BATTLE STATIONS

INSTRUCTION MANUAL

STARTING THE GAME
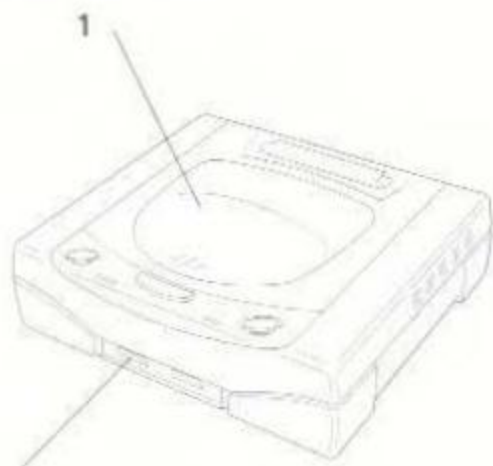

1   Sega Saturn™ System

2   Control 1

1.   Turn ON the power switch on your Sega Saturn™ system.

2.   Make sure a control pad is plugged into the port labelled Control 1 on the Sega Saturn™ system.

3.   Open the disc tray and place the *Battlestations* disc inside.

4.   After the opening video sequence, press **START** and the Main menu appears. D-Pad **UP/DOWN** to select a 1 or 2 PLAYER game, and press **START**.

•   At each screen, press **START** to continue.(See *Quick Start* to begin Arcade play immediately.)

•   To bypass the demo, press **START**.

COMMAND SUMMARY

Every mission begins at the Strategic Map. Use this map of the war zone to view enemy activity and to deploy and mobilise your fleet. When two opposing ships are in close vicinity, one can initiate Tactical Combat against the other. (See *Strategic Map*.)

When Tactical Combat is initiated, an overhead view of two 3-D ships replaces the Strategic Map. The goal of Tactical Combat is to sink your enemy's ship before your enemy sinks yours. (See *Tactical Combat*.)

Note: In Arcade mode you engage immediately in Tactical Combat; the Strategic map is not available.

Left shift
Right Shift
X
Y
Z
C
B
A
D-Pad
Start
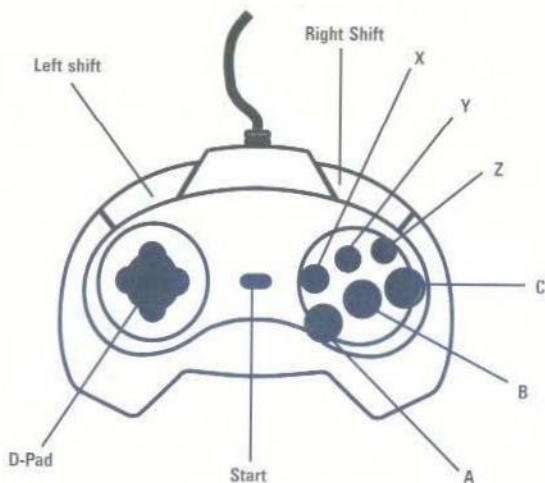
Strategic Map

Ship Select overlay	B
Deploy ship/Initiate Tactical Combat	C
Navigate ship	D-Pad
Cycle through ships	A
Create/Disband task force	X
Begin auto pilot	Z + D-Pad
Identify your ship	**Right SHIFT**
Initiate strategic feature (if available)	Y
Pause	**START**

Tactical Combat

Navigate ship	D-Pad
Over-ride auto target and target manually	C + D-Pad
Fire main guns	B
Fire premium weapon	Y
Initiate secondary weapon	X
Initiate special feature (if available)	**Left SHIFT**
Initiate defensive measure (if available)	A
Signal Rescue Helicopter (restore strength)	Z
Pause	**START**

Note: For detailed information regarding the specific weapons and features of each ship, see The Scuttlebutt.

