

THE
GREAT
GAMES

ACTIVISION
HOME COMPUTER SOFTWARE

TM

INTRODUCTION

Guadalcanal is a comprehensive strategy war game which covers the battle for the island between American and Japanese forces in the latter months of 1942. Allowing total control over all the fighting forces of either side, the game has been designed with ease of play in mind and is completely icon-driven. Although the game is easy enough to learn by picking up the joystick and referring to the icon indexes as you go along, victory will be hard to achieve unless you have a full understanding of the rules and objectives. We suggest that you learn how to use your forces before attempting the full campaign scenarios.

As in the actual battle, the main object of the game is to win control of Guadalcanal Island (see enclosed map) – this may be achieved in many ways. As Commander-in-Chief, you have land, air, sea and intelligence forces at your disposal, and must build them up on the island. Transport ships may be used to ferry in troops and supplies while the navy and air force are deployed to protect your interests and attack the enemy. You also have aircraft carriers at your command, along with their strike capabilities.

On the island itself are your supply bases and harbours, giving support to all your land forces. Henderson Field is the biggest prize of all and must be protected at all costs. The Intelligence Corps may be used for espionage purposes and has a vital role in decision-making: all enemy movements and positions are hidden and may only be found by skilful use of your scouts and seaplane.

There are many factors which govern the outcome of the conflict and no game will be the same. You will find a full history of the battle near the back of the manual.

LOADING INSTRUCTIONS

Commodore 64/128 Disk

1. Turn on your disk drive and computer.
2. If you are using a Commodore 128 type the following:
GO64 then press RETURN
Y then press RETURN
3. Insert the disk in your disk drive, label side up.
4. Plug a joystick into port 2.
5. Type LOAD “☆”, 8, 1, and press RETURN. After a short while, the title screen will appear.

Commodore 64/128 Cassette

1. Turn on your computer. If you are using a Commodore 128 type the following:
GO64 then press RETURN
Y then press RETURN
2. Insert the cassette into your datacassette, side A facing upwards, and ensure it is fully rewound.
3. Plug a joystick into port 2.
4. Hold down the SHIFT key, then press the key marked RUN/STOP.

Spectrum 48K/128K/+ Cassette

If you are using a 128K/+ machine then select 48K mode.

Type LOAD"" and then press ENTER.

Amstrad CPC Disc

1. Cassette based computer with additional disc drive (i.e. CPC 464)
Type: DISC and press RETURN then type RUN"DISC and press RETURN
2. Disc based computer (i.e. CPC 6128)
Type RUN"DISC and press RETURN

Amstrad CPC Cassette

1. Cassette based computer (i.e. CPC 464)
Press CTRL and the small ENTER keys simultaneously.
 2. Disk based computer with additional cassette player (i.e. CPC 6128)
Type: TAPE and press RETURN then press CTRL and the small ENTER key simultaneously.
- All programs will run automatically after loading is complete.

GAME SCENARIOS

On the disc (or cassette) are a number of scenarios. These are selected from the menu which appears on-screen when the game has loaded. Simply move the joystick to highlight the required game and press the fire

button. The selected scenario will now load.

SCENARIO 1: A short three-day battle in which the player takes the American side. This is intended for gaining battle experience only.

SCENARIO 2: The full Guadalcanal campaign, with the player commanding the American side.

SCENARIO 3: Once again the complete campaign, but with the player in the control of the Japanese forces.

SAVED GAME: A facility to allow the player to load and play a previously saved game position. You are prompted to enter a filename (up to eight letters) followed by ENTER, after which the required data will load. Pressing ESC during filename entry will abort the operation.

GETTING STARTED

Your disc or cassette already contains a saved game (SIDE A: GAME, SIDE B: SCENARIOS) for a special scenario which gives you a few US units but no enemy. This is designed for learning the game and its controls. If you have the cassette version then this is the first block on the Scenarios side. From the loading screen select 'SAVED GAME' and type in TRAINER. Special note – Amstrad CPC cassette and disc users: unplug the joystick before typing the filename. There are no victories in this scenario, so to finish it you must use the SCRAP GAME master icon. Most of the references to game play will now assume you have this scenario loaded and you are reading the manual.

THE SCREEN

The game display is divided into two halves. In the top half are the master icons and information on all the general features of game (anything not concerned with units): the control icons and information for the units themselves are in the lower half.

To the top right you will see a clock face and a box showing the date and digital time. This runs at a speed of 1 minute for every 10 seconds of real time. The clock NEVER stops, although it may be speeded up.

Beside the digital clock is the 'phase' indicator which has four different positions: dawn, daylight, dusk and night. This is used mostly for aircraft timing, as they may not be launched at night and any air capability will be cancelled at dusk.

The flag in the top right corner simply shows you which side you are commanding (a useful reminder for saved games.)

Above the clocks are ten icons – the MASTER ICONS. Each has a

specific purpose which is explained in detail later in the manual. A master icon is selected by moving the joystick until the chosen icon is highlighted and has the small arrow pointing to it. Pressing the fire button will then activate that function. The first icon shows a miniature map. Pressing fire on this will put you in control of the lower half of the screen.

The long, narrow map below the master icons is the STRATEGIC MAP, and represents the overall battle zone. The large land mass along the bottom of this map is Guadalcanal Island. To the east are American-controlled waters, while the Japanese waters are on the west. You will notice several flashing markers on the strategic map. These indicate the position of any active units. However, the markers do not distinguish between friend and foe, or the units type.

The main feature of the strategic map is the large white rectangle. Directly beneath the overall map, in the lower game area, is an expanded view of the area enclosed by this rectangle. This 'window' is the BATTLE MAP: it shows the features and units of the smaller area in detail, and may be moved to any position in order to examine or control your units.

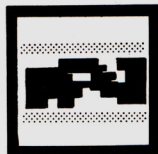
In the lower right of the display is the REPORT BOX, which shows all the information on your forces.

Finally, at the very top of the screen is the RADIO, where all incoming messages are displayed.

MASTER ICONS

On the main display, just above the clocks, are ten squares. These are the MASTER ICONS and control aspects of the game not concerned with units themselves but with the game generally.

To select any icon, simply move the joystick until the required square is highlighted and has a small arrow pointing to it. Pressing the fire button will now execute that function.



MAP TOGGLE

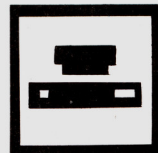
Toggles between the battle map and the master icons. If this icon is highlighted and fire is pressed, then control will be passed to the battle map cursor. If the battle map cursor is NOT over any unit and fire is pressed, control will return to the master icons.



CLOCK WINDER

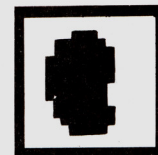
While the fire button is held down, the clock will advance at great speed. Simply release the button to return to the normal game speed.

