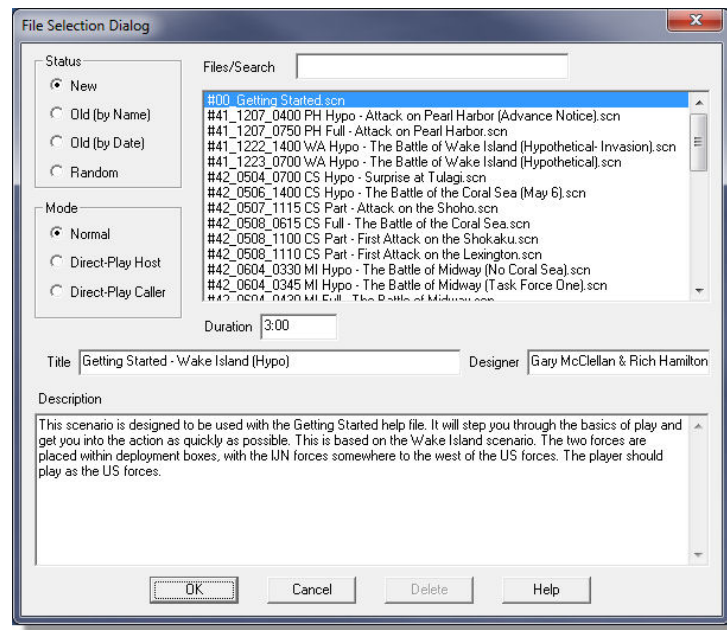


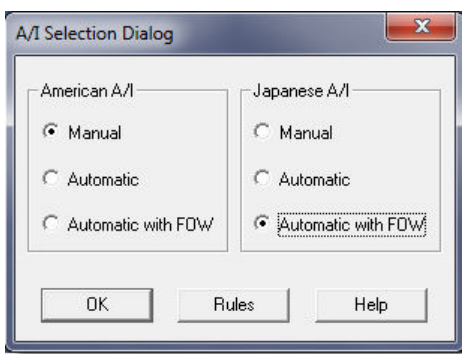
Getting Started Tutorial for Midway!

Welcome to the latest edition to the Naval Campaigns series of games from John Tiller and HPS Simulations. Midway, the fourth title in the series takes a huge leap forward over what has been offered previously. The addition of aircraft creates a significant enhancement to the engine and allows a large number of World War II actions to be covered that were not possible before.

This file helps you get started playing the game Midway. If you have just finished installing the game, then the Midway main program should be running soon. Otherwise, you should start the main program by clicking on the Main Program entry in the HPS Simulations Midway program folder (from the Start Menu, select All Programs, then HPS Simulations, and then the Midway program group). If you prefer, you can print these instructions. You will get about 11 pages of text and graphics if you do this. You can get more detailed information by referencing the General Help & User Manual linked within the “Help” menu of the game. Note: the Midway software is designed to run on displays with screen resolutions of at least 800 by 600 and with color settings of 16-bit or higher.

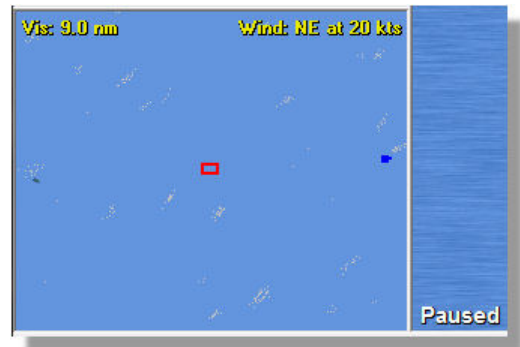


By default, after the introduction, the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. These instructions will get you started using #00_Getting Started.scn. In the list of files displayed by the File Selection Dialog, this should already be selected. Notice that a short description of the battle will appear at the bottom of the dialog. Also you can see that this battle will last 3 hours of real-time. This can be accelerated by running the game at a higher speed, which we will cover later in this document. After reading this information, click on the OK button.



Next, the A/I Selection Dialog will appear. Since you are going to play as the American side, select Automatic with FOW in the Japanese A/I group on the right hand side of the dialog. This will cause the computer to play as the Japanese side. Then click on the OK button.