Menu Screens

Highlight categories	D-Pad **UP/DOWN**
Scroll options	D-Pad **LEFT/RIGHT**
Select and continue	**START**
Return to previous screen	B

THIS IS BATTLESTATIONS

*Whether you crave pure head-to-head fighting or head-to-head fighting combined with strategic missions, **Battlestations** supplies instant gratification. Select from three game modes:*

ARCADE — Compete in multiple ship-to-ship battles against a friend or the computer. Earn Commission points when you sink your opponent's ship, and advance through 10 naval ranks to become Fleet Admiral. (Go to *Quick Start* for a straight path to fighting.)

CAMPAIGN — Challenge a computer-animated Commander to one of 10 strategic missions, from recovering a lost research party to liberating your homeland from enemy occupation. Deploy and mobilise an assigned fleet and lead your ships into one-on-one combat to secure your goal. (See *Campaign* on.)

WAR GAMES — Compete against a friend in War, Capture the Harbour, and Capture the Flag. Create diverse War Games by placing the fleet of your choice in any of the 26 coastal locales. (See *War Games*.)

QUICK START

These instructions take you directly to ship-to-ship fighting (i.e., Tactical Combat). To lead a mission, see *Campaign* or *War Games*.

TO BEGIN TACTICAL COMBAT:

1. At the Main menu, D-Pad **UP/DOWN** to highlight 1 PLAYER or 2 PLAYER, and press **C**. A game mode screen appears.
2. Press **START** to select ARCADE. The ship select screen appears. (For more information on Arcade mode, see *Arcade*.)
3. D-Pad to select a ship from the eight available, and press **START**. Tactical Combat begins. (To learn the art of Tactical Combat, see *Tactical Combat*.)

Help Text

Help Text appears in green text at the bottom of a menu screen.
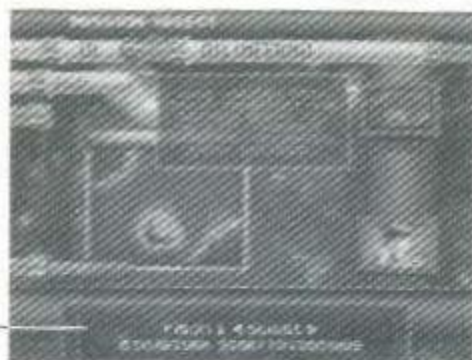
Arrows indicate D-Pad directions.

Operate every menu using the same basic controls. Learn them here and use 'em everywhere.

- To highlight categories, D-Pad **UP/DOWN**.
- To scroll options, D-Pad **LEFT/RIGHT**.
- To continue with your selection, press **START**.
- To return to the previous screen, press **B**.

STRATEGIC MAP

Ship Select overlay

Task Force

In 1 Player mode, a number of friendly ships are pre-deployed and docked in your harbour

Home harbour

You must move the ship icon from the starting point before deploying another

Press A to cycle between ship icons.

Party time

Identify and mobilise these immediately

A global view of the hot zone, the Strategic map is the starting point for each mission. Select and deploy your ships from the Ship Select overlay to achieve your objective.

Ship Select Overlay

The number decreases as you deploy ships from your Harbour.

When you highlight the ship abbreviation the ship information appears

To deploy a ship:

1. Press **B** to call up the Ship Select overlay.
2. Highlight your selection, and press **C**. The overlay disappears, and a generic ship icon appears. Your icons are green; enemy icons are orange.
- After you deploy a ship, it has two seconds of safety before an enemy ship can attack.

Controlling a Ship Icon

In order to secure your position on the Strategic Map, keep in mind the objective of your selected mission, then deploy your fleet accordingly. You can place single ships on Auto-pilot, send them on their way, and form Task Forces to strong-arm the enemy.

To PILOT A SHIP:

1. Press **A** to cycle through ships. A target box surrounds the selected ship.

2. D-Pad in the direction you want the ship to head.

- To identify the ship you control, press **Right SHIFT**. An abbreviation of the ship's class appears. (To view a list of ships and their abbreviations, see *The Scuttlebutt*.)

Task Force

A group of up to four ships that travel together–perfect for an aggressive attack.

To CREATE A TASK FORCE:

1. Draw near a friendly ship and press **X**. The friendly ship joins the lead ship.

2. To add a third or fourth ship, select a ship, draw near the task force, then press **X**.

- To exit a Task Force, press **X**. The selected ship exits.