Be careful with this function. You are advised not to advance the clock while there are incoming messages until you are certain of their importance.



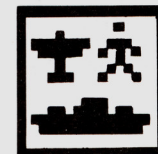
SCOUT SELECTION

A list of your six scouts is displayed, along with their current condition. To activate any scout, move the joystick until the desired rank is highlighted and press the fire button. The scout will now show ACTIVE. Press the fire button once more to return to the master icons. Only one scout may be active at any time and will appear next to your base on Guadalcanal.



INTELLIGENCE

Two boxes are displayed—one marked ESPIONAGE, the other COUNTER ESPIONAGE. Each box has a figure in its centre, which represents the percentage of personnel assigned to each. Move the joystick left and right to adjust these figures, or press fire to return to the master icons. For a full description of its effect see the INTELLIGENCE section.



STATUS

This displays three columns showing the active fleets, land units and air units (if any) along with a colour-coded condition, as follows:

- Green – OK.
- Yellow – Weak or in need of attention.
- Red – Critical.
- Flashing – Currently in combat or under attack.

Press fire again to return to master icons.

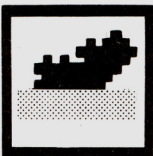
WEATHER

The simplest of all, this icon displays the current weather conditions: GOOD, POOR or STORMY (see WEATHER EFFECTS).



NAVAL LOSSES

Any ships larger than a destroyer which have been sunk during the battle will be displayed here in chronological order. Only your losses are shown.



HOLD

The clocks are stopped and any movements or battles are frozen, although any backlog of messages are still decoded to the radio display. Simply press fire again to restart the clocks.



SAVE GAME

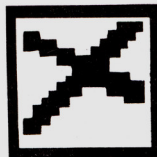
May be selected at any time during the game. Type in the filename you wish to call your position (up to eight characters) and press ENTER. Special note – Amstrad CPC cassette and disc users: unplug the joystick before typing the filename. The complete state of the game is saved, but you will lose any



message currently being decoded to the display. Once saved, the display will reset and place the master icon to MAPTOGGLE. (Pressing the ESC key will abort this function if selected in error). The complete state of the game is saved, but you will lose any message currently being decoded to the display. Once saved, the display will reset and place the master icon to MAPTOGGLE. (Pressing the ESC key will abort this function if selected in error).

SCRAP GAME

Should you wish to load another scenario or a previously saved game, this will return you to the main menu. The current game will be lost unless you have saved it. There is a delay of two or three seconds built into this icon in case it is selected by accident. You need to hold the fire button down until the main menu appears.



UNITS

There are six types of unit for each of the opposing forces: Fleets, Land Units, Aircraft, Seaplanes. Bases and Scouts. Units are represented on the strategic map by small flashing dots, and on the battle map by square symbols. In the symbol descriptions that follow, references to "colour" mean white for the Americans, red for the Japanese.

FLEETS

Naval Task groups are split into three categories – Escort groups, Carrier groups and Transport groups. Each has its own characteristics and requires the correct tactics for its most effective use. The map symbol is a black anchor on a coloured background.

ESCORT GROUPS consist mainly of heavy gunships and are best used as naval cover for other groups, land bombardment, scouting and so on.

A CARRIER GROUP will contain at least one aircraft carrier, which makes a strong, protective escort with its own Combat Air Patrol (CAP). Its strike aircraft capability makes it one of the most effective weapons against enemy shipping and can win a battle if used wisely. The carriers are your most precious asset and should be treated as such. Sending them into an all-out sea battle is NOT a recommended strategy. Note that, unlike the other air units, the CAP is not under your direct control but simply patrols the skies above its carrier – so it has no map symbol.

TRANSPORT GROUPS are your army's lifeline. At great risk, they bring supplies to the island, without which the troops would starve, be unable to defend their positions, or even collapse from malaria. The whole strategy of Guadalcanal depends upon the strength of your forces on the island, and thus your skill with the transports.

Each type of naval unit has its own defensive capability but none are indestructable.

LAND UNITS

Most of the American units on the island are from the Marine Corps, although Australian forces were also present during the battle for Guadalcanal. The strength of each unit depends upon its level of supply. Arms and ammunition speak for themselves, although if one becomes zero then the other is irrelevant (that is, the weapons become useless without ammunition, and vice versa).

Each unit suffers from malaria according to the length of time it has spent on the island: this can have a devastating effect on the fighting ability of the unit, no matter how well equipped it is. Malaria levels may be decreased only by the issue of medical supplies. Finally, morale plays a large part of the unit's combat fitness. The longer a unit is in battle, the more its morale drops, taking the strength with it. However, while not in battle, morale will slowly rise. General supplies will have a more immediate effect on morale.

Marine units have an extra ability not available to the Japanese infantry. DIGGING-IN almost doubles the unit's fighting strength but may only be used as a defensive measure. Once 'dug-in' the unit becomes unable to move until ordered to 'move-out', an operation taking some time to execute.

Only a few units are present on the island at the start of each scenario. As commander, you must decide when, if ever, to bring in more troops on the transport ships or strengthen those already on the island. A coloured square with a black centre is a U.S. troop unit, a coloured square with a white centre is a Japanese troop unit.

AIRCRAFT

Air units may be based either on a carrier or at Henderson Field – they are represented by a coloured airplane on a black background. The units based at Henderson will arrive at appropriate times during the battle. The use of these aircraft is limited by the number of points you have stored of aviation fuel at the base – no fuel, no takeoffs. There are no such restrictions to the carrier units, but any damage incurred by the carriers will affect the launching ability of the aircraft. If the deck itself becomes damaged then no launching or landing of aircraft will be possible until it is repaired. Damage to Henderson Field will also prevent aircraft activity but the engineers on the island will inform you of how long the repairs will take. The airfield is only a clearing, and repairs are a simple case of filling in the holes...

All air units based on a carrier are followed by an identifying letter. For example, all those based on the Enterprise are called Unit 1E, 2E and so on. The American code name for Guadalcanal Island during the battle was Cactus. Aircraft based at Henderson Field thus became known as the 'Cactus Air Force'. Any air unit which is based at Henderson is labelled CAF1, CAF2 etc. It is important to remember where their home base is when returning aircraft to refuel. The carrier they came from may not be there when they return!

You should also note that carrier air units may land on any other carrier or even at Henderson Field. CAF UNITS MAY ONLY LAND ON HENDERSON. They will not be given permission to land on carriers – the capacity of aircraft carriers was limited and they had only sufficient crews to deal with their own aircraft.

Once launched, an air unit has only a few hours of flying time and only 10 minutes of ammunition. When attacking a target, the fuel will decrease at a faster rate than when flying to or from the target. If the unit should run out of fuel before it has landed, it will ditch and be lost.