In the lower left-hand corner of the screen, you will see the Jump Chart which displays the overall situation. The blue dots represent American units. The red dots will represent the Japanese units that you can currently see, although there may be others outside of your range of visibility. We start well out of visible range of the Japanese task force in this scenario. The red rectangle indicates how much of the overall situation is visible on your Main Chart, which is the larger display on the screen. Also note that visibility is currently 9 nautical miles and the wind is blowing from the North East (NE) at 20 knots, or nautical miles per hour.



Notice on the Jump Chart you can see a small grey image on the left. Click on it in the Jump Chart and you will be taken to a new view in the Main Chart showing that this is Wake Island. The Japanese fleet has been reported in this general area so it is in this direction you will need to search for them.

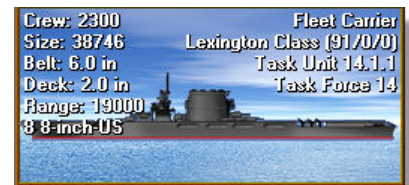
Click on the area of the Jump Chart that contains American ships towards the far right. Notice that the Main Chart scrolls to display that area. In this example, you can see that there are 13 American ships sailing in formation, with the aircraft carrier (Saratoga) being the flagship. In general, you will use the flagships to control your formations during the battle. This is especially important with a carrier group, in order for your supporting ships to stay in formation with the carrier.



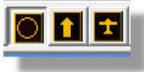
Click on the flagship on the Main Chart and notice that more detailed information about that ship appears on the left hand side in the Ship List. In this example, you see the Saratoga. Because it is a flagship, its name is displayed in yellow. The flag of the United States is shown in one corner. The Saratoga is currently sailing at 32.5 knots and it is heading in a West (W) direction. Its current status is 100% representing the fact

that it is undamaged by battle. The green circle represents that the ship is Radar equipped. The plane icon with the red x below that indicates that it can conduct air operations, but at this time something is preventing it – in this case “Wind” – i.e. the carrier is not turned into the wind allowing it to launch aircraft. And finally the values on the upper right portion of the image represent (S) Spotted flights – i.e. aircraft on the flight deck – and (H) aircraft in the Hanger. So there are currently 36 aircraft on the flight deck and 44 in the hanger. For a detailed review of aircraft carriers and all the variables associated with them review the User manual (found in the Midway program group and under the Main Program Help Menu) beginning on page 25.

Using your right mouse button, click on the picture of the ship and hold the button down. Notice that this shows you additional information about the ship. Here we see that the Saratoga is a Fleet Carrier (CV), one of the largest ships in the fleet. We can also see its crew size, the size of the ship in tons, information about its armor, the maximum range of its main guns, and information about its armament. Notice that the Saratoga has 8 8-inch guns.



Next, click on the remaining ships in the battle group. You will find 3 Cruisers (CA) and 9 Destroyers (DD) escorting the Saratoga. The Destroyers are all equipped with active sonar (indicated by the yellow dot on the left side of its image) which is used for anti-submarine warfare.

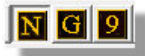


To determine more information about the selected ship, click on the Ship Range button in the Toolbar.

In the Jump Chart and on the Main Chart, a number of circles will be drawn showing various ranges associated with the selected ship. The yellow circle indicates the maximum visibility from the selected ship, based on the current conditions. This maximum visibility can change during the battle. The black circle indicates the maximum range of the main guns on the ship. The ship can only fire at enemy ships when they are within this circle. When it is present, an orange circle indicates the maximum range of any secondary guns on the ship, although not all ships have secondary guns. Likewise, if there is a blue circle, then it indicates the maximum range that torpedoes can be fired, if the ship has torpedoes. In addition, since this ship is equipped with radar, you will also see a purple circle indicating the maximum range of the radar.



Also notice that if you move the mouse to the edge of the screen, then the Main Chart will scroll in that direction. However, if you click on any ship currently displayed in the Ship List, then the Main Chart will return to the location of that ship and furthermore, in this mode, will automatically scroll to follow the ship as it sails.



