# Getting Started with Guadalcanal Naval Battles

This file helps you get started playing the game Guadalcanal Naval Battles. If you have just finished installing the game, then the Guadalcanal main program should be running soon. Otherwise, you should start the main program by clicking on the Guadalcanal Naval Battles icon created on your desktop during installation. If you prefer, you can print these which will yield about 8 pages of text and graphics.
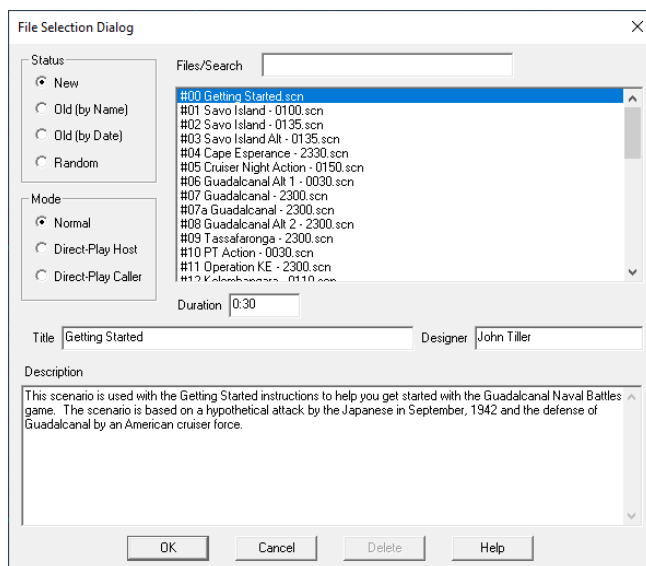
By default, after the introduction, the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. These instructions will get you started using #00 Getting Started.scn.

In the list of files displayed by the File Selection Dialog, this should already be selected. Notice that a short description of the battle will appear at the bottom of the dialog. Also, you can see that this battle will last 30 minutes of real-time. After reading this information, click on the OK button.

Next, the A/I Selection Dialog will appear. Since you are going to play as the American side, select Automatic with FOW in the Japanese A/I group on the right hand side of the dialog. This will cause the computer to play as the Japanese side. Then click on the OK button.
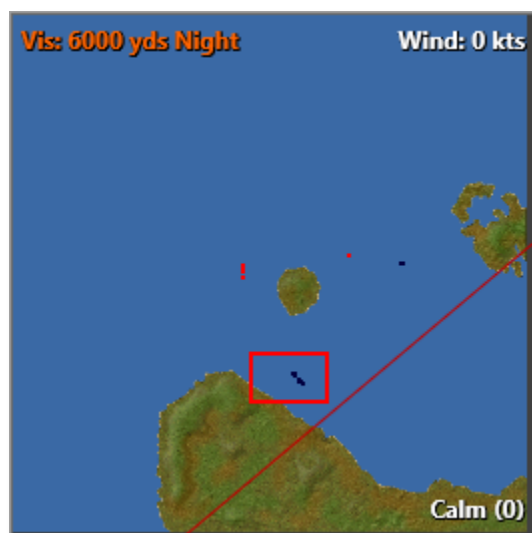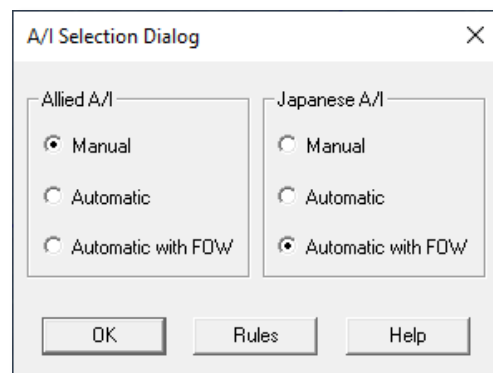
In the lower left-hand corner of the screen, you will see the Jump Chart which displays the overall situation. The blue dots represent American ships. The red dots represent the Japanese ships that you can currently see, although there may be others outside of your range of visibility. The red rectangle indicates how much of the overall situation is visible on your Main Chart, which is the larger display on the screen.

Notice on both the Jump Chart and the Main Chart that you can see a red diagonal line. This line represents a Japanese Objective. If Japanese ships cross this line, then the Japanese side will be awarded points. Your task in this scenario is to prevent the Japanese ships from reaching the Objective line.
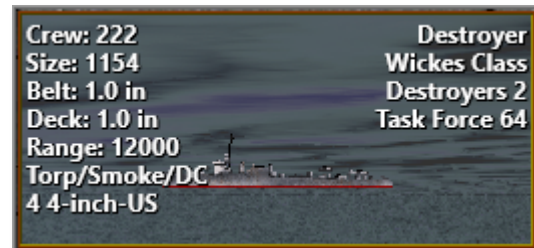
Click on the area of the Jump Chart that contains American ships towards the upper right. Notice that the Main Chart scrolls to display that area. In this example, you can see that there are 2 American ships sailing in formation, with the lead ship being the flagship. In general, you will use the flagships to control your formations during the battle.