For an air unit to attack its target it must be within one map square and have at least one minute of ammunition. N.B. Aircraft Fuel and Ammunition is displayed in the report box after selection of the status icon. Due to the altitude at which these units flew, they will not show up any hidden enemy units but must be directed by either your seaplane (see below) or any other unit which can see the target. When all its ammunition has been used, the air unit must return to re-arm before it can make any further strikes.

Launching aircraft will take a few minutes before the whole unit is airborne. Landing aircraft may be executed at any time, but if there are any aircraft on the runway they will be moved off and any launch order cancelled.

Finally, the effect of an air strike will depend on how many aircraft are in the unit. If the target has its own CAP then the effect will be even less. Some aircraft losses are inevitable whatever the target due to anti-aircraft fire.

SEAPLANE

All enemy forces will remain unseen unless they move within range of your fleets, bases or land units. The seaplane, however, may fly over any sea region in search of enemy shipping. Its range of vision is limited: during poor weather its vision is at its lowest range while in stormy weather the seaplane will not fly at all. Unlike air units, the seaplane needs no refuelling but has no fighting ability. Any enemy unit found will be reported by radio and shown on both maps. Placing the cursor over the enemy unit will then inform you what it is and, depending on its type, any other relevant information that the seaplane has found.

Note that air units may only attack a target if it is visible and that the seaplane lands at 1800 hours each day. Once landed, any visible targets disappear!

Your seaplane is represented by a coloured airplane on a blue background.

BASES

There are three bases on Guadalcanal. Two of these are Japanese and are simply supply dumps – they are shown in red. The third is Henderson Field, which has an air capability of its own and is also the supply dump for the US troops. It is indicated on the map in white.

Just above each base is a coloured anchor on a blue background, which represents the safe harbour for that base, where transport ships may drop anchor. Supplies unloaded from the transporters will be moved into the base for storage. These may then be transferred at any time to the land units. The Japanese bases have no airfields and serve only as a transfer point for incoming supplies.

Bases are vulnerable to attack from any source: aircraft, land units and naval bombardment. Any defense is automatic and unseen, although the CAP at Henderson will reduce the effect of an air raid if airborne. Damage to the base may vary but will cause loss of supplies, aviation fuel or, worst of all, the airfield may be damaged enough to close it for a few hours – very unfortunate if a CAF unit is airborne.

SCOUTS

Scouts serve the same purpose on the island as the seaplane over the sea regions. Any enemy land units will be made visible if your scout finds them and he will radio the sighting to you. At the start of each scenario there are six scouts of varying rank, the more efficient the scout. They have only their wits to protect them and once lost, a scout cannot be recovered but may be replaced with another. The MASTER ICON section explains how to activate a scout which appear on the map as a camera above the flag of his nation. If you are uncertain about any unit simply move the command cursor over its position and the report box will identify it.

THE MAPS – AN INTRODUCTORY TOUR

The upper STRATEGIC MAP is an overall view showing where your forces are and the area you are currently controlling. All control of units is carried out in the lower BATTLE MAP.

To switch control to the battle map, move the joystick until the top left master icon (with the miniature map) is highlighted, and press the fire button. The icon now returns to normal and the arrow disappears. You will notice that a pulsation 'cursor' has now appeared on the battle map. For the time being DO NOT move it. This command cursor controls all your units, and the positioning of the window on the upper map.

If you now press fire again, the cursor will disappear and the first icon will again be highlighted. Control has now returned to the master icons. When the fire button is pressed while the cursor in the battle map is NOT over a unit, control will always return to the master icons.

Now press fire once more, returning to the battle map. Hold the joystick to the right and the cursor will move across the battle map until it reaches the edge. Keep holding to the right and the window will start to scroll. Notice that the white rectangle on the strategic map follows the battle map...

Still pushing right, hold down the fire button – the window will fast-scroll until the far right-hand edge of the map is reached. Make sure you release the fire button before the joystick or you will return to icon control. (If this does happen, just press fire again).

To move the cursor, simply move the joystick in the direction you wish to travel. To scroll at speed, first move the joystick and then hold down the fire button. Remember, if you press the button first you will return to the master icons.

On the far right of the battle map you will see a column of white anchors. Move the cursor over any of them and you will see "SUPPLY PORT"

appear on the top of the report box. Whenever the cursor is placed over a unit or map feature this line will show its name.

The line of anchors are the US supply harbours and are NOT units. They may not be moved or altered but are a feature of the map. These will be explained later.

Now fast-scroll to the far left of the map, where you should see a line of red anchors. These are the Japanese supply harbours. Generally, the Japanese control waters in the left half of the map while the US fleets control the right.

In the lower centre of the strategic map is Guadalcanal Island. Move the cursor until the white rectangle is somewhere over the Island. You should now be able to see some units. Generally, American units are white, Japanese are red.

Without fast scrolling, move across the map until you can see another white anchor with a blue background on the coast of the island, and place the cursor over it. The report box should now read "Lunga Point".

This solitary anchor represents the safe harbour, the place where US troops and supplies may be off-loaded onto the island from the transport ships. These troops and supplies are loaded onto the transport ships from ANY white anchor (supply port) on the far edge of the map. You must ferry supplies from the supply port to the island.

Just below Lunga Point, on land, is the American base named Henderson. All American supplies brought to the island will be stored here. Move the cursor over this and press the fire button. The report box will now show a list of CONTROL ICONS, each of which allows you to perform different actions with this unit. Every unit has its own types of control icons, which are accessed by positioning the cursor over the unit and pressing fire.

On the second line of the report box you will see the word EXIT – this is the name of the currently-highlighted control icon. If you move the joystick to the right, each of the icons will be highlighted and its respective name shown above. The function of each icon is dealt with in detail in the CONTROL ICONS section. Move the joystick to the left until EXIT is highlighted and press the button. All the icons will now disappear and you have control of the cursor once more.

The Japanese have two safe harbours, Tassafaronga and Taivu Point, marked by red anchors on a blue background. These serve the nearby supply dumps of Guadalcanal West and East respectively.

Guadalcanal Island is large and forms the main feature of the map. Although fighting was taking place on other islands in the area, for the purposes of this game all land combat occurs on Guadalcanal itself. Apart from the blue areas, which are obviously sea, green indicates normal land

areas, dark green areas are dense jungle and brown areas are mountain ranges. Army units may not move onto mountainous or sea regions but their mobility alters with the terrain on which they are positioned. If any unit is moved to map location on which it may not go, then the unit will stop.

Several US units are shown on the map. Try moving the cursor over each of them, and fast-scroll over the whole map until you are confident about controlling the battle map. When you become accustomed to the controls and you can use all your units, try Scenario 1. This will ease you into the game, building up to the full campaign scenarios. To get the most from each scenario you may have to refer to the rest of the manual.