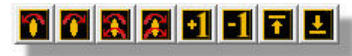
If you click on the Ship Names button on the toolbar, then the name of each ship will be drawn on the Main Chart. Notice that you can click on additional ships on the Main Chart and that their information is added to the Ship List. In this way, you can keep track of several ships at any one time. Remember that you can click on any of the displays in the Ship List and the Main Chart will be scrolled to the location of that ship.

If you click on the enemy ship, only certain information will be displayed about that ship in the Ship List since we are playing with Fog-of-War. In particular, you will only have general information about the ship's status such as No Damage, Light Damage, and so on.



The Main Chart has an adjustable scale. You can zoom-out the Main Chart display by pressing the button marked with a minus (-) sign. Likewise, you can zoom-in by using the button marked with a plus (+) sign. There are 4 zoom levels in the game that you can use on the Main Chart. You can also use the "hot keys" of 1 - 4 on your keyboard to quickly change view level. You can also use your wheel mouse if you have one.

You perform most maneuvers using two functions: turning and changing speed. On the toolbar, you will see two basic buttons for turning your ships,

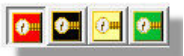


the first for turning counterclockwise and the second for turning clockwise. When you click on either of these buttons, it issues a command to the selected ship to turn in that direction. Each time you click on the button, it will command the ship to turn an additional 2 naval points, or 22 ½ degrees. Thus, you can click on the button twice to turn 45 degrees, four times to turn 90 degrees, or as many as 8 times to turn 180 degrees. Note that these buttons are all grouped together. Also note that the "Full Speed" and "Full Stop" buttons are directly next to them.

It is possible for you to select an individual ship on the chart and click on one of the turn buttons to change the direction it should sail in. You will notice on the Main Chart that a green arrow appears

showing you the new commanded direction. However, based on the size of the ship, it will take some time for the ship to actually accomplish the turn and face that direction. Also you should understand that when you change the direction of a group of ships, that you should issue the turn command only to the flagship. The other ships in the group will automatically follow the flagship through the turn. You should avoid issuing commands to individual ships in a group as this will cause them to become Detached from their group and require that you issue commands for them separately.

There are two basic buttons on the toolbar for changing the speed of the selected ship. Clicking on the first will cause the speed of the selected ship to increase by 1 knot while clicking on the second will lower the speed by one knot. Again, when you have ships sailing in a group, you should only issue this command to the flagship in that group, not the individual ships behind it. Also notice that a group of ships cannot go any faster than the slowest ship in the group.



There is a row of buttons on the toolbar that you use to control the speed of what is happening during the battle. The red button is the Pause button. It will stop the action until you start it again. NOTE: the pause function can also be invoked using the Space Bar. Pressing the Space Bar once will stop the action while pressing it again will restart it. If at any time you get confused over what is happening, you can press the Space Bar to stop the action and figure things out. The black button is used to start the game at normal speed. This will be actual real-time relative to the historical situation. The green button can be used to increase the speed of the action above real-time. You can click this button as many as 10 times to increase the speed of the action to 10 times real-time speed. Clicking the yellow button will decrease the speed of the action and cancel the effect of the green button.

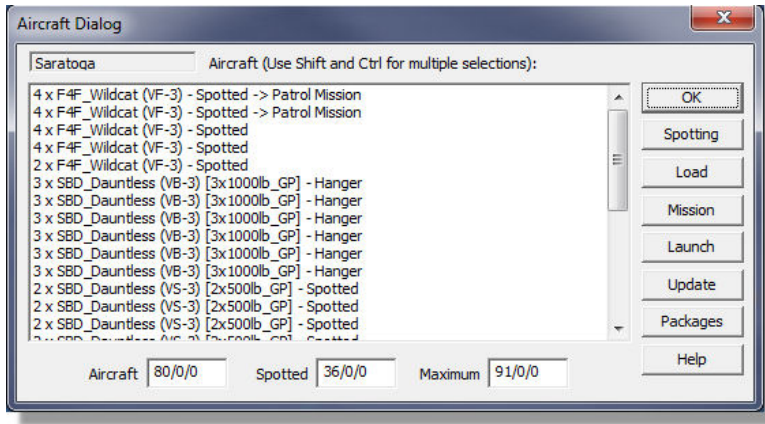
As previously mentioned this battle will be primarily air operations. In order to prepare you to perform those we need to cover several key points before beginning the scenario.