Note: Tactical Combat is always one-on-one. If you attack a Task Force, the first battle is against the ship nearest yours. If you win, the next battles are against the middle ships, then finally the outermost ship.

AUTO-PILOT

Auto-pilot is essential for mobilising a great number of ships.

- To assign Auto-pilot to a single ship or Task Force, press **Z** + D-Pad. The ship continues in the assigned direction until it is obstructed.

- To resume manual control, select the ship and D-Pad.

STRATEGIC FEATURES

At the Strategic Map, the Submarine and Mine Layer each have a strategic feature you initiate by pressing **Y**.

- Submerge the Submarine and send it on a stealth mission to enemy lines. If an enemy ship is in the same vicinity, the enemy's icon turns red.

- Build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.

PARTY TIME

When two opposing ships are in the same vicinity, their icons become red. At this point, either ship can initiate Tactical Combat.

Note: When Tactical Combat is initiated, all ship icons freeze. They resume course when you return to the Strategic Map.

* To initiate Tactical Combat, press **C**. (See *Tactical Combat*.)

Land-Based Structures

Three land-based structures appear in Campaign mode:

MISSILE SILO   Launches missiles at passing ships. Use a Troop Transport to initiate Tactical Combat with the silo.

SHOREBATTERY   Initiates Tactical Combat with a passing ship. Any ship can engage in combat with a battery, but not every ship can destroy it.

POWER PLANT   Provides power to nearby batteries. Send in your marines and destroy a power plant to disable allied structures.

Mission Debriefing

At the end of a mission, you get a statistical summary to gauge your performance.

— Your stats
— Enemy stats
— Ships sunk during play.

TACTICAL COMBAT

Bow —

When a ship survives in Campaign or War Games mode, it moves to the next battle with damage suffered

┌ Strength Meter
To abort the fly-around view, press B
└ Port
— Stern
— Starboard

Once a player initiates Tactical Combat from the Strategic Map, there is no turning back. This is a ship-to-ship fight to the death.

Note: In Arcade mode you engage immediately in Tactical Combat; the Strategic map is not available.

Note: Before heading into battle, study your ship of choice and learn what distinguishes it from others. You may discover special weapons to use against specific ships. (See The Scuttlebutt.)

At The Helm

Stay clear of the enemy's cross-hair by utilising ship mobility, features, and the defensive measure.

- To steer, D-Pad relative to the bow of your ship. (e.g., D-Pad **UP** moves the ship forward.)

- To initiate your defensive measure, press **A**. On most ships this activates the sonar ping or anti-aircraft weapons.

- To initiate your special feature (if available), press **Left SHIFT**. (To learn which ships have special features, see *The Scuttlebutt*.)

In The Turret

While working hard to avoid enemy fire, you need to work twice as hard to get your own shots off. Success in Tactical Combat depends on keen marksmanship.

Note: A shot travels to the position of the cross-hair at the end of the shot's path.

- To override Auto target and target manually, press **C** + D-Pad. The cross-hair moves relative to your bow and turns red when locked on. (e.g., **C** + D-Pad **RIGHT** moves the cross-hair starboard.)

EA Tip: You have 15% more range when targeting manually.

- To fire main guns, press **B**.

- To launch a premium weapon, such as a missile or torpedo, press **Y**. The cross-hair returns to your ship after the shot is complete.

- To fire the secondary weapon, press **X**. This activates a depth charge on many ships.

From The Home Harbour

When attacked by a Troop Transport in Capture the Harbour, the home harbour strikes back. Sink the Transport before it unloads its marines on your shore—if just one marine slips by, the entire harbour is destroyed.

- To fire main guns at the Troop Transport, press **B**.

- To fire Machine guns at advancing marines, press **Y**.

- To target manually, press **C** + D-Pad. The cross-hair moves relative to the shore and turns red when locked-on. (e.g., **C** + D-Pad **UP** moves the cross-hair away from the shore.)