WARSHIP CODES

CV	Aircraft Carrier
BB	Battleship
CA	Heavy Cruiser
CL	Light Cruiser
DD	Destroyer
AP	Transporter

ORDER OF BATTLE

USA – SOUTH PACIFIC FORCE

Vice Admiral Ghormley (until the 18th October 1942)

Vice Admiral William F. Halsey (from 18 October 1942)

Task Force T. F. 16	CV Enterprise
Task Force T. F. 17	CV Hornet
Task Force T. F. 64	BB Washington
Task Force T. F. 67	Transport and Escort

NAVY:

CV ENTERPRISE
CV HORNET
BB WASHINGTON
BB SOUTH DAKOTA
CA SAN FRANCISCO
CA PENSACOLA
25 Destroyers

CA PORTLAND
CA NORTHAMPTON
CL HELENA
CL JUNEAU
CL ATLANTA
CL SAN DIEGO
7 Transporters

TROOPS AVAILABLE FOR TRANSPORT:

1st Marines
2nd Marines
4th Marines
7th Marines
164th Infantry Americal Division

TROOPS BASED ON THE ISLAND:

11th and 5th Marines (less detachments)
1st Tank Battalion (less detachments)
1st Engineer Battalion
1st Pioneer Battalion
1st Amphibian Tractor Battalion
1st Medical Battalion
1st Military Police Company
2nd Platoon, 1st Scout Company

AIRCRAFT:

Henderson Field

All aircraft of Task Force 63, Rear Admiral Aubrey W. Fitch
Combat Air Patrol
C. A. F. 1, 2 and 3 (by carrier ferry)

CV Enterprise

Combat Air Patrol
Unit 1E, 2E and 3E

CV Hornet

Combat Air Patrol
Unit 1H and 2H

BASES:

Henderson Field, Guadalcanal.
Noumea, Espiritu Santo (off-map).

JAPAN-COMBINED FLEET

Admiral Yamamoto

Raiding Group
Carrier Group
Support Group
Transport Group

NAVY:

CV JUNYO	CA CHOKAI
CV HIYO	CA KINUGASA
CV SHOKAKU	CA SUZUYA
CV ZUIKAKU	CA MAYA
BB HIEI	CA TAKAO
BB KIRISHIMA	CL NAGARA
BB HARUNA	CL SENDAI
BB KONGO	CL TENRYU
CA ATAGO	CL ISUZU
CA TONE	
37 Destroyers	11 Transporters

TROOPS AVAILABLE FOR TRANSPORT:

1st Division
2nd Division
38th Division
Sendai Division

AIRCRAFT:

CV Junyo

Combat Air Patrol
Units 1J, 2J and 3J

CV Shokaku

Combat Air Patrol
Units 1S and 2S

BASES:

Guadalcanal West at Tassafaronga.
Guadalcanal East at Taivu Point.
High Command at Rabaul (off-map).

RANKINGS

US Navy	NAVY	Japanese Navy
ADMIRAL		KAIGUN TAISHO
VICE-ADMIRAL		KAIGUN CHUJO
REAR ADMIRAL		KAIGUN SHOSHO

COMMODORE
CAPTAIN
COMMANDER
SEAMAN



SCOUTS

US Scouts
CAPTAIN
LIEUTENANT
SERGEANT
CORPORAL
PRIVATE

KAIGUN TAISA
KAIGUN CHUSA
KAIGUN SHOSA
NITO HEI

Japanese Scouts

TAI-I
CHU-I
GUN-SO
GO-CHO
ITTO HEI

CONTROLLING UNITS

All units are under your complete control. If you do not issue any orders, the unit will do nothing. Orders will be carried out to the letter until the unit is no longer able to continue, or you change the orders. There are no automatic responses from your units, even if under attack! They will radio any situation which needs a response, and it is up to you to act upon it.

Every unit which is currently active may be examined for its condition, or orders issued to control its activities. Control of units is by means of **CONTROL ICONS**: most of the icons are self-explanatory, but a complete description is provided in the following section, **CONTROL ICONS**.

By placing the command cursor over a particular unit and pressing the fire button, the list of the control icons for that unit is displayed in the report box. Each type of unit has a different selection of the control icons.

To activate any control icon, simply move the joystick until the icon is highlighted, and press the fire button. The report box will now display the appropriate information. Pressing the button once more, in most cases, will return you to icon selection. Some icons are a multi-stage function and will give a second list of icons to select. In these cases the **EXIT** icon will always return control to 'icon selection'.

It should be pointed out here that all icons which affect the activity of a unit are at least a two-stage affair. When first selected, they will show the current status of the action. A second confirming selection must be made to alter its condition. This allows the player to examine the state before adjusting it. The **MOVE** icon, described in the section after next, is perhaps the best example of this and may seem a little strange at first.

Controlling units becomes very easy when the icons are familiar. There are no complicated keyboard combinations to cope with and the icons give you all the information you need. As mentioned earlier, it is possible to play the game without reading the whole manual. Some of the icons, however, have slight peculiarities which will not be understood unless the player reads its description. **Auto-HOME**, for example, is not quite as straightforward as it sounds and has seen the demise of many an air unit during game testing.

Never be frightened to use or experiment with any icon. If you make a mistake then correction is a simple process of re-executing the command. If you are not sure about anything, the fire button or the **EXIT** icon will usually cancel what you are doing.

From time to time some icons will disappear from a unit's list and reappear at a later stage. This is quite normal. For example, the **AIR** option will disappear at 1800 hours each day and reappear at 0400 hours the next morning. The **MOVE** option will be removed from a land unit if it is dug in, and so on. The conditions under which any control icon will be removed are described later in the manual.

THE CONTROL ICONS

Each unit has its own list of control icons which appear in the report box and may be used to control it. Here is a list of all the possible control icons along with a description of their purpose.

EXIT



The most common icon. This returns you from the currently selected action, or back to cursor control of the battle map. All units have this icon, even enemy units.

MOVE



A two-stage icon which first allows you to examine the current route which a unit is taking, and then redirect it with the cursor. Then **EXIT** is selected from the sub-menu, control will return directly to the map and not to the unit. This speeds up commands and avoids confusion.

FORMATION



Only to be found in naval units, this very useful icon displays all ships currently assigned to the unit. The list is divided into two sections. The main list is of up to five major warships with their type and name. You should note here that the ship at the top of the list is the unit's flagship and may not be removed

from the unit. Each major ship is colour-coded as follows:

Green – means no damage and fully operational.

Yellow – some damage has occurred.

Red – the ship is either on fire or sinking.

To find out the condition of any ship, move the joystick back until its name is highlighted, then press fire. The damage currently sustained by the ship and the condition of the fires will be displayed. Pressing the button again will return you to the FORMATION display. Finally, to exit from FORMATION, push the joystick forward until the word FORMATION is highlighted and press fire. You may use this icon on enemy fleets, but it will only show the formation, not the damage inflicted.