- Basic carrier operations begin with search, then a strike when enemy carriers are found.
- An aircraft carrier must be turned into the wind to launch its planes, in this case heading NE.
- Watch relative wind strength. You can sail too fast and too slow for flight operations.
- After sending out a search, pre-spot your strike as well as any CAP (combat air patrols).
- It is important to maneuver when attacked as well as going fast to make it harder to be bombed or torpedoed.

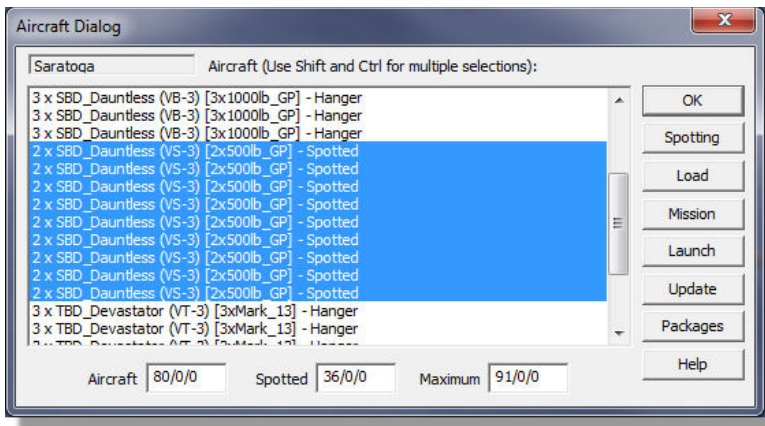
And the following items are tasks you will be engaged in, but if you aren't careful they will prevent you from being able to launch your aircraft when you need to:

- Be careful of fouling the deck with elevator operations (spotting to flight deck, returning to hanger deck). You can't launch aircraft while crews are still moving other aircraft into position.
- Be care of over-spotting the flight deck (maximum 1/2 total capacity on flight deck). In this scenario the number to avoid is 45 aircraft on the flight deck.

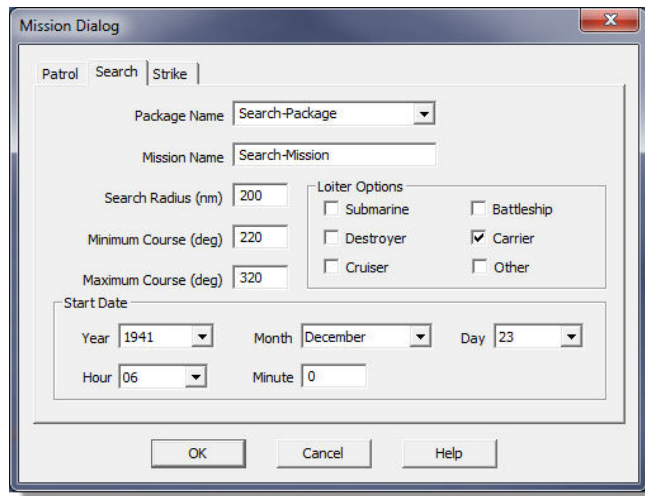
So take a look at your carrier by double clicking on its icon on the Main Chart to bring up the Aircraft Dialog.



Listed will be all the aircraft you have on the carrier and at your disposal. The top two flights have been assigned a patrol mission to guard the sky over the battle group and intercept any enemy aircraft that are incoming. You will need to allocate a certain number of aircraft to search missions and retain the balance to be ready to perform strikes when the enemy fleet is found.



So before we start the scenario let's go ahead and assign the aircraft we want to use to search – as they will need to get into the air as soon as the scenario starts. So scroll down a little ways until you can see the entire block of SBD_Dauntless groups that are on the flight deck (spotted). This is a total of 18 aircraft. Select the first one with your mouse then press & hold the Shift key and click the last one. All of the flights will be highlighted. Next, click the "Mission" button on the right hand side of the screen which will launch the Mission Dialog box. In the Mission Dialog, click on the "Search" tab at the top of the dialog.

