

Also available

# Saitek® PACIFIC ★ AV8R FlightStick™

Styled after WWII combat aircraft, the Pacific AV8R FlightStick is "Closer to Reality™"



Realistic trigger

Historically inspired grip with soft-touch rubber finish

Removable handle provides convenient storage

Integrated throttle enhances realism

Aircraft-inspired toggle switches

Included leg supports permit versatile gameplay



# Damage Inc.™

PACIFIC SQUADRON WWII™

**PG** Mild war themes, violence and coarse language

**PC**  
DVD-ROM  
SOFTWARE

## **Important Health Warning About Playing Video Games**

### **Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



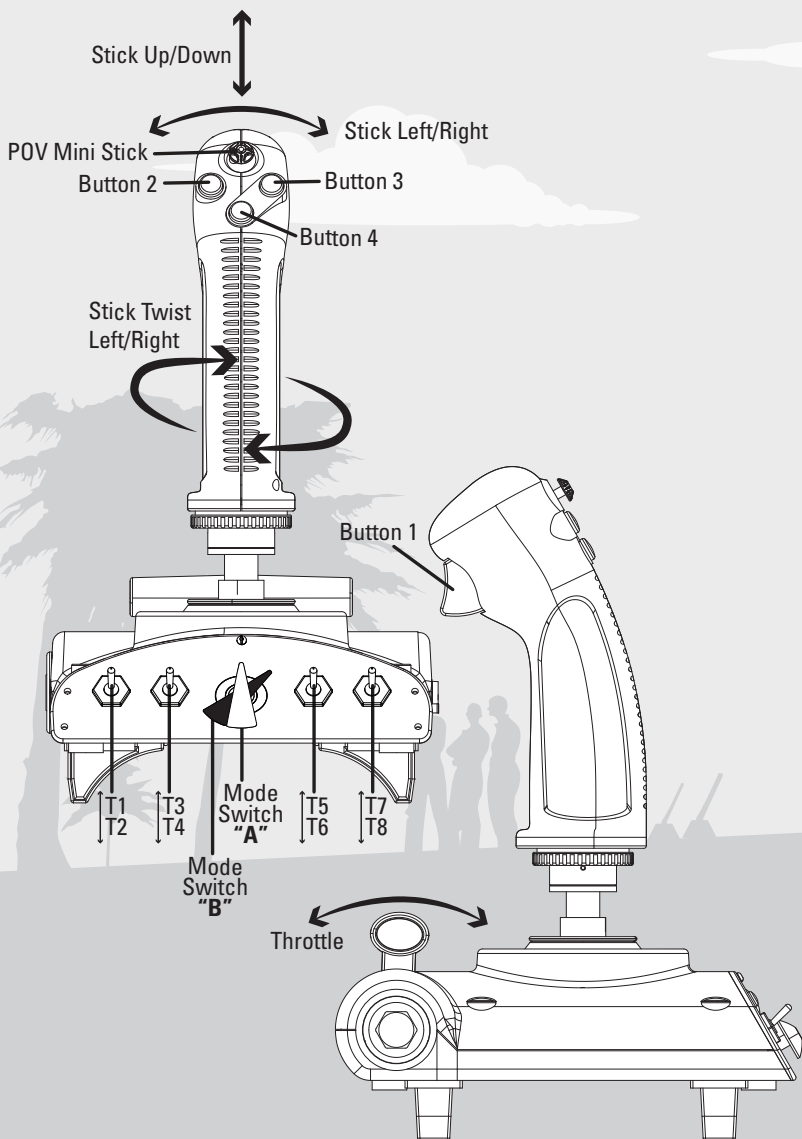
# CONTENTS

- 2 - 3 **PLAYER CONTROLS**
- 4 **STARTING THE GAME**
- 4     TITLE SCREEN
- 4     MAIN MENU
- 4     CAMPAIGN
- 4     MULTIPLAYER
- 4 **GAME SCREEN**
- 5 **TRACKING DISPLAYS**
- 6 **SECONDARY WEAPON DISPLAYS**
- 6 **PAUSE MENU**
- 7 - 8 **CAMPAIGN MODE**
- 8 **PLAYING ONLINE**
- 8 **ONLINE GAME MODES**
- 9 **PLANE TYPES**
- 10 - 11 **CREDITS**
- 12 **WARRANTY INFORMATION**