Strength Meter

During Tactical Combat, two meters appear at the top of the screen, displaying hull strength. Your ship's meter is green; the opponent's meter is orange. As a ship takes hits, the meter decreases. Call in the Rescue Helicopter to restore strength—a ship sinks when hull strength is depleted.

RESCUE HELICOPTER

After receiving the signal, the helicopter arrives to rescue a member of your crew from the water. If the crew member is retrieved, one unit of strength is restored.

* To signal the Rescue Helicopter, press Z.

ARCADE

Press C to begin Tactical Combat with the ships highlighted

Begin as an Ensign at 0 points, and move up in seniority with points earned

Become Fleet Admiral at 300 points.

— Rank

— Score

— Commission points gained if you sink the enemy

— Highlighted ship class

— D-Pad to select a ship to take into battle

Select ARCADE from 1 or 2 Player mode to compete in multiple one-on-one battles. Race through ten official ranks from Ensign to Fleet Admiral, and earn your stripes by accumulating Commission points.

*Note: To get the lowdown on one-on-one fighting, see Tactical Combat.*

TO EXIT AN ARCADE GAME:

1. Press **B** at the Arcade screen. A confirmation prompt appears: ARE YOU SURE YOU WANT TO QUIT?

2. Highlight YES, and press **C**. You return to the title screen.

Commission Points

Survive a battle and earn a specified number of Commission points. The more difficult a ship is to sink, the more points you receive. For example, while an Aircraft Carrier (AC) has a complete stock of weaponry and can sustain plenty of damage, a Troop Transport (TT) has minimal firepower and can take little damage. Therefore, if the AC sinks the TT, the captain of the AC receives 3 points. If the TT sinks the AC, the captain of the TT receives 27 points. As you scroll through ships on the Arcade screen, specified Commission points appear beneath PTS TO GAIN.

CAMPAIGN

Campaign Title —————

Briefing —————

Campaign Map —————

Enemy Commander —————

Help Text —————
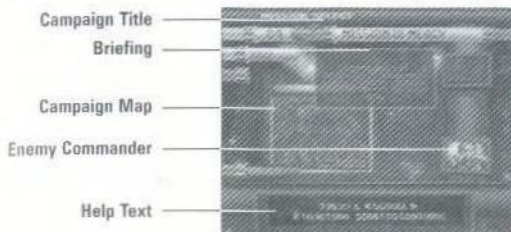
D-Pad RIGHT to
scroll through
Briefings and
Commanders

Select CAMPAIGN, and embark on a mission of your choice. From locating and eliminating enemy supply convoys to protecting the whale migration from illegal poachers, the difficulty of a mission depends on the Commander you challenge.

TO BEGIN A CAMPAIGN:

1. Select CAMPAIGN from the 1 Player menu, and the Mission Select screen appears.
2. Scroll through Briefings and Commanders, and press **START** to select your mission. The Fleet screen appears, displaying your assigned fleet.
3. Press **START** to advance to the Strategic Map.

MISSION

BRIEFING: View the ten campaigns broken down into briefings and maps. From here, learn specific goals. (To learn more about the missions, see *Mission Briefings*.)

COMMANDER: View dossiers on all five opposing Commanders. Some Commanders are tougher opponents than others. (To identify your toughest opponent, see *Commanders*.)

Mission Briefings

Up to 50 campaigns are possible by pairing missions with Commanders. The following maps display missions paired with Delaney, the easiest opponent.

#1 OIL INFERNO

Soon after the island of Saka was found to be rich in oil, the enemy constructed unauthorised drilling rigs on top of existing villages. Inhabitants were forced to serve the new industry or abandon their homeland. You must destroy the oil refinery (OR) to return the island to its people.

- Enemy harbour
- Pre-deployed ships: PT/AC/BB/CR
- Oil refinery (OR)
- Your harbour

- Strategy: Only your marines can destroy the refinery.

#2 CONVOY RAID

The enemy is particularly restless and trigger happy as they transport oil among these islands. Without this oil, their fleet will be helpless. Locate and eliminate oil transports (OT) before they reach their destination.