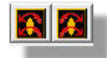


Now we need to assign the specifics of our search. We'll want to set a range as to how far the planes will fly out, and then we need to determine the direction and arch they will cover. As mentioned before, our intelligence tells us that the Japanese fleet is somewhere to the West of us, near Wake Island. Wake is a little over 150 NM from us so I will set a 200 mile search radius. This will allow our aircraft to go a little beyond the island and give us a good coverage of the area. I'm going to have my aircraft fan out in a 100 degree arch so that they go out in a cone towards the island, but overlap the ocean on both sides for a considerable distance. Also note that the "Loiter" option has been set for "Carrier". This means that any flights discovering an enemy carrier will remain within visual contact with it in order for the rest of the battle group to home in on it. We are not as concerned with the other surface ships at this point.

Once the properties have been set to the values you want go ahead and click the Ok button. You'll notice that the Aircraft Dialog has been updated to reflect this new set of orders we have issued. Since we issued the mission to the group of planes the program will control the spacing and fan them out as needed. Likewise, if you assign a Strike or Patrol order to a group of planes as the aircraft leave the ships they will circle until all aircraft involved are ready and then they will begin flying towards their destination.

Well, we have done our preparatory orders, have a general idea of what we need to do in this situation, so its time to get the activities underway. Close the Aircraft Dialog by clicking on the Ok button. Click on the black button on the toolbar to begin the battle.

You'll note that your fleet is sailing due West, which is fine if you were heading for a surface engagement, but doesn't work too well for us in our situation. Remember, your carrier must be facing into the wind to perform flight ops, so the very first thing you want to do is get it heading NE. So click on the Saratoga icon on the Main Chart and then go to the tool bar and issue a **group turn** command to the right, or starboard. This will get the fleet turned to the WNW. Continue this process until you are heading NE. You'll note that your ships are moving quite slow and the turn takes a while. Feel free to speed up the game a little at this point to get these basic operations underway. I would suggest clicking the green button once and going to 2x, but you may go faster if you wish.



Now that you are headed in the right direction you are ready to launch...but remember, there was another item we mentioned that was important for flight ops. That was the relative wind speed. For these aircraft that value needs to be between 25 and 50 knots. So click on the "Decrease Speed" button once and you will note that after your carrier adjusts speed a value in parenthesis is displayed, in this case (51). That means the relative wind speed is 51 knots – too fast for aircraft to launch. That's the speed of the ship plus the speed of the wind it is sailing into. So go ahead and decrease your speed a bit more. You can decrease it by as much as 10 knots if you like, and still be able to launch. Considering you are sailing away from your desired destination you might want to do this, but that's up to you.

Once you get to an adequate speed the aircraft will start launching. You'll have two groups of aircraft performing a patrol and your search aircraft will begin fanning out.

As soon as your last flight is off the flight deck you need to start bringing other aircraft up so that they will be ready when you need to launch an attack. To do this double-click on the Saratoga icon and then select the SBD_Dauntless groups that are in the hanger and click the "Spotting" button. They will then begin the process of moving to the flight deck. You can also scroll down and select the 4 TBD_Devastator flights and order them to Spotting as well.

Now, its time to get our battle group turned back around and headed towards Wake. So issue your commands and head either due W or WNW. Remember though, when the enemy is discovered you'll need to head back into the wind.



You will have some time to review things as your search missions are carried out and your fleet sails westward. During this time your crews will be diligently bring up the requested aircraft and readying them for your orders. You can track the progress of this by selecting the Saratoga and watching the values in the upper right hand corner change. In this particular case I currently have 10 aircraft spotted and there's 30 more ordered to be moved up from the hanger for operations. As time passes these values will switch till I eventually have all 40 aircraft on deck. The numbers will change color too to where my spotted values will turn yellow. They should never turn red though, as that means you have over spotted. Again, you do not want to delay at all when it comes to spotting your aircraft. When it comes time to launch a strike you need to be ready to have flights rolling off the deck right away. Any delay in this operation will mean life or death for your battlegroup.

It should be noted that you do not want to send attacks in piecemeal, like the US did during Midway. You will watch your flights splash into the water one by one and never accomplish the desired task – that of inflicting damage on the enemies ships. Also, when targeting your strike packages you should always aim for the carriers first – cripple your opponents ability to maintain flight operations – then you can worry about sinking the rest of his fleet. If you ignore this principle you will most assuredly watch your own fleet sink to the bottom of the Pacific.