[www.madcatz.com](http://www.madcatz.com)  
[www.facebook.com/MadCatzInc](https://www.facebook.com/MadCatzInc)  
[www.twitter.com/MadCatzInc](https://www.twitter.com/MadCatzInc)

## PLAYER CONTROLS



PACIFIC AV8R	ARCADE CONTROL	SIMULATION CONTROL
Stick Left/Right	Steer Left/Right	Roll Left/Right
Stick Up/Down	Steer Up/Down	Pitch Up/Down
Stick Twist Left/Right	Rotate Left/Right	Yaw Left/Right
Throttle Up/Down	Throttle Up/Down	Throttle Up/Down
POV Mini Stick Up/Down	–	Free Look
POV Mini Stick Left/Right	–	Free Look
Button 1	Fire Guns	Fire Guns
Button 2	Next Target Closest Target (Hold)	Next Target Closest Target (Hold)
Button 3	Fire Secondary Weapon	Fire Secondary Weapon
Button 4	Next Objective Target Closest Objective Target (Hold)	Next Objective Target Closest Objective Target (Hold)
T1	Scoreboard (Multiplayer Only)	Scoreboard (Multiplayer Only)
T2	Warspeed	Warspeed
T3	Reflex Mode (Hold)	Reflex Mode (Toggle)
T4	Look to Target (Hold)	Look to Target (Toggle)
T5	Cycle Secondary Weapons	Cycle Secondary Weapons
T6	Pause Game	Pause Game
T7	Zoom (Toggle)	Zoom (Toggle)
T8	Look Back (Hold)	Look Back (Toggle)

\* *Damage Inc.* is played in “Mode A”



## STARTING THE GAME

### Title Screen

Press the ENTER key (keyboard) or the trigger (AV8R) on the Title Screen to continue to the Main Menu.

### Saving Your Game

When you play the game for the first time, you will need to sign in by creating a new profile, or selecting an existing profile. Progress is automatically saved to your profile when you advance through the campaign, change options, or unlock achievements. The name of your profile is also used in online multiplayer games .

### Main Menu

The Main Menu gives you access to the game modes and the options screen. Use the stick to select, and the trigger to confirm your selection, or use the arrow keys on your keyboard to scroll through the menu, and the ENTER key to confirm your selection.

### Campaign

Play the *Damage Inc.* campaign as a US navy pilot fighting through the Pacific campaign in WWII.

### Multiplayer

Connect and play online with up to 8 players or with 4 players in co-op missions.

### Options

Change various game settings:

- Video Options
- Audio Options
- Game Options
- Control Options
- Credits

## GAME SCREEN



## BASIC DISPLAYS

### 1. Current Objective

Your current objective and active bonus objectives are listed at the bottom-left of the screen.

### 2. Current Target Info

Information about your current target is displayed at the bottom-right of the screen.

### 3. Radar/Compass Cluster

The instrument cluster at the top-right of the screen shows your compass heading, and nearby enemy and friendly entities.

#### 4. Instrument Binnacle

The instrument binnacle at the top-left of the screen shows the following:

- **Gun Temperature:** Shows the overhead temperature of your main guns.
- **Secondary Weapons:** Shows selected secondary weapon (torpedo, bomb, rocket, supply crate, dive bomb) and current ammo.
- **Health Bar:** The curved gauge on the right shows your plane's damage.
- **Warspeed:** The curved gauge on the left shows warspeed availability, which depletes when used.
- **Altitude:** Displays your current altitude.
- **Airspeed:** Displays your current airspeed.

#### 5. Weapon Reticule

The weapon reticule is displayed in the center of the screen. This turns red when cannon bullets strike an enemy target.

#### 6. Lead Target

A lead target bead is displayed in front of the currently targeted enemy.

### TRACKING DISPLAYS

#### 1. Primary Enemy

Primary objective enemies have a yellow border on their radar icon overlaid in the view. These enemies must be destroyed to complete the current objective.

#### 2. Primary Enemy, Targeted

Targeted primary enemies have a red fill inside their yellow border.

#### 3. Normal Enemy

Normal enemies have a red border in the view and a solid red radar arrow.

#### 4. Normal Enemy, Targeted

Targeted normal enemies have a fully red indicator arrow.

#### 5. Primary Friendly

A primary friendly entity must be protected to complete the current objective. The friendlies have a yellow border and a blue fill on their radar icon and in the game view.

#### 6. Normal Friendly

Normal friendly units are only displayed on the radar.

