

PACIFIC FLEET




by
Paul Sincock Ph.D. (Design & Programming)
Nils Dücker (Art)



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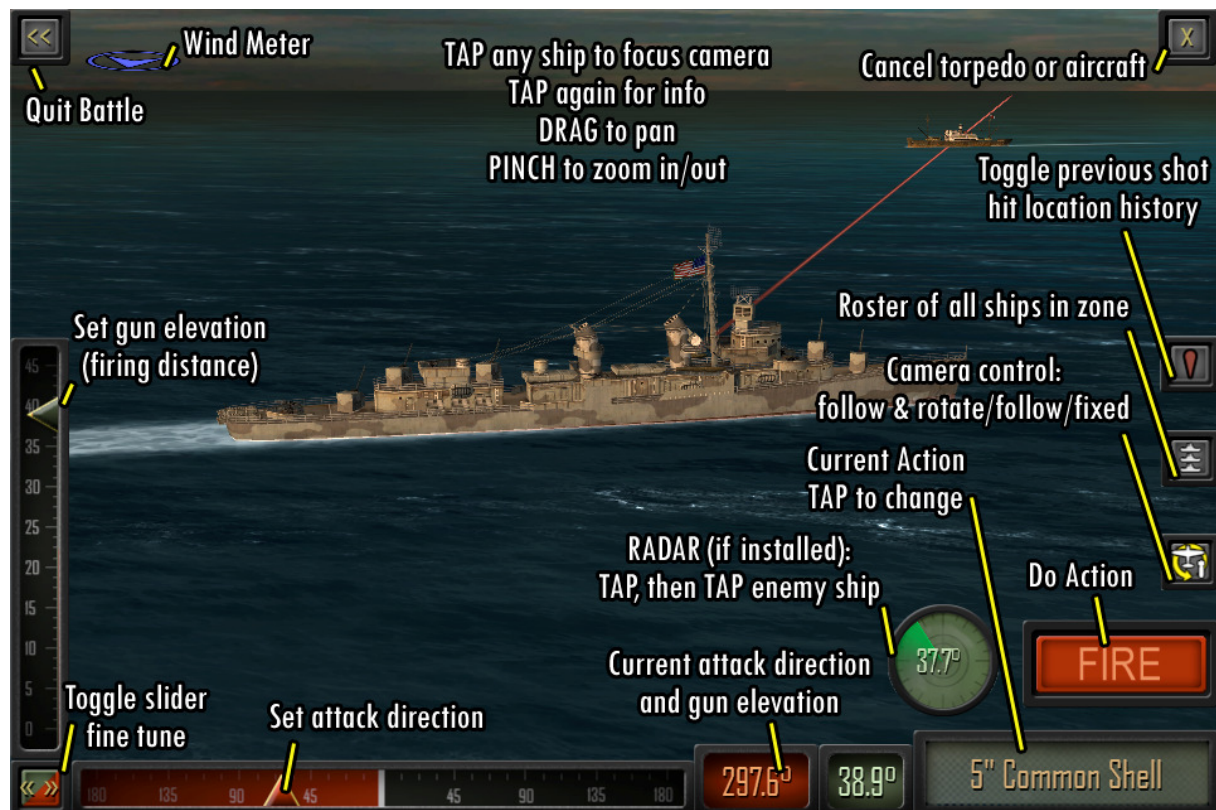
PACIFIC FLEET GAME SUMMARY