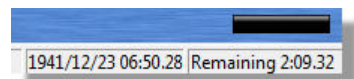
As the situation develops here's some more notes to consider. Well, on second thought you may wish to pause the game – because you want to react quickly when the enemy is sighted!

If a ship is hit during the battle, a message will flash at the top of the Main Chart indicating that hit. If the hit is on one of your ships, then two numbers will be displayed showing the percentage damage to the ship as a result of the hit and the remaining status of the ship after the hit.

If you are not currently viewing the ship that was hit, then you can use the Last Hit button on the toolbar to scroll the Main Chart to the location of that ship.

In some scenarios there is a red line running across the chart. This red line indicates that the Japanese side has an Objective. They will attempt to gain victory points by crossing this line. In those situations your goal is to use your ships and aircraft to prevent them from accomplishing that.

The bar in the lower right-hand corner of the screen will show you the victory status of the battle. When there is a blue area showing, then you hold the advantage in victory points or if there is a red area showing, then the enemy holds the advantage. If your flag appears there, then you have at least a minor victory and if the entire bar is blue, you have a major victory. Likewise for the enemy player.



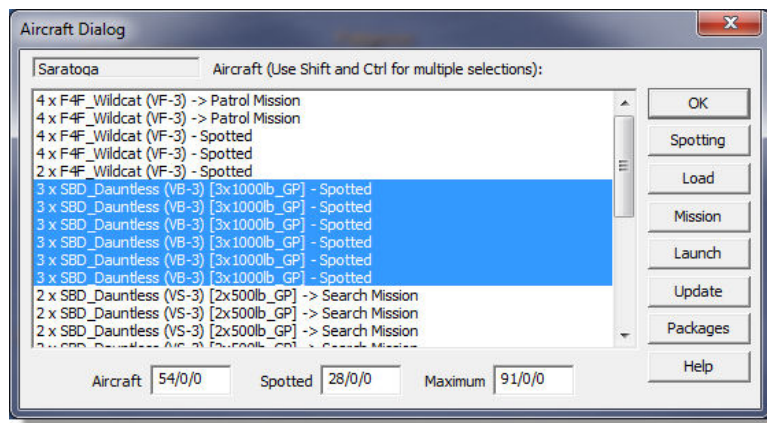
Resume the game when you are ready. At this point, you know quite a bit about how to fight your naval battles. Have your search plans found their targets yet? If not they will soon...at least assuming you sent out a good enough search arch...there's always a chance they could slip through, if that's the case you'll need to send out a new search, but your original search will return along the same path, so will catch them if they came back in to the pattern after they passed. But remember, he is searching for you too! Once your planes discover the enemy an announcement will display at the top of the screen stating "Enemy Carrier Sighted". You will then have some red dots appear on your Jump Chart representing these. You may also have some other dots representing any enemy search planes that are in the viewing area of one of your units.



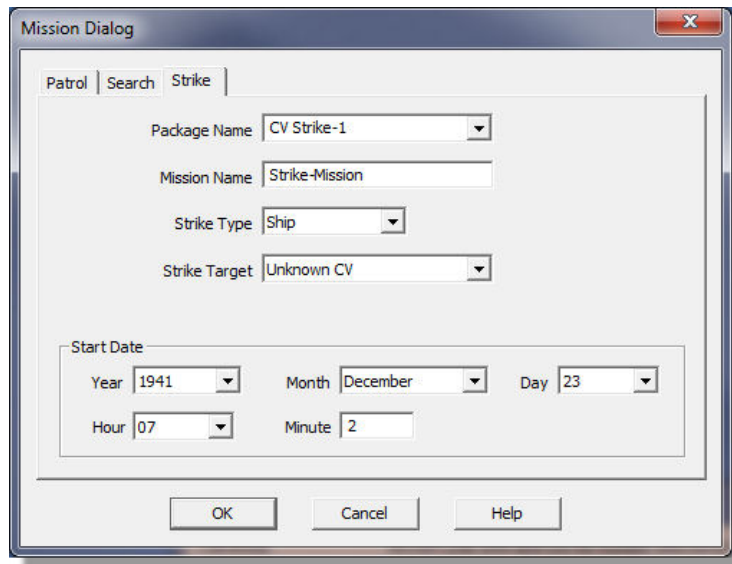
If you click on the Jump Chart in the area of the enemy ships you will be taken to the area where the ships were found. Clicking on each will allow you to see some information about them. You will not get as much detail as with your own ships, but you will see the general class of ship (carrier, cruiser, etc.), speed of the ship, and a general condition report on each.