After the main list is the size of the naval unit's destroyer screen and the number of transport ships, if any.

STATUS



An icon which appears on three types of unit – air units, land units and Henderson Field. It serves only to give information and has no effect on the unit. On Henderson this will display how much aviation fuel is stored and the condition of the runway. If the runway is closed then the estimated time of repairs will be shown.

COMBAT



A multi-stage option which appears in all fighting units. It allows targetting of the unit's fire power onto any enemy unit, and instant withdrawal from any battle. On selecting this icon, three more control icons will appear, as well as the strength of the unit and its current target. At this point, selecting EXIT will return to the main icon selection and WITHDRAW will instantly cancel any target. ATTACK will put the cursor into 'target select' mode.

ATTACK



When selected, the cursor will change from white to red to indicate that target select mode is in operation. Move the cursor over any enemy unit and press the fire button. If it is valid, the target will be locked in and the battle will begin. If it's not valid, then the target line will read NOTHING. Once the fire button is pressed the cursor will return to white and the joystick will once again control the icon selection. Notice that the cursor may only move as far away from the unit as its firing

range allows. Any move orders currently logged for the unit will be cancelled and must be reissued if movement is to continue. The unit will continue to attack its target until you change its orders or the target moves out of range.

WITHDRAW

Instantly cancels any target which the unit is attacking. Very useful if you wish to redirect an air attack or conserve ammunition against a retreating enemy.



AIR

This controls all aircraft launching. On selection, you will see a list of all units and their readiness for takeoff. Only units which are ON DECK may be launched: all other units are rearming and will move on to the deck in turn when space is available. Only one air unit may be 'on deck' at any one time.

To launch an air unit, select the LAUNCH icon and press fire. The unit currently on the deck (or runway) will now begin to take off. During this time LAUNCHING will flash on the display and will remain until the unit is fully airborne. At this point the unit (except for CAPs) will appear as a marker in its own right on the two maps. Pressing the fire button will exit from the air option (launching continues in real game time). If the air capability is lost then no access will be allowed to any launching facilities.



ANCHOR

This is a special icon which is only to be found in naval groups with transport ships. When first selected, the current state of the unit's anchor will be shown as either up, weighing or anchored. To change the condition you must select the ANCHOR icon once more and press fire. Note that this may only be performed while the unit is in a friendly harbour and will have no effect at sea. Dropping anchor is instantaneous: weighing the anchor, however, will take some time. The unit may only move when the anchor is up.

For a full description of how to use the anchor see the section SUPPLY RUNS.



HOME

All air units have their own original home base, either an aircraft carrier or Henderson Field. This Auto-HOME facility will send the unit directly back to its original base. However, the unit will fly to the position at which the base is when fire is



pressed. If the base is a carrier and it has moved by the time the air unit reaches that position, then the unit must be redirected.

This icon may also be used on the transport group. Its purpose here is to send the fleet back to its map edge harbours. The fleet must be moved manually to the island.

TACTIC

Only used by US Marine units. When selected, you may toggle their condition between DIG-IN and MOVE-OUT. While the unit is dug-in, its strength will almost double but any mobility will be lost. Mobility may only be regained by changing its condition back to MOVE-OUT. Digging-in is a tactic which will increase the resistance of US units to Banzai attacks and is purely a defensive measure.

SUPPLY

Unfortunately, there is no brief description which can be applied to this option. It appears in different units with different functions, in different situations – each of which are explained in the sections SUPPLY RUNS and ISSUING SUPPLIES.

TRANSFER

For the experienced player only, this is a very sophisticated tactical function and follows very strict rules.

To produce this option you must first move two naval units together. Only one of the two units will now have the transfer icon in its list. On selecting TRANSFER, you will see a display of the two fleets' formation with the colour-coding as usual. Ships may now be transferred from one unit to the other by moving the joystick until the required warship is highlighted, then pressing the fire button. The ship will transfer itself to the opposite fleet, if there is a vacancy!

There are rules to this operation and it should be used with great care. Too few ships in a unit will leave it wide open to attack and easy pickings for submarine strikes. Rules: Transport ships may not be transferred and do not appear in the list, although they are still there. Aircraft carriers also may not be transferred and pressing the fire button will have no effect on them. Finally, the unit's flagship (see FORMATION) may not be removed. To exit from this option, simply move the joystick forward until Exit is highlighted and press fire. Note that a TRANSFER operation will cancel the movement orders for both units.

HOW TO MOVE A UNIT

First select the MOVE icon of the unit and press fire. This will produce a new list in the report box containing two more icons, EXIT and MOVE, with EXIT highlighted. At this stage the current route of the unit will be plotted on the strategic (upper) map. If you press fire with EXIT selected, the route will remain unchanged. To actually change the unit's route, select MOVE a second time and you will see the control cursor change from white to red and the words AWAITING ORDERS appear in the report box. Any previous orders have now been cancelled. You will also notice that the white rectangle has vanished from the strategic map. Move the joystick in the direction you wish the unit to travel and watch the strategic map. The route which you are taking will be plotted as you move the cursor.

Any joystick direction may be used but you may change direction only seven times during the route (a total of eight directions). The distance along any direction is restricted only by the size of the map. When the route is complete, press fire again and the control icons will reappear in the report box, the route still showing on the strategic map.

To issue that route to the unit you must select EXIT and press fire. If you are not happy with the route, press fire on the MOVE icon again and redraw the route.

Once issued, the unit will follow the exact route taken by the cursor and will continue along this route until you change it or the unit attempts to move into an illegal square (such as ships onto land).

The move orders may be examined at any time without alteration by selecting the MOVE option from the unit's main list and then selecting EXIT, not the second MOVE action.

To stop a unit moving, simply leave the cursor over the unit when AWAITING ORDERS appears and press fire.

Note that units have different speeds and it may take a while for a unit to complete its route. Naval units may only move on open sea or into friendly harbours. Land units may not move onto the shoreline or mountain regions. Seaplanes have the same restrictions as naval units but air units may pass over ANY terrain. Bases, of course, may not be moved at all.

If you make a mistake and take the unit over an illegal location you may either restart the orders or, if it is a long route, leave them as they are. No damage will occur to a misdirected unit. It will simply stop it reaching an illegal position.



LAUNCHING AND LANDING AIR UNITS

Air units may only be launched during daylight hours but may land at any time. Henderson Field and the aircraft carriers each have a CAP – Combat Air Patrol – based on them: these must be airborne before any units may land or take off from the runways.

Launching the CAP and air units is very simple. First select the AIR icon and the report box will display all relevant information for that runway. If no unit is currently launching then two secondary icons will be available (EXIT and LAUNCH). If the CAP is airborne this will be indicated in the top right corner. Finally, a list of available units is shown. These will either be arming or 'on deck'. Each air facility may service a maximum of three units and a CAP at any one time.