- Your harbour
- Pre-deployed ships: CR/AC/BB
- Enemy harbour

- Strategy: Heavily armed escorts protect oil transports; be creative when assigning task forces.

#3 ENEMY MINEFIELD

According to area sources, the enemy is peaceful—your first clue something shady is in the works. Your second clue is a nearby private factory. Stop contraband delivery boats (DB) and destroy the factory (DF). You'll soon discover if the enemy is involved.

— Your harbour
— Pre-deployed ships: ML/CR/ML
— Enemy harbour
— Factory (DF)
— Delivery boat (DB)

• Strategy: Delivery boats habitually follow the same route. Memorise this route, and your job is half done.

#4 MISSION OF MERCY

A UN research party crossed into hostile territory to examine a nuclear waste dump (NW). After completing tests, they found it was much easier to get in than to get out. The enemy does not want the test results publicised and will do anything to keep you from rescuing the researchers.
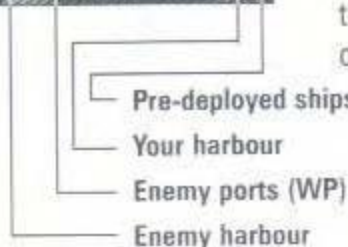
— Enemy harbour
— Nuclear waste dump (NW)
— Your harbour
— Pre-deployed ships: PT/BB/CR/DD

• Strategy: You must know how to disable a shore battery to complete this mission.

#5 Invasion Island

The icy waters of the North host three enemy ports to your one. Until a recent surprise attack, a peace pact secured your remote port from enemy invasion. You've already lost important ships. Regroup immediately and use the remainder of your fleet to obliterate all three enemy harbours.

Pre-deployed ships: SN/CR/PT/SN
Your harbour
Enemy ports (WP)
Enemy harbour

- Strategy: Use heavily armed ships to escort irreplaceable Troop Transports.

#6 Whale Liberation

A whale migration attracts the most ruthless of poachers. This season you can be sure the enemy plans to cash in. Use your small but tough fleet to escort the defenceless whales through these dangerous waters.

Whale (WH)
Pre-deployed ships: PT/BB/CR
Your harbour
Enemy harbour

- Strategy: To guard the whales, study their migration path, then position your fleet to intercept enemy whaling ships (WR).

7 ATOMIC SUB

The enemy is conducting a covert test run of an atomic Submarine. Although its full capabilities are unknown, the Super Submarine (SS) could be the enemy's ace in the hole. Locate and destroy this vessel—be prepared to take on an entire fleet.

Your harbour
Pre-deployed ships: SN/BB/SN/S
Missile silo
Enemy harbour

• Strategy: Utilising the latest stealth technology, the Super Submarine is nearly invisible. Scout every area of this map.

#8 DEFENSIVE DILEMMA

Because your harbour is the ideal location for an active port, every Commander is prepared to take it whatever the cost. Protect this vital land from invasion. It takes only one Troop Transport to destroy an entire harbour.

Your harbour
Pre-deployed ships: SN/AC/CR/BB
Enemy port
Missile silo
Enemy harbour

• Strategy: Protect your Mine Layers and use them wisely.

17

#9 Tech Contention
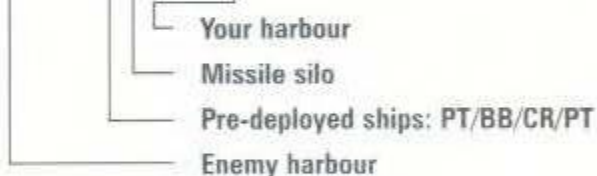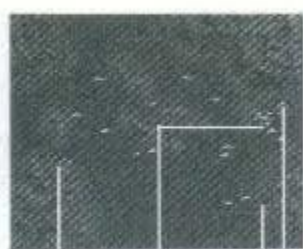
Your science team built a stellar technological device (ST), but there's a small problem: the prototype has been "misplaced," and you aren't the only Commander eager to find it.

Your harbour
Missile silo
Pre-deployed ships: PT/BB/CR/PT
Enemy harbour

- Strategy: Use your fast ships to scout the area and your powerful ships to eliminate the competition. Protect your Troop Transports.