I would go ahead and Pause the game again now that you have enemy ships in sight. If you have been spotted in addition to you finding the enemy fleet you need to do a couple of things. First, get your patrols to shoot down the spotting planes ASAP! Next, get your fleet into high gear and perform some evasive maneuvering. The intelligence is only as good as when it was gathered, and you don't want to be in the same place where they originally found you – because almost assuredly a strike force is airborne shortly after receiving the report of your location. And keep in mind that you will need to launch your aircraft soon, if you didn't prior to being spotted – so that will further complicate things.

You will use the Aircraft Dialog and Mission Dialog again to assign your strike packages. Hammer the enemy CV and worry about the rest later. Once your planes are airborne you can do further evasive maneuvering and await the results of your strikes. You'll still have some aircraft on board too, so get them on the flight deck and into the air to help protect your fleet.



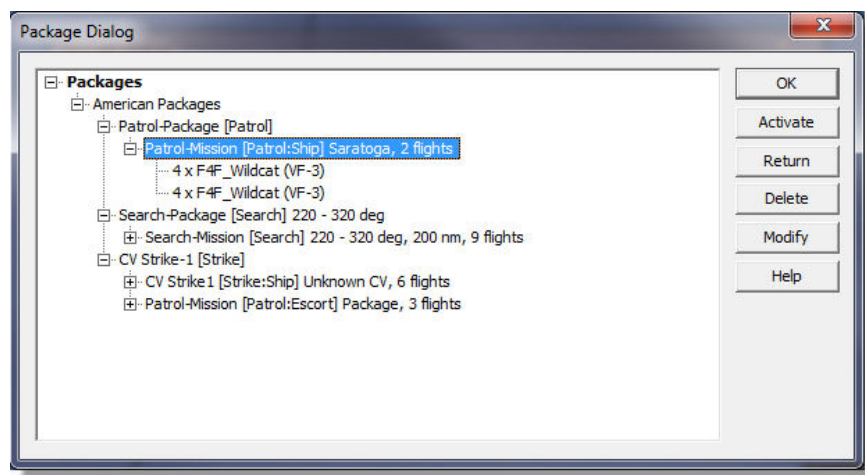
Here's the steps you'll need to go through when assigning strikes. Return to the area of the Main Chart where your carrier is located, then double-click on the Saratoga icon to bring up the Aircraft Dialog. Remember how I told you to get your remaining aircraft up on the flight deck? Well hopefully a good number made it before the enemy fleet was sighted. If some are still in the process of coming up select them and then click the "Spotting" button again to cancel those orders. You need to get your strike packages airborne right away, and then complete bringing other aircraft up once they are gone. Now lets select the 6 flights of SBD_Dauntless aircraft and assign a strike mission to them.



Once you have the flights selected and have clicked the “Mission” button you will need to select the “Strike” tab from the top of the Mission Dialog. We want to give this strike a unique name so that we can assign an escort mission to it. We’ll go over that next. We also want to select the “Strike Target”, which in this case will be the “Unknown CV”. Leave all values alone and click the OK button.

Now I want you to repeat this process using the 3 F4F_Wildcat flights towards the top of the Aircraft Dialog – the ones with no mission assigned to them. Select the “Patrol” tab, but this time select the previously used strike name we just assigned. This will populate the form with all the same values and you can then click OK. This assignment will have the fighters escort the bombers to give air support. Click OK again to close the Aircraft Dialog and this will return us to the game. Now when we resume the game play our flights will be ready to get airborne. Remember – you must be heading towards the NE & going less than 30 knots to allow your aircraft to launch!

As soon as all of these aircraft have been launched and the strike is on the way issue orders to bring the rest of your aircraft up on the flight deck. We’ll want to get a second strike ready to go in the event the first fails to achieve its goal.