Only those units which are 'on deck' may be launched. Simply select the LAUNCH icon and press fire. Both secondary icons will be replaced with a flashing "LAUNCHING" to indicate that this is in progress, as it is not instant. Each unit will take time to become fully airborne and once launched a further delay will occur while the ground crews move the next unit onto the deck. When the complete air unit is airborne it may be controlled in the same way as all other units.

To land an air unit, simply plot its course so that it passes over a carrier or air base. Landing will then be automatic (see HOME in the CONTROL ICONS section). Note that units from aircraft carriers may land at any other base. Units based at Henderson may only land there and NOT on aircraft carriers.

When plotting the air unit's route, be careful that it does not land accidentally and ensure it has enough fuel to return home. If any aircraft are landed while the deck is launching another unit, then the launch will be cancelled and the unit moved back into the arming decks.

It is possible to have all available air units airborne at the same time – but this is not recommended unless you are an experienced Commander. Limit your launches to one or two until you are confident with your control of air units. If you do have several airborne, then make use of the STATUS master icon which will instantly show you the condition of all air units.

Remember that some enemy units also have their own CAP and will need more attacks to have the same effect.

DAMAGE AND REPAIRS

Damage will occur to all your units during any conflict they are involved in. Land units will lose arms strength during an attack, affecting their

overall fighting ability. Arms lost in battle may only be replenished by the transporters.

Bases on the island may suffer badly from air and naval bombardment, causing the loss of stored supplies. The runway at Henderson may be closed if the damage is severe, but it will be repaired by the resident engineers – the time taken depends on the amount of damage. It is also possible that some aircraft at the base may be damaged or destroyed during an attack. If damage to the airstrip is such that the field is closed, then no aircraft may take off from it until it is reopened.

Air units have a limited formation of aircraft and it is inevitable that some will be lost during a raid, whatever the target. These losses are not replaced and will reduce the effect of subsequent air strikes.

Naval groups can sustain varying degrees of damage depending on the strength of its opposing force and the length of time in battle. Air raids will usually pick out the largest ships in the formation and concentrate on them. Each main warship has its own damage crews and will work hard to extinguish any fires caused by direct hits. If they succeed and the damage is not major then the ship will remain afloat (usually). When major damage occurs and the crew is unable to effect repairs at sea, then the ship will sink.

All damage to warships will reduce the overall firepower of the unit. Once the fires are out, the damage report will inform you of the extent to which the ship is active. If repairs are needed, the ship is still operational but with a limited ability. Crippled ships will be taken in tow and must be returned for repairs as soon as possible. Should a ship become irreparable, then it will be abandoned and sunk by the escorting destroyers.

Aircraft carriers are an unmistakable target for air raids. Each carrier has its own air defence and a Combat Air Patrol which defends the air space around it, making it harder for enemy raids to do serious damage. This CAP should be airborne as often as possible – no air units will be allowed to launch while the CAP is on deck. Damage to the carrier is still inevitable: should the deck itself become damaged then all aircraft activities will be stopped until repairs are carried out.

Repairs to ships may only be effected by taking the force out of the combat zone and into an off-map supply port. Each damaged ship will be repaired automatically while in harbour but this will take a considerable time. There is no need to anchor the unit.

SUPPLY RUNS

Your main objective is to win control of Guadalcanal. This may be achieved by bringing enough men and supplies to the island to fend off

any Japanese attack, if playing the American Commander, or by forcing the American retreat, if playing the Japanese side.

For this purpose you have a fixed number of transport ships which cannot be replaced once lost. All of these are assigned to one Task Force: T.F. 67 for the US, and the Transport Group for the Japanese. These transport ships may each carry two points of cargo of any type of supplies.

A supply run will load supplies onto the transporters, take them to the island, unload them to the base and return for more. The transport unit therefore has three states; loading, transit and unloading. Each state depends on the location of the group and the condition of the anchor.

IN TRANSIT

To load or unload supplies the anchor must be dropped in a friendly harbour. While the anchor is weighed the unit is considered to be 'in transit'. During this stage, selecting the SUPPLY control icon will display a list of all supplies currently embarked to the transport ships. The maximum capacity of the group is shown, in cargo points, above the list. This corresponds to twice the number of transport ships in the unit. If a ship is lost it will take its cargo with it, reducing the amount of supplies in transit and the capacity of the group. Exactly which cargo you will lose is unpredictable.

LOADING SUPPLIES

First move your transport group into a friendly harbour on the far edge of the map and drop the anchor. You will now notice that two control icons have been removed from its list – these are the MOVE and HOME options, which may not be executed while the anchor is dropped or during weighing. The unit is now in its 'loading' state.

Now select the SUPPLY icon and press fire. The display will be the same as 'in transit' but with one major difference – you may move the joystick up and down to highlight each type of supply. Pressing the fire button will allocate one cargo point of that supply type to the transporters. Choose your supplies carefully: they may not be removed once loaded, and you will not be allowed to exceed the group's capacity.

Troops will automatically take six points. You may only take full units to the island, not just a few men. If you decide to take a land unit you will be instantly informed, by radio, who has embarked. Six points must be available or no troops will be allowed to board the transporters. There are a limited number of units available for transport to the island: a maximum of five Marine units and four Japanese infantry units. Once all these have been taken, trying to select on the troop line will have no effect.

When you have loaded your supplies, move the joystick forward until SUPPLY is highlighted and press the fire button. Finally, complete loading by weighing the anchor.

UNLOADING SUPPLIES

To deliver the supplies, take the transport group to a friendly harbour on the island and drop the anchor. Unloading is automatic and continues until you either weigh the anchor or all supplies are dispatched. All cargo will be moved from the transporters to the base next to the harbour. Any troops on board will land first – only when all troop points have been unloaded will the unit appear on the map ready for orders.

Move the unit off the base as soon as possible: you may not access the base while any troops are there. Aviation fuel is also a special case and is required by Henderson Field to keep its aircraft active. One point of fuel is lost for each launching of a CAF unit.

During unloading the SUPPLY icon will show how many supplies are still to be dispatched. When unloading is complete, simply weigh the anchor and activate the HAVE icon. The transporters will now travel directly back to the loading harbours.

ISSUING SUPPLIES

Once the transport group has delivered its supplies to the base you may now issue them to your land units. Aviation fuel is treated separately, by being stored and used automatically by the aircraft taking off from Henderson.

To issue supplies to troops, select the SUPPLY icon from the base's option list. The report box will display the four types of supply with two columns of figures and a target name underneath them. The column of white figures are the supplies stored at the base and ready for dispatching.

You will notice that the cursor has changed from white to red – using the joystick, move the cursor over any of your land units and the name of the unit will appear on the target line. The right-hand column of figures now indicates the supplies IN TRANSIT to that unit. Note that this reflects nothing of the unit's strength or needs.