#10 Home Fire Burning
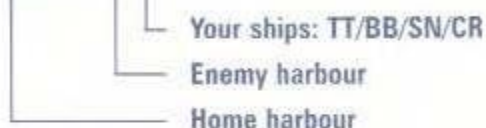
You received word: *Return to Home harbour. Enemy has invaded. Everything destroyed.* Now you must drive the enemy from your homeland to free your people, and destroy the enemy's harbour to even the score.

Your ships: TT/BB/SN/CR
Enemy harbour
Home harbour

- Strategy: Until you free your harbour with your Troop Transport, you command only four ships. Look for a way to disable enemy enforcement's without wasting ships on a battle with a shore battery.

Commanders

The ability of a Commander determines the difficulty of a mission. (e.g., Kennedy may have an excess of shore batteries you must contend with, where Delaney has none.)

ADMIRAL TURNER DELANEY

The easiest of your opponents, Delaney's best days are behind him. However, do not underestimate this high-seas veteran.

VICE ADMIRAL BALLAST

What Ballast lacks in expertise, he makes up for in patience. He discovers your weaknesses and exploits them.

REAR ADMIRAL EVELYN KENNEDY

In this group Kennedy is average. However, she is your most ruthless adversary.

CAPTAIN KARL SCHRECK

Second only to Vasiliev in skill, Schreck is utterly cunning —never turn your back.

ADMIRAL LEONID VASILIEV

Your toughest opponent, Vasiliev's precision under fire is unequalled.

WAR GAMES

Compete against a
friend in WAR

CAPTURE THE
HARBOUR, or
CAPTURE THE FLAG

Press START
to accept your
selections and
go to the Fleet
Select screen.

Scroll through 26
War Game locales

Compete against a human opponent in multiple missions, using various combinations of objectives, maps, and fleets. (To view a list of ships and their abbreviations, see *The Scuttlebutt*.)

To BEGIN A WAR GAME:

1. Select WAR GAMES from the 2 Player menu, and the Mission Select screen appears.

2. Scroll through Maps and Objectives and select your mission. The Fleet Select screen appears. (To select a fleet, see *Fleet Select*.)

3. Each player must press **START** to accept fleet selection and advance to the Strategic Map.

MAP: Cycle through 26 topographical maps. Select the locale of your upcoming War Game.

OBJECTIVE: Select a War Game from the three available.

WAR: Destroy your opponent's fleet.

- Offensive Strategy: Be aggressive in your attack. The best battle is the one on your terms.

- Defensive Strategy: Create balanced task forces with various speciality ships (e.g., AC, ML, PT). If one ship can't sink the enemy, your next one probably can.

CAPTURE THE FLAG: Sink your opponent's flagship to steal the flag, then return it to your home harbour.

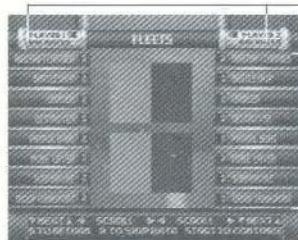*Note: Sink the ship that stole your flag before it reaches the home harbour, and reclaim possession.*

- Offensive Strategy: Capture the flag with a fast ship (i.e., PT, CR, SN, or DD), so you can shuttle it quickly to your home harbour.

- Defensive Strategy: Your flagship is the first ship you deploy. Select a fast ship to carry your flag and surround it with powerful ships (i.e., BB, AC, CR, and DD).

CAPTURE THE HARBOUR: Transport troops to your enemy's harbour and unleash your marines.

- Offensive Strategy: Get your Troop Transport safely to the enemy Harbour, then unload marines immediately.
- Defensive Strategy: Sink the enemy's Troop Transports at any cost.

FLEET SELECT

D-Pad LEFT/RIGHT to scroll through fleets.

Fleet Title

Press START to advance to the Strategic Map with your fleet selection.

Press A to view in-game ship data.

The total number of each class of ship.

Lead the fleet of your choice in a 2 Player War Game. Build a Custom fleet or select from the three fleet types provided:

Note: Default selections appear in bold in this manual.