Click on the lead ship on the Main Chart and notice that more detailed information about that ship appears on the left hand side in the Ship List. In this example, you see the Buchanan. Because it is a flagship, its name is displayed in yellow. The flag of the United States is shown in one corner. The Buchanan is currently sailing at 35.3 knots, or nautical miles per hour, and it is heading in a North-West (NW) direction. Its current status is 100% representing the fact that it is undamaged by battle. And the torpedo icon below the status value indicates that this ship is equipped with torpedoes.

Using your right mouse button, click on the picture of the ship and hold the button down. Notice that this shows you additional information about the ship. Here we see that the Buchanan is a Destroyer (DD), one of the smaller ships in the fleet. We can also see its crew size, the size of the ship in tons, information about its armor, the maximum range of its main guns, and information about its armament. Notice that the Buchanan has 4 small caliber guns and also can fire torpedoes. This display also indicates that the Buchanan can generate smoke screens, although in this scenario and many others, the battle will be fought at night and this ability is not utilized.

Next, click on the second ship on the Main Chart and notice in the Unit List that the destroyer McCalla is displayed. There is a very important aspect to this ship that you should pay careful attention to. Notice that below the torpedo icon in the unit picture that a radar screen icon is displayed and that this icon is labeled SC. This indicates that this ship is equipped with the SC type of surface radar, an early form of radar deployed by the Americans at this point in the war. This radar and the more powerful SG radar will enable the American player to spot Japanese ships not otherwise visible at night.

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

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

In addition, since this ship is equipped with radar, you will also see a **purple circle** indicating the maximum range of the radar. If you look closely, you'll see a red dot, indicating an enemy ship that has been targeted. Since the ship is outside of the yellow visibility circle, but inside the purple radar circle, you know that the ship has been spotted using the radar only. Since almost none of the Japanese ships had any form of radar at this time in the war, you know that the enemy ship probably has not spotted your ships yet. The image below is how it all displays on the main chart.
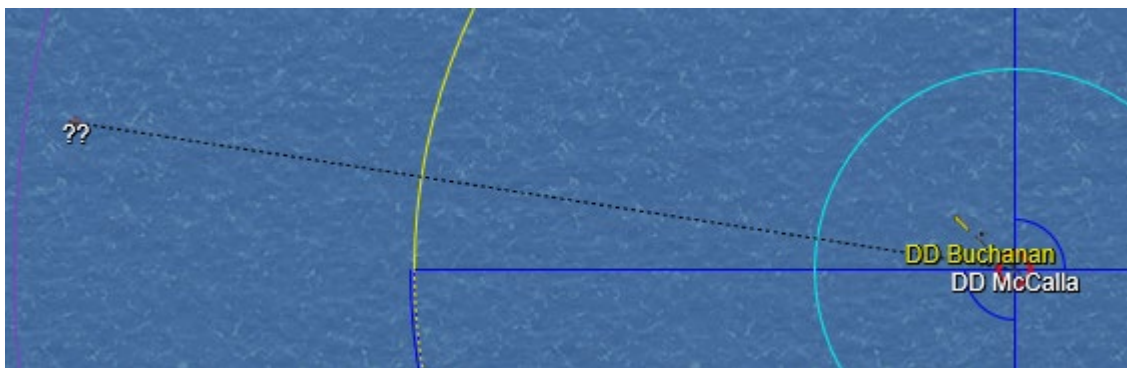
The binoculars icon in the picture of this ship indicates that the ship has spotted an enemy ship. The cross appearing below the binoculars indicates that this ship has a target and is firing its main guns. If you find one of your ships that doesn't have this icon, then it means the ship is either out of range of the enemy or its view of the enemy ships is blocked by another ship or by land.

Also notice that if you move the mouse to the edge of the screen, then the Main Chart will scroll in that direction. However, if you click on any ship currently

displayed in the Ship List, then the Main Chart will return to the location of that ship and furthermore, in this mode, will automatically scroll to follow the ship as it sails.

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

Turn off the Ship Names and Ship Range features at this point and then click on the Jump Chart near the enemy ship, the yellow or red dot. If you click on the enemy ship, only certain information will be displayed about that ship in the Ship List since we are playing with Fog-of-War. In particular, you will only have general information about the ship's status

such as No Damage, Light Damage, and so on. In this example we see only a ? sailing to the East-South-East at 38 knots. This is because the ship has only been detected by Radar. Once visual contact is made a bit more information will display.
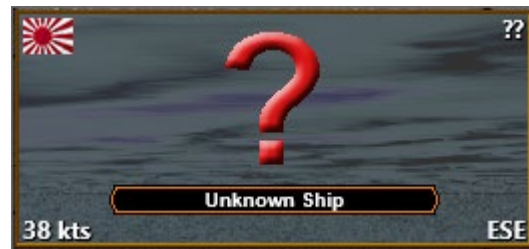
Continue using the Jump Chart, Main Chart, and Ship List to get an idea of the current situation. You will see that you have a few Cruisers, both Heavy (CA) and Light (CL) and some additional Destroyers. You have encountered an enemy ship attempting to enter the channel, but there may be more enemy ships beyond your current visibility or radar range. In particular, you should be aware that the Japanese probably have some Cruisers of their own and may have additional Destroyers.