Pressing fire will now take one point from each type of supply and send them to the unit. If there are no points available on either of the supplies then one point will be taken from the rest, until no supplies are left. To finish supplying, simply move the cursor off any land units and press fire.

Supplies en route to the units will take some time to reach them, and there is a limit to the range at which any unit may be supplied. The cursor will move as far from the supplying base as this range allows. There is also

a maximum capacity of up to 10 points for each category with which the unit may be supplied and so some supplies will remain on the trucks until the unit requires them. Once issued they may not be retrieved by the base.

Selecting the **SUPPLY** icon for any land unit will display the number of supply points currently en route. **THIS IS NOT ITS SUPPLY LEVEL.**

Each type of supply has a different effect on the status of a land unit. **ARMS AND AMMUNITION** have a direct effect upon its combat ability and one is related to the other. If either of these become zero, then the other is cancelled and the unit will have no effect in combat (no ammunition and the armoury becomes useless; no weapons means the ammunition becomes useless). Arms consist of many weapons, some of which are light tanks and artillery. Ammunition is made up of shells, fuel and other supplies essential for the maintenance of the armoury.

GENERAL SUPPLIES have a direct effect upon morale and the fighting effect of the unit. Although morale will slowly increase as a unit is kept out of battle, general supplies will increase morale instantly. These consist mainly of food and clothing along with the occasional mail delivery and news of the war.

During the fight for Guadalcanal, troops based on the island became unfit for combat and many died from malaria. At some stages there were more casualties from this disease than from actual combat. Each of your land units has a malaria level which will increase the longer it is based on the island. Only **MEDICAL SUPPLIES** will suppress its effects. If the unit is not given these supplies, the strength will decrease at an overwhelming rate despite any high levels of arms and ammunition.

A wise commander will study the requirements of his troops before loading the transport ships.

THE RADIO

At the top of the display is a large black box. Any of your units will be constantly sending messages to inform you of their condition and any enemy sightings they have made. Each message is time-stamped and is decoded in chronological order. Messages are stored and decoded one at a time so it is possible that some will be long out of date. Sightings radioed to you may no longer be visible by the time you read the message, or an air raid may have started and finished before you know it—so use the **CLOCK ADVANCE** carefully.

Enemy messages, if Intelligence has cracked their code, are preceded by the word “**INTERCEPTION**” and have a different tone to their morse.

The morse code is genuine.

WEATHER EFFECTS

There are three different types of weather: good, poor and stormy. Each has a different effect on the behavior of your units.

Good weather gives the best conditions for your seaplane to spot enemy shipping and allows other units to perform at their highest efficiency (although the mosquitoes will too!).

Poor weather will reduce the visibility range of the seaplane and slow down the speed at which naval units move. Air capability will still be available but the effects may be less than in good weather.

Stormy weather will also slow down your naval units, and ground **ALL** aircraft including the seaplane. You may not launch any air units, but any units already airborne can be landed in the usual way. During stormy weather, no reinforcement air units will be sent to Henderson, unless they are already on their way when the weather changes.

Any change in the weather will be reported to you by radio so watch for the messages... it could foil your strategy. To find out the current weather conditions, see the section on the **MASTER ICONS**.

INTELLIGENCE

This can have a major effect on your chances of victory. No matter how good your strategy, if the enemy knows what you are doing they will take counter-measures. The activities of your Intelligence Corps are at your command, and you may either concentrate on espionage, or counter-espionage depending upon the current situation.

Espionage will attempt to break the enemy transmission code, and you will be informed when the code is broken. When this is achieved, any enemy transmissions will be intercepted, sent to you by radio and decoded to the display. The enemy will frequently change his code or even give false information. You will never know which is accurate and which is false. You must decide whether to act upon such information.

Counter-espionage will give the opposite effect, sending false information to the enemy and developing new transmission codes. The effectiveness of each will depend upon the percentage of personnel assigned to that activity.

See the **MASTER ICONS** section on how to control intelligence.

DESIGN NOTES

Guadalcanal is based on historical fact, but details have been adjusted in order to balance fact and playability. Any war game which followed

history precisely would become an 'animated book', producing the same incidents and results which actually occurred – leaving the player with nothing to do but watch. Every attempt has been made to include as much fact as possible, and purists must forgive deficiencies. During the research, some accounts of the battle contradicted others and in these cases we have taken the most official records as fact.

The struggle for control of the island lasted from August, 1942 to January the following year. During this time many hard-fought battles occurred both on and off Guadalcanal Island: some now famous. The campaign saw many different stages, from brief all-out land and naval battles to a drawn-out battle of attrition. Some task forces were assigned to the area for only short periods, while others returned to Noumea or Rabaul for repairs. To cover the entire six months would require the effects of the whole Pacific war and so only the most active phases are used for the game.

Heavy fighting was in progress over a wider area than that used by the game but the scenario is based upon the struggle for Guadalcanal. To include the whole Pacific would take a much larger computer and probably more than one human to control it.

Many war games just give control of one aspect of a battle. In Guadalcanal we have made all aspects available to the player, even non-combatants. The result of any fighting is fairly simple to produce but the player has total control on the statistics involved. The outcome of the game itself rests solely upon the player.

We have tried to impose the same problems as those facing the actual Commanders during the campaign. The decisions they made from the available information were sometimes risky, but never hasty.

Transmission codes were very complex inventions and took months to break (although in the game this is not quite true). The espionage element has been included to give the player the task of deciding which action to take and when to take it, depending on current information. Intelligence services often decided a forthcoming battle before any shots were fired. The element of surprise was an invaluable asset.

Giving the player complete control, especially with Task Force formations, has produced many complications for the design. The player must realize that warships were priceless and not to be thrown into battle at the earliest opportunity. For this reason we have restricted the ability of the transfer option and the enemy forces will see to it that a weakened force will suffer. Oversized fleets are virtually useless in battle. Hard to control, the ensuing confusion would probably result in friend against friend – a situation which has been known! For this reason, the strength has been limited to a maximum value no matter how many ships in the formation.

The concept of scouts is based on fact. Dense jungle on the island made air reconnaissance unreliable and scouts could gather information in more detail. Some survived, but many were captured by the Japanese forces. One scout, Jacob Vouza, a native of the island, was tied up and tortured by his captives. He managed to chew through his ropes and escape despite horrific bayonet wounds.

Use of scouts and seaplanes reflects the difficulties of 'not knowing' where the enemy is or exactly what his intentions are.

At this stage in the Pacific war, Japanese naval gunnery far exceeded that of the American fleet – surface battles were usually won by the Japanese. The United States was only now beginning to rebuild its navy and the advantage of radar was increasing all the time. The new cruiser, Helena, had the latest radar equipment with a range of up to 18 miles: the only ship with such a range. We have reflected the Japanese advantage in any sea-to-sea battles which occur during the game.