You can review all the missions, or “packages” you have assigned by clicking the “Packages” button in the Aircraft Dialog and opening up the Package Dialog pictured above. It should be noted that aircraft will return to their home base (be it ship or land) once their mission is complete. You can change that at any

time by issuing a manual order to the said aircraft (either intercept, fly, return to land). Also note that aircraft will automatically refuel and rearm when they return to base with the armament they started with. The player may change this using the “Load” button on the Aircraft Dialog box. Also note that Japanese aircraft must be returned to the hanger in order to refuel and rearm.

Don't be discouraged if the enemy sinks your carrier – repeatedly – before you get the hang of these operations. Air ops are a complicated process and are difficult to master. Just keep running through things until you are getting better results. This scenario is winnable, so keep trying until you pull off a victory.

Our battle is dominated by air operations and hence our forces will stay well away from each other. However surface actions are possible in this game, so here's a few notes on them.

During the battle, your ships will automatically fire on the enemy ships they have spotted within their range. If you want to change the target one of your ships is firing at, you can do so in the following way:

- First, click on your ship so that it is displayed at the top of the Unit List.
- Next, right click on the new target ship.

If you are able to fire on the enemy ship, it will be displayed in yellow.

It will be important during the battle that you stay aware of torpedoes fired by the enemy. The Japanese torpedo is particularly effective given its long range. You will notice these torpedoes coming towards you displayed as a white dot in the water. When you see these, you must maneuver to avoid it or it can cause significant damage to your ship.

During a surface action your main task will be to maneuver your ships to cause the most damage to the enemy, while avoiding damage to your own ships. You perform most maneuvers using two functions: turning and changing speed which we covered previously in this introduction.

Finally, if you want to fire the torpedoes that your destroyers carry, you do the following. First select the destroyer that you wish to use. This destroyer must have a torpedo icon displayed in its unit picture. Then, while holding down the Ctrl (Control) key, right-click on the main chart in the direction you wish to fire the torpedo. The torpedo will go in a straight line towards that point and run until it either reaches its maximum range or strikes a ship.

You can continue reading in the following documentation to complete your knowledge:

- User Manual
- Main Program Help File (General help)
- Scenario Editor Help File

The top two, plus other information, is accessible from the “Help” menu within the game. The Scenario Editor has its own entries under the “Help” menu.

The battle is scheduled to last a total of 3 hours of real-time. Your time will vary depending on the speed you choose to run at and how often you pause the game. When you are done, the victory outcome of the battle will be shown to you. After that, you can continue with any of the scenarios associated with the game.

Hot Keys

You can use the following hot keys in place of various menu and toolbar commands.

Space Bar – Toggle the game between Pause and Normal Speed.

1 – Display Main Chart in Ultra Zoom-Out View.

2 – Display Main Chart in Extreme Zoom-Out View.

3 – Display Main Chart in Zoom-Out View.

4 – Display Main Chart in Normal View.

E – Increase the speed of the selected ship by 1 knot or the selected aircraft by 10 knots.

Alt-E – Increase the speed of the selected ship by 1/10 of a knot or the selected aircraft by 1 knot.

C – Decrease the speed of the selected ship by 1 knot or the selected aircraft by 10 knots.

Alt-C – Decrease the speed of the selected ship by 1/10 of a knot or the selected aircraft by 1 knot.

L – Place a Location Marker at the current location.

W – Set the selected ship or aircraft to full speed.

X – Set the selected ship to full stop or the selected aircraft to minimum speed.

A – Perform a Group Turn counterclockwise (to port) with the currently selected ship.

S – Turn the selected ship counterclockwise (to port).

D – Turn the selected ship clockwise (to starboard).

F – Perform a Group Turn clockwise (to starboard) with the currently selected ship.

N – Jump to the location of the last ship hit.

Z – Toggle the display of the Overlay Chart.

Up Arrow – scroll the map up.

Down Arrow – scroll the map down.

Left Arrow – scroll the map left.

Right Arrow – scroll the map right.

F1 – Display the main program help file.

F2 – Display the Parameter Data Dialog.

F3 – Display the Database Dialog.