BALANCED   Two of every ship in your inventory.

CUSTOM FLEET   Build a Custom Fleet, using up to 16 ships of your choice.

To build a Custom Fleet:

1. Highlight an available ship, then D-Pad **RIGHT** to add that ship to your fleet. You can add up to 9 of one class.
*   D-Pad **LEFT** to remove a ship.
2. Press **START** to accept your customised fleet. After both players have selected fleets, the Strategic Map appears.

Note: You must have at least one Troop Transport in order to capture an enemy harbour.

SPECIAL PURPOSE

Battlestations formed the following fleets to perform specific tasks:

PACIFIC	Best overall fleet composition. Good for general purpose battles.
JUTLAND	Numerous Battleships and Cruisers. Best in heavyweight battles.
WOLFPACK	Loaded with Subs. Excellent for stealth fights.
CAPITAL	Multiple Battleships. Great for big-gun fun.
FAST	Packed with Destroyers. Great in quick and furious battles.
MCHALE	Mostly Patrol Boats. Perfect for numerous fly-weight battles.

MIDWAY	A fair amount of Aircraft Carriers and escorts. Good when faced with a battle for air superiority.
CONVOY	Multiple Troop Transports. Best for land based attacks.
FLEETS OF THE WORLD	
	These fleets represent naval units from around the globe.

THE SCUTTLEBUTT

Derived from the daily gossip session around the ship's scuttlebutt (drinking fountain), the term "scuttlebutt" came to mean "inside information" to a ship's crew. Following is the scuttlebutt on every ship in your fleet, compliments of the *Battlestations* team.

Fleet Data

Press A from the Fleet Select screen to access in-game scuttlebutt.

Ship Class

Ship Stats

Features are rated, and stats are displayed in bars—the longer the bar the better the rating.

Help Text

- To get a good look at any ship, D-Pad **UP** to zoom in for a close-up, then D-Pad **RIGHT** to rotate it 360 .
- To view the next ship, press **A**.
- To return to the Fleet Select screen, press **B**.

AIRCRAFT CARRIER / AC

Though slow and tough to control, the AC delivers payoffs for the more advanced player.

B	Main guns
B,Y,A,C	Virtual D-Pad to control F14
Y	3 F14 Fighters (lock-on)
D-Pad	Navigate ship
X	Depth charge
A	F14 Air Patrol
L Shift	User controlled F14
Z	Rescue Helicopter
R Shift	Drop Bombs
L Shift	Recall F-14
C + D-Pad	Target manually
C	Over-ride Auto Target

- The most versatile weapon against any ship is the AC's F14 Bomber.
- You are unable to fire until your planes return from an attack.
- Launch F14 Air Patrol and shoot down incoming missiles.
- To launch up to 3 user controlled F14 attacks, press **Left SHIFT**. Use the Virtual D-Pad to control the F14, then press **Right SHIFT** to drop the bombs. To recall the aircraft, press **Left SHIFT**.

BATTLESHIPS / BB

Size makes the BB an easy target, but this is a minor handicap for the toughest ship in your fleet.

B	Main guns
X	Anti-sub helicopter
Y	Cruise missile (lock-on)
D-Pad	Navigate ship
A	Anti-aircraft guns
C	Over-ride auto target
C + D-Pad	Target manually
Z	Rescue Helicopter

- To fire all three main guns, press **B** three times.
- From broadside, you can fire all three main guns; from the bow, you fire two main guns; from the stern, you fire one main gun only.
- High-powered main guns have the longest range when fired broadside.

CRUISER / CR

A good match against any ship, the CR has everything a Commander could ask for in terms of speed and arms.

B	Main guns
D-Pad	Navigate ship
Y	Missile (lock-on)
X	Depth charge
Left SHIFT	Radar jam
A	Anti-aircraft guns
C	Over-ride auto target
C + D-Pad	Target manually
Z	Rescue Helicopter

- To launch three missiles simultaneously, press **Y** three times.
- Utilise Radar Jam and free your ship from opponent's lock-on.

