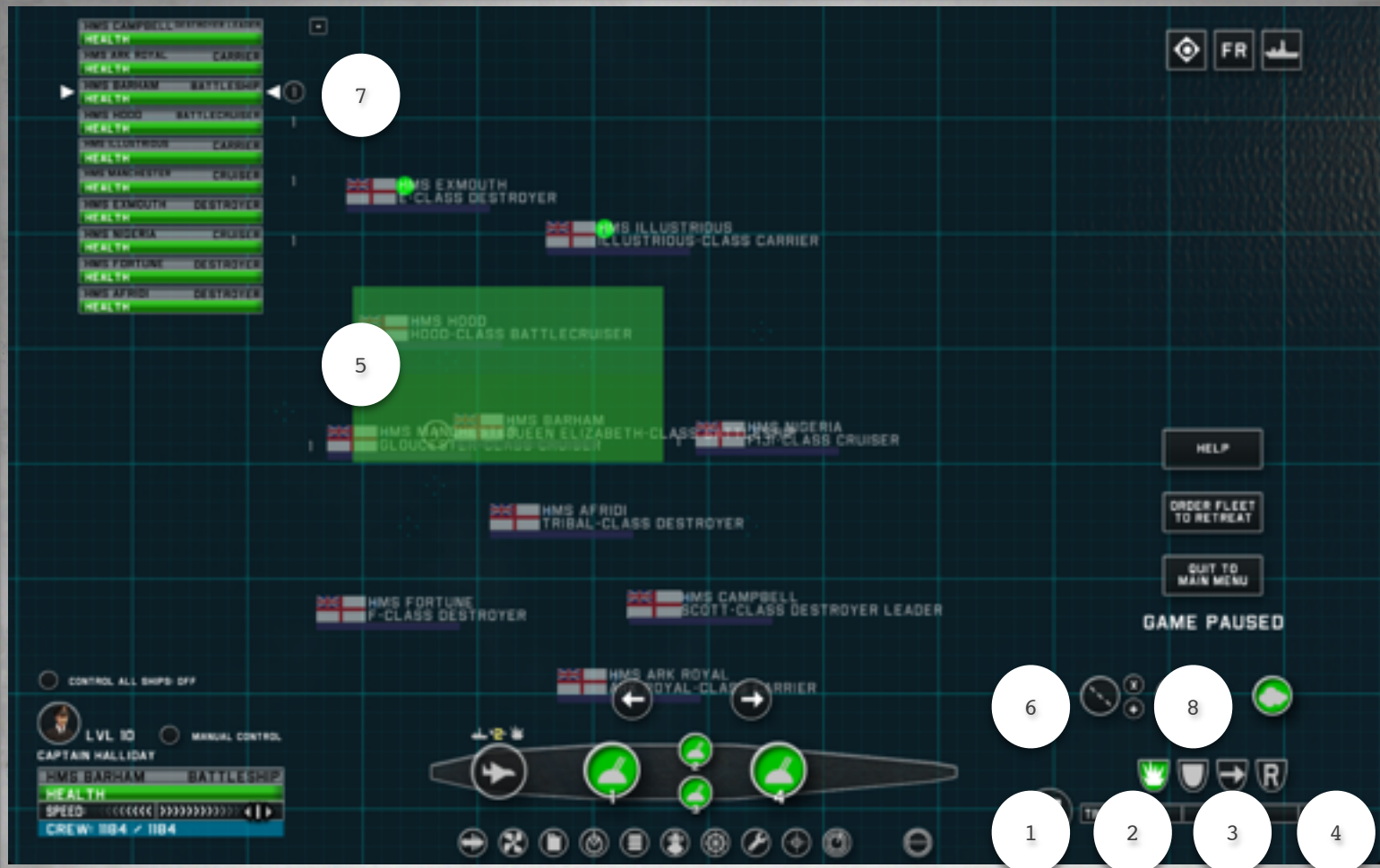
Deployment



Deployment allows the players to set up the starting position of their fleet.

1	Ships can be deployed anywhere in the designated zone
2	The Enemy flag defines their general position
3	Submarines can be deployed anywhere.
4	Clicking Next takes the player to the Tactical view.

Tactical View



The Tactical Map controls are the same as elsewhere in the game. In the bottom right you will find the ship stances.

1	Attack. In this stance you can order a ship to attack a specific ship.
2	Defend. You can use this stance to order a ship to defend an area.
3	Move. You can order a ship to move. As with Defend you can right click to assign multiple way points.
4	Retreat. You can order a specific ship to retreat if you fear it maybe sunk.
5	Grouping ships. Click and drag around the relevant ships. They will be highlighted with green circles. Left Clicking at a location on the sea will move all selected ships to that location. Alt and right click on a specific location will see all selected ships fire any available and viable weapon in that direction. Press Shift and click on a ship to add to the group.
6	Formations. Click on either a Column or Circle for a selected Group to move into formation. You can create more than one formation.
7	Clicking on a numbered Icon selects that formation.
8	Clicking on the cross breaks a formation. Add extra ships to a formation by clicking on the + button and shift clicking on a ship.
9	Dragging a new selection will switch control to the most powerful ship in the selection.
10	Shift+dragging will keep your current controlled ship (and any other highlighted ships) highlighted.

Short Cut Keys

Key Function	Primary	Secondary
Forwards	W	Up Arrow
Backwards	S	Down Arrow
Left	A	Left Arrow
Right	D	Right Arrow
Cycle Selected Ship	Tab	None
Cycle View Mode	V	None
Cycle UI Detail	F	None
Tactical View	T	None
Zoom In	Equals	Key Pad Plus
Zoom Out	Minus	Key Pad Minus
Accelerate	Period	None
Decelerate	Comma	None
Stop	Slash	None
Time Speed Up	Page Up	None
Time Speed Down	Page Down	None
Reset Time Speed	Home	None
Weapon 1	Alpha 1	None
Weapon 2	Alpha 2	None
Weapon 3	Alpha 3	None
Weapon 4	Alpha 4	None
Weapon 5	Alpha 5	None
Weapon 6	Alpha 6	None
Weapon 7	Alpha 7	None
Weapon 8	Alpha 8	None
Weapon 9	Alpha 9	None
Weapon 10	Alpha 0	None
Cycle Weapons Forwards	E	None
Cycle Weapons Backwards	Q	None
Retreat All	R	None
Select Formation	F1-F10	None
Add Formation to selection	Shift + F1-10	None