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

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

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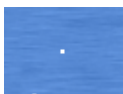
 It will be important during the battle that you stay aware of torpedoes fired by the enemy. The Japanese torpedo is particularly effective given its long range. You will notice these torpedoes coming towards you displayed as a **white** dot in the water. When you see these, you must maneuver to avoid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

The Main Chart has an adjustable scale. You can zoom-out the Main Chart display by pressing the button marked with a minus (-) sign. Likewise, you can zoom-in by using the button marked with a plus (+) sign. There are 4 zoom levels in the game that you can use on the Main Chart.

During the battle, the computer will take care of firing your ships at the enemy, although you can change its selection using the technique described above. Your main task will be to maneuver your ships to cause the most damage to the enemy, while avoiding damage to your own ships. You perform most maneuvers using two functions: turning and changing speed. On the toolbar, you will see two basic buttons for turning your ships, the first for turning counterclockwise and the second for turning clockwise. When you click on either of these buttons, it issues a command to the selected ship to turn in that direction. Each time you click on the button, it will command the ship to turn an additional 2 naval points, or 22 ½ degrees. Thus, you can click on the button twice to turn 45 degrees, four times to turn 90 degrees, or as many as 8 times to turn 180 degrees.

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

There are two basic buttons on the toolbar for changing the speed of the selected ship. Clicking on the first will cause the speed of the selected ship to increase by 1 knot while clicking on the second will lower the speed by one knot. Again, when you have ships sailing in a group, you should only issue this command to the flagship in that group, not the individual ships behind it. Also notice that a group of ships cannot go any faster than the slowest ship in the group.
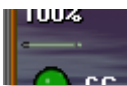
Finally, if you want to fire the torpedoes that your destroyers carry, you do the following. First select the destroyer that you wish to use. This destroyer must have a torpedo icon displayed in its unit picture. Then, while holding down the **Ctrl** (Control) key, **right-click** on the main chart in the direction you wish to fire the torpedo. The torpedo will go in a straight line towards that point and run until it either reaches its maximum range or strikes a ship.

 You are finally ready to start the battle. There is a row of buttons on the toolbar that you use to control the speed of what is happening during the battle. The red button is the Pause button. It will stop the action until you start it again.

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

 Click on the black button to begin the battle. After a short period, you should notice your ships and the enemy ships firing at each other. You will even see the shots they fire moving across the Main Chart and Jump Chart as small black dots. The computer is controlling this firing, so during this time you are free to move about the chart and watch what is happening. Your general strategy during this time is to sail towards the enemy ships and get them within range of your guns.

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

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

Notice that across the lower right-hand corner of the Jump Chart there is a red line. This red line indicates that the Japanese side has an **Objective**. They will be attempting to gain victory points by crossing this line. Your goal is to use your ships to prevent them from accomplishing that.

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

At this point, you know quite a bit about how to fight your naval battles. You can continue reading in the following documentation to complete your knowledge:

- User Manual
- Main Program Help File
- Scenario Editor Help File

The battle is scheduled to last a total of 30 minutes of real-time. When you are done, the victory outcome of the battle will be shown to you. After that, you can continue with any of the scenarios associated with the game.

Hot Keys

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

Space Bar – Toggle the game between Pause and Normal Speed.
1 – **9** Display Main Chart in the various views. (You can also use the wheel on your mouse.)
E – Increase the speed of the selected ship by 1 knot or the selected aircraft by 10 knots.
Alt + E – Increase the speed of the selected ship by 1/10 of a knot or the selected aircraft by 1 knot.
C – Decrease the speed of the selected ship by 1 knot or the selected aircraft by 10 knots.
Alt + C – Decrease the speed of the selected ship by 1/10 of a knot or the selected aircraft by 1 knot.
L – Place a Location Marker at the current location.
P – Open the Packages Dialog box.
B – Open the Aircraft on Board Dialog box.
I – Toggle between the Alternative and Classic Interfaces.
W – Set the selected ship or aircraft to full speed.
X – Set the selected ship to full stop or the selected aircraft to minimum speed.
A – Perform a Group Turn counterclockwise (to port) with the currently selected ship.
R – Selected aircraft flight will return to base.
S – Turn the selected ship counterclockwise (to port).
D – Turn the selected ship clockwise (to starboard).
F - Perform a Group Turn clockwise (to starboard) with the currently selected ship.
N – Jump to the location of the last ship hit.
Z – Toggle the display of the Overlay Chart.
Up Arrow – scroll the map up.
Down Arrow – scroll the map down.
Left Arrow – scroll the map left.
Right Arrow – scroll the map right.
F1 – Display the Main Program help file.
F2 – Display the Parameter Data Dialog.
F3 – Display the Database Dialog.