#### 7. Waypoint

Waypoints are displayed onscreen and on the radar with "W" in a triangular yellow marker. Waypoints indicate a position that must be flown to in order to continue the overall mission.

#### 8. Recon Point

Recon points are displayed onscreen to show a location that you must approach to investigate or observe.

#### 9. Photo Recon Point

Photo recon points are displayed as camera icons. Approach each position to take recon photos of the target location.

## DYNAMIC DISPLAYS

### 1. Location Name

As you fly each of the mission areas, the current location is displayed at the top of the screen.

### 2. Reconnaissance Photos

As each recon photo is taken it appears on the screen.

### 3. New Objective/Objective Complete

New Objective and Objective Complete messages are displayed when you are given new objectives or when you have completed an objective.

## SECONDARY WEAPON DISPLAYS

### 1. Bomb Target

The bomb target indicator is displayed when a bomb is the currently selected secondary weapon. The circles indicate the blast radius of the bomb and turn red when a target is within range.

### 2. Dive Bomb HUD

The dive bomb HUD indicator has the bomb target as well as two HUD elements around the reticle that show the plane's dive angle and speed. These elements turn green once the plane is in a steep enough dive and traveling fast enough.

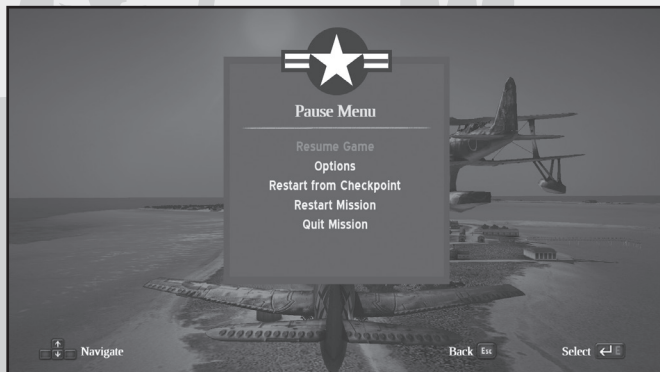
### 3. Torpedo HUD

The torpedo HUD indicator has two HUD elements around the reticle that show the plane's height and speed. These elements turn green once the plane is low enough and traveling slow enough.

## PAUSE MENU

The Pause Menu allows you to access the following options:

- Resume Game
- Options
- Restart from Checkpoint
- Restart Mission
- Quit Mission





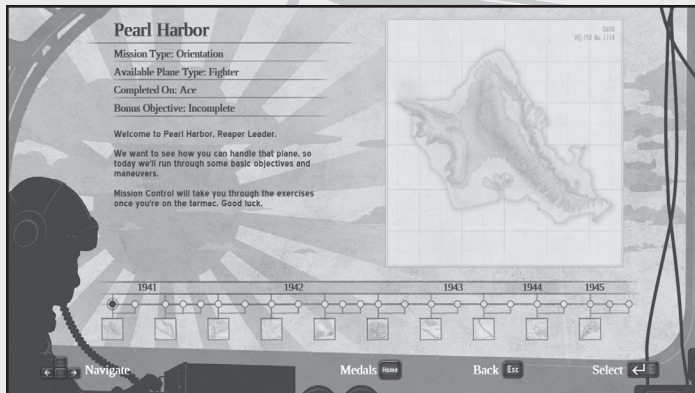
## CAMPAIGN MODE

### Introduction

The evil of the Axis Forces has spread across the planet. The Japanese strike at Pearl Harbor, hoping to control the entire Pacific Theatre.

### Mission Briefing

The Mission Briefing screen gives details about the upcoming mission, the mission type, recommended plane type, and an overview of mission location. This screen also shows the difficulty level that missions have been completed on, and missions can be replayed from here.



### Plane Select

The Plane Select screen gives you a choice of planes to fly for each mission. This screen details each plane's primary role, along with their strengths, weaknesses and armaments.



## CAMPAIGN MODE

### Difficulty Selection

The difficulty selection pop-up allows you to choose the difficulty level for the upcoming mission.

### Ready To Fly?

Confirm your choices and that you're ready to fly.

### Plane Unlocked

New and improved planes are unlocked after each mission.

## PLAYING ONLINE (PC)

### Plane Packs

Not all planes are created equal. Rapid advances in technology over the course of the war saw planes fly faster and hit harder than ever before. *Damage Inc.* offers the player a range of plane packs containing aircraft grouped to provide balanced and competitive air battles.