DESTROYER/ DD

Tough and fairly quick, the DD works well as an escort.

B	Main guns
X	Depth charge
Y	Torpedoes
D-Pad	Navigate ship
A	Sonar ping
C + D-Pad	Target manually
C	Over-ride auto target
Z	Rescue Helicopter

- Utilise sonar ping to identify those slippery Subs.
- The sonar ping and depth charge are effective against the Submarine only.

PATROL BOAT / PT

Utilise speed and control to steer clear of incoming fire. The PT was not designed to take hits.

|	
B	Main gun
X	Depth charge
Y	Torpedoes
D-Pad	Navigate ship
A	Sonar ping
Left SHIFT	Hydrofoil
C	Over-ride auto target
C + D-Pad	Target manually
Z	Rescue Helicopter

- Sonar ping and depth charge make the PT an excellent contender against the Sub.
- For an 8 second speed boost, press **Left SHIFT** + D-Pad **UP** to activate hydrofoil.
- Due to its speed and high ship count, the PT is great for scouting enemy territory.

MINE LAYER / ML

The ML is slow and difficult to control. Your best bet is to build a wall of mines and take cover behind it.

|	
B	Main gun
D-Pad	Navigate ship
Y	Lay mines
C + D-Pad	Target manually
C	Over-ride auto target
Z	Rescue Helicopter
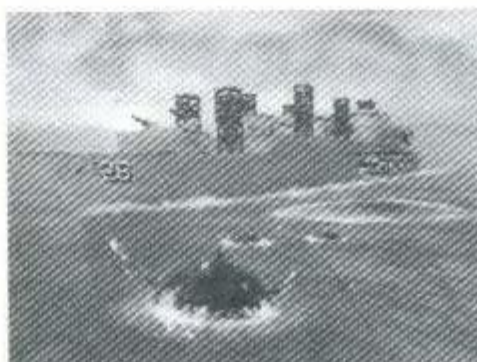
- At the Strategic Map, press **Y** to build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.

SUBMARINE / SN

The SN performs well against any ship–stealth mode (submerged) is key.

B	Main gun (surfaced)
X	Submerge/Surface
Y	Torpedoes
D-Pad	Navigate ship
C	Over-ride auto target
C + D-Pad	Target manually
Z	Rescue Helicopter
Right SHIFT	Access periscope
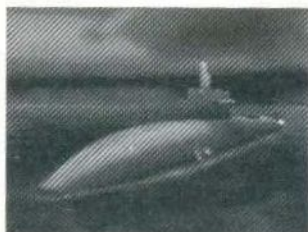
- At the Strategic Map, press **Y** to submerge a SN and send it on a stealth mission towards enemy lines.

TROOP TRANSPORT / TT

Protect the vulnerable TT by aligning it with powerful Cruisers and Battleships on the Strategic Map.

B	Main gun
X	Depth charge
Y	Dispatch a marine
D-Pad	Navigate ship
C	Over-ride auto target
C + D-Pad	Target manually
Left SHIFT	Sonar Ping
Z	Rescue Helicopter

- If there is a shore-based goal, a Troop Transport is necessary.
- You are limited to 16 marines per Transport. Dispatch them wisely.
- The depth charge is effective against the Submarine only.

OPTIONS

Adjust the *Battlestations* setup to suit your style of gameplay:

LANGUAGE	Set onscreen text to **ENGLISH**, FRENCH, or GERMAN.
SOUND	Adjust the sound effects volume.
STEREO-MONO	Select between **STEREO** and MONO sound.
MUSIC	Adjust the music volume.
CONTROL PAD	Select from three Control Pad configurations.

*   To view the team behind *Battlestations*, press **A**.

PAUSE/EXIT A GAME

You can pause or exit a game anytime during gameplay.

TO PAUSE A GAME:

*   Press **START** to pause a game from the Strategic Map or Tactical Combat screen. GAME PAUSED appears across the screen.
*   To resume play, press **START** a second time. The action proceeds.

To exit a game:

*   Press **START**+**A**+**B**+**C** at any time. You return to the title screen.