Although this is a complex game, we have made control simple to execute and easy to understand. This manual is designed for the player who wishes to know more about the details of the game and the history of the battle. It is possible to pick up the joystick and 'figure it out', something which is impossible on most, less complex war games.

Finally, every effort has been made to produce a bug-free game. However, due to its complexity and the numerous strategies which can be used it may be possible that one bug remains unfound. Should your strategy crash the computer, please contact us.

FROM PEARL HARBOUR TO GUADALCANAL

On Sunday morning, 7th December, 1941, four Japanese carriers launched the massive attack on the US naval base at Pearl Harbour. Over 400 aircraft attacked the Pacific Fleet with devastating results but, as chance would have it, all the American carriers were at sea. America was now at war with Japan.

The first year started badly for America. Manila, the capital of the Philippines, fell on New Year's Day, pushing US forces back to the Bataan peninsula. Holding on bravely for five months, they inevitably capitulated to the overwhelming Japanese forces. Japan's conquests in the Pacific were now at their greatest.

Steps were already underway to strike back at the empire. The aircraft carrier, Hornet, laden with sixteen B25 bombers, each with a payload of one ton, achieved a strike attack in Tokyo – the heart of the Japanese empire.

In June, 1942, the Japanese carrier fleets congregated near Midway Island, 1300 miles north-west of Hawaii, dangerously close to the West Coast of America. Thus began one of the greatest sea battles in history. Unknown to the Japanese, US intelligence was breaking their code, allowing the American Navy to prepare and counter-attack. The very same carriers which launched the attack on Pearl Harbour were now hit by aircraft from the carriers which were at sea that Sunday morning. The result was American naval control of the Pacific, and a halt to any further conquests by Japan.

It was now America's turn to attack. Guadalcanal Island, the southernmost reach of Japanese conquests, became the first US invasion of the Pacific war. On August 7, 1942, the US Marine Corps at Lunga Point, with only one division taking the semi-complete airfield which the Japanese were building. Garrisoned only by engineers, the Japanese fled into the jungle leaving their rice breakfasts, still hot, on the tables. The victorious Marines had now captured the airfield, all the Japanese supplies (which were to become invaluable), and one solitary bulldozer which helped the engineers bring the airfield into operation.

The Marine Corps now had to hold the island. The Japanese High Command had different ideas, and a determined effort began to regain their loss.

Japan's first bid to retake the base came when the flagship Chokai led a large task force towards Ironbottom Sound. Despite extensive searching, the large force remained unseen by the US aircraft and was to lead to a major disaster. On the evening of August 8, coastwatchers reported the sighting of unknown ships steaming past Savo Island. Two US cruisers lay dead ahead of the Japanese force and as green flares lit the sky, the air was filled with shattering shell fire. The American supply force and escort lay only a few miles from the attacking warships – point blank range. Allied ships were taken so much by surprise that they were under fire before any gun crews were alerted. The odds were overwhelming and Admiral Crutchley's task force, some 30 miles away when the battle began, could not reach Savo Island in time for the half an hour of action and could only rescue survivors.

Admiral Mikawa, commanding the strike force, had intended to attack the Marines' base and sink the anchored transporters, but he now abandoned this aim and returned to Rabaul. The base was saved but the US Navy had suffered gravely. In the morning four cruisers and several destroyers had taken over 1000 seamen to the floor of the Ironbottom Sound.

Both the American and Japanese Navies struggled to keep up supplies and reinforcements to the island. Each night, at 2300 hours, the Japanese

transports and their destroyer escort would race at fullsteam down The Slot and into Ironbottom Sound to deliver their precious cargo. Like clockwork, US observers would report the arrival with 'STRANGE SHIPS ENTERING HARBOUR' – a run which became known as the Tokyo Express. Heavily escorted, the Japanese ships would steam out before dawn to avoid the American air strikes, leaving control of the sound to US vessels during daylight hours.

In Rabaul, the Japanese High Command ordered more and more men to be taken to the island, underestimating the strength of the US forces which were expanding constantly. By the 20th October, the Japanese had around 20,000 men and over 100 artillery pieces. The Marines, of fewer numbers, were well dug into their positions and well supplied. On the evening of the 24th, the Japanese began their first major assault to regain Henderson Field, so called after Major Lofton Henderson who died leading the Marines' torpedo planes at Midway. The battle lasted all night, with wave upon wave of Japanese soldiers screaming Banzais, only to fall at the strong American defences. By morning the Marines' machine guns were glowing red and thousands of Japanese soldiers lay dead. The Marines had more gun belts than the Japanese had men – just.

At sea, US naval aircraft were being ferried in by carriers at a discrete distance and the 'Cactus Air Force' grew in strength. At Noumea, the American naval base, hopes were high for Guadalcanal, and troops and supplies were sent as often as possible. Sea battles between the opposing forces were infrequent, but fierce. Nightly bombardment of Henderson Field was answered with bombardment of enemy positions, and air strikes to the offending warships the following day. The war of attrition began to lean in favour of the Marines.

The build-up of forces continued until a second massive assault by the Japanese on Bloody Ridge resulted in another victory for the Marines. Still undeterred, the Japanese shipped in its famed Sendai Division for one last, all-out offensive.

Intended to be executed with full naval and air support, the Japanese assault was littered with problems from the beginning. Disagreements were flaring between the Admirals at Rabaul and confidence was low. By now the US Marines were well equipped and their position stronger than ever. The return of the USS Enterprise from repairs had given the Navy a fighting chance. The Japanese, although they had radar, considered sitting at a screen a dishonour, not a service to the Emperor. With the added advantage of radar, the Navy began to win the waters around Guadalcanal.

The war of attrition and naval battles continued for many months, with further victories for the Marines on the island itself. Some of the original

Marine battalions were even leaving the island and being replaced with fresh units. By the middle of January, 1943, scouts reported that there were no Japanese troops remaining on the island. Unknown to the Marines, the Tokyo Express had shifted into reverse and ferried what remained of its army off Guadalcanal. America's first Pacific offensive had been a victory.

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AIRCRAFT CARRIERS

BATTLESHIPS AND

BATTLECRUISERS

SEA WARFARE

AIR WARFARE

LAND WARFARE

THE ARMED FORCES

(Uniforms, Insignia and Organization)

Hough, Ludwig, Shaw

Shaw, Nalty, Turnbladh

Samuel Eliot Morrison

John Costello

Henry Maule

Richard Humble

Richard Humble

Salamander Books Ltd.

Salamander Books Ltd.

Salamander Books Ltd.

Andrew Mollo

And various documents, maps and photographs too numerous to list.

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Concept, Design and Programming Ian R. Bird.

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Game instructions written by Peter Green.

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