### Multiplayer Menu

Selecting Multiplayer from the Main Menu allows you to play online. You must have your PC connected to the internet in order to play multiplayer games. Once connected, you can create or join a game session by selecting an option from the Multiplayer menu.

- **Quick Game:** The fastest way to enter Multiplayer. A search will allocate you to an available game. If no games are available, a new game will automatically be created.
- **Game Search:** Customize your search for online matches by selecting the game mode to find a match that meets your criteria.
- **Host Game:** Create your very own game by selecting the game settings.

## ONLINE GAME MODES

### Co-Op

Team up with your friends online and take on the missions in Campaign mode together. Up to 4 players can play on the same squadron.

### Dogfight

This classic deathmatch mode pits the player against up to 7 other players. Tasking each individual flying skill, players must survive with wits alone by choosing the right time and position from which to strike. With a host of modifiers, games can be customized to a preferred setting to create a level of challenge that matches the player's skill level.

### Team Dogfight

Split into teams to see who can win this battle in the skies.

### Survivor

Players need the all-round skills to be the last man standing over a number of rounds.

### Team Survivor

Teams of players work together to eliminate the other team.

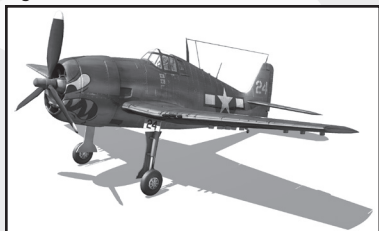
### Scratch One Flattop

Two teams battle to sink each other's aircraft carriers in this epic aerial battle. Use dive bombers and torpedo bombers to attack the enemy's carrier with cover and support from your fighter wing.

## PLANE TYPES

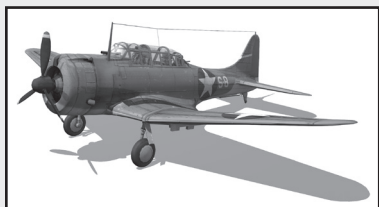
The planes in *Damage Inc.* each have a role that indicates its ideal use.

### Fighters



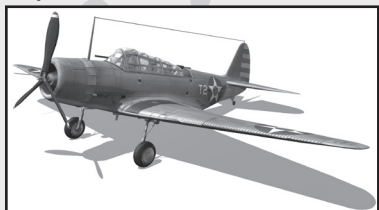
Fighters are the fastest, most agile, and most dangerous of the plane types in *Damage Inc.* The most recognizable of these planes are the F6F Hellcat (shown) and the A6M2 Zero.

### Dive Bombers



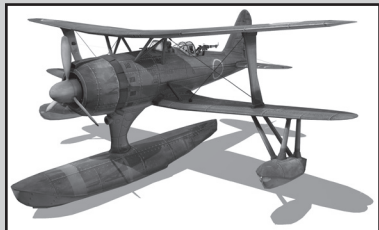
Dive bombers are designed to deliver bombs to the decks of ships with devastating precision. The classic US dive bomber is the SBD Dauntless (shown), while the Imperial Japanese Navy used the D3A1 Val.

### Torpedo Bombers



Torpedo bombers fly low through fierce enemy fire to drop their torpedoes. At the start of the war, the US used the TBD Devastator (shown), while the Japanese attacked Pearl Harbor with the B5N1 Kate.

### Seaplanes



Seaplanes are specialist planes. This class includes the Catalina and the Japanese Pete (shown).

## CREDITS

### TRICKSTAR GAMES

**Lead Programmer**

Thomas Mayer

**Game Director**

Justin Halliday

**Senior Producer**

Andrei Nadin

**Lead Artist**

Ben Shields

**Design**

Justin Halliday  
Stephen Mander-Jones

**Programming**

Andrew Glover  
Paul Baulch  
Damon Lewis  
Abel Prince Pandian

Steve Learmonth  
Jarad Barker  
Matt Delbosc

**Terrain Artist**

Tim Kitevski

**Effects and Texture Artist**

Tom Sinclair

**Additional Art**

Josh Sacco

**Sound**

Kim Dellavedova

**Front-End**

Catherine Rendell

### TRICKSTAR GAMES MANAGEMENT

**Studio Head**

Tony Parkes

**Business Development**

Mike Fegan

### EXTERNAL PARTNERS

Frogtale Studio  
FMOD  
Fork Particle  
GameSpy  
Grome  
ScaleForm

**MAD CATZ**  
Producers

David Kinney  
Monty Rimorin

**Associate Producer**

Jim Dante

**Graphic Design Lead**

Johnny Schmidt

**Graphic Design**

Diane Bollenbecker  
Roentgen Reyes

Daniel Hardison  
Melanie Ross

**Multimedia/Video Editor**

Paul Lopez

**License Coordinator**

Sheryl Vias

**Copy Editor**

Jon Brooks

**Box Illustrator**

Mark Postlethwaite

**Quality Assurance Lead**

Monty Rimorin

**Quality Assurance**

Dan Paris  
Francis Ables  
John V. Krikorian  
Michael Herrod  
William L. Smith

Dominique Libungan  
Jimmy I. Zayas  
Julian Williams  
Stanley E. Busby  
Stephen Peterson

**GLOBALSTEP LLC**  
QA Managers

Prashanth Kannan  
Piyooash Sah

Sumit Arora

**QA Project Leads**

C Ved Kumar Naidu  
Vikas Purohit

Deepak Kumar Singh

**QA Testers**

Chakraverty Singh Ranawat  
Mukund Bhandare  
Sameer Jagtap  
Shruti Thakre  
Anjana Murgayappa Kamble  
Chidananda Achary  
Sameer Shaikh  
Avineesh Sikarwar  
Bhagyashri Ghuikar  
Anup Wani  
Srikanth Patnam  
Prasad Pakale  
Ravindra Joshi  
Prasad Shetty

Pushparaj Athalekar  
Suraj Shreekumar  
Altaf Pathan  
Swati Mishra  
Sandeep Kumar Pattnaik  
Sunil Pawar  
Bakir Hussain Malak  
Sapna Mattas  
Manish Nandram  
Prasann Bande  
Rahul Malviya  
Nitin Piwal  
Prashant Medhe  
Santosh Patil

# SOFTWARE WARRANTY

## SOFTWARE WARRANTY INFO

If you experience problems with the software, please visit the Mad Catz web site at <http://support.madcatz.com> for online support and user guides, or contact Tech Support:

## TECHNICAL SUPPORT CONTACT INFO


**Online Support:** <http://support.madcatz.com>

**European telephone (outside UK), available Monday through Friday (excluding bank holidays): +44(0) 1633 883110**

If the problem cannot be solved by troubleshooting online or over the telephone, obtain a Return Authorization Number from Mad Catz Technical Support. Ship the product to Mad Catz at your expense for service. Enclose a copy of the original sales receipt showing a purchase date. Enclose a full return address with daytime and evening phone numbers.

Damage Inc., Pacific Squadron WWII GAME WARRANTY - 90 Days

Mad Catz warrants to the original consumer that the game disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Mad Catz will replace the game disc free of charge. To receive warranty service, please contact Mad Catz at the web address / customer service telephone numbers listed above.



©Mad Catz Interactive, Inc., („Mad Catz“) 1-2 Shenley Pavilions, Chalkdell Drive, Shenley Woods, Milton Keynes, Buckinghamshire MK5 6LB, United Kingdom. Online, network, connected and/or Internet play, functionality, features and support for Damage Inc., Pacific Squadron WWII are provided solely on an “as is” and “as available” basis and may be modified or discontinued without notice at any time without any legal, financial or other liability whatsoever. No warranty, either express or implied, is made regarding the Online Services and under no circumstances shall any refunds, rebates or other sums be owed and/or returned in connection with the modification, discontinuation, or unavailability of the Online Services.

Mad Catz Interactive, Damage Inc., Pacific Squadron WWII and the Mad Catz Interactive logo are trademarks or registered trademarks of Mad Catz Interactive, Inc., its subsidiary and/or affiliated companies. All rights reserved. Published by Mad Catz. Developed by Trickstar. Manufactured in USA.

FMOD Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2012. This product includes Fork Particle, Worldwide copyright © 2012 Fork Particle Inc. All Rights Reserved.

This product contains software technology licensed from GameSpy Industries, Inc. © 1999-2012 GameSpy Industries, Inc. GameSpy and the “Powered by GamesSpy” design are trademarks of GameSpy Industries, Inc. All rights reserved.

This software product includes Autodesk® Scaleform® software, © 2012 Autodesk, Inc. All rights reserved. Autodesk, Beast, HumanIK, Kynapse, and Scaleform are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and/or other countries.



## NOTES