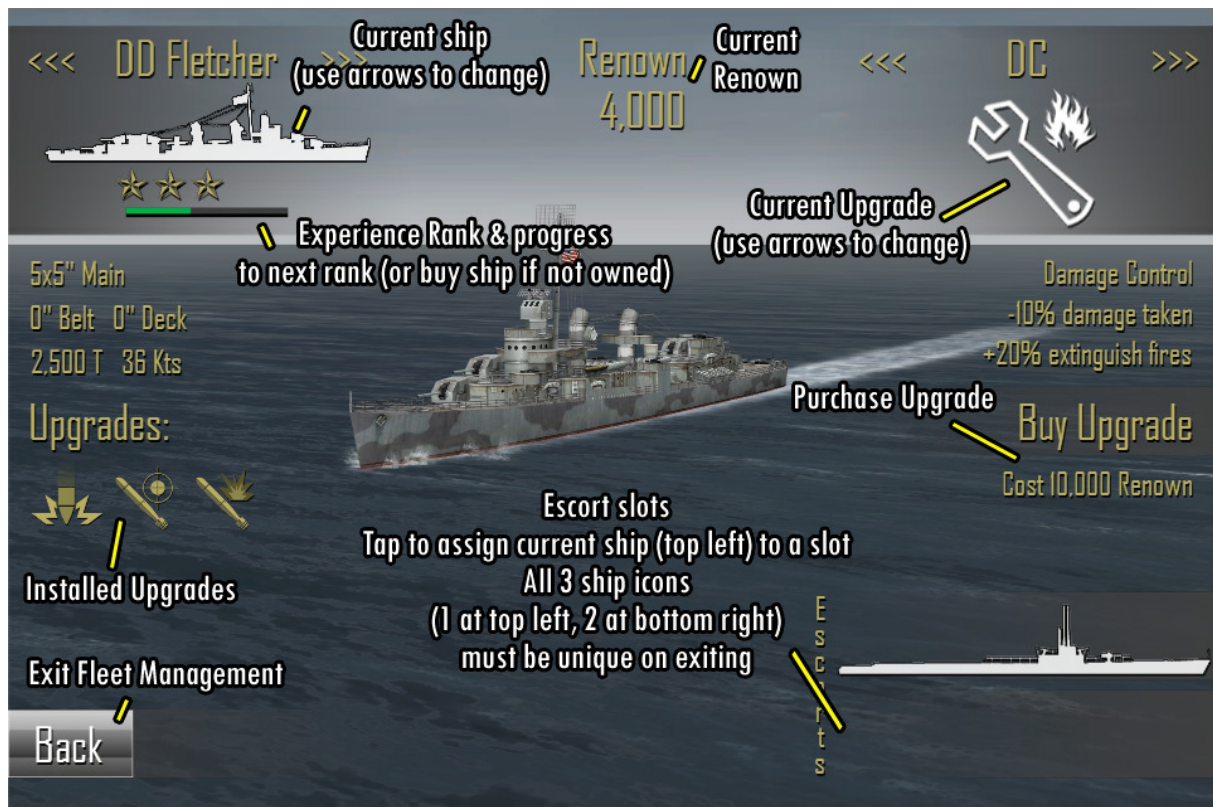
1. Damage or sink enemy ships using guns, torpedoes or bombs.
2. Damaging or sinking 33% or more of the total enemy displacement in a zone unlocks the next zone.
3. Renown is earned for each ton of enemy shipping damaged or sunk.
4. Use renown at Fleet Management to buy upgrades and new ships.
5. Major Strategic Victories () earn the full renown reward for that zone.
6. Return to unfinished zones at Any time to complete them for the remaining renown.

Pacific Fleet is a "sandbox" style naval game/simulation where you are free to choose which of your ships to engage a particular enemy zone with, as well as when and which upgrades and ships to purchase. Each ship has its own strengths and some are better suited to certain situations than others. Up to 3 ships can be commanded in combat.

In each combat zone you will need to inflict the maximum damage with your current resources and if necessary, return at a later time once you have acquired better upgrades and/or ships to earn the full renown for a particular zone.

Player ships earn experience which increases their combat effectiveness. This experience is lost if the ship is sunk.





STARTING A NEW GAME

Difficulty Options allow you to modify the game so as to play like a quick action-arcade game or as a more detailed and realistic simulation. Difficulty Options can only be changed when starting a new game. Note that achievements are earned separately for each of the 3 difficulty levels.

Choosing one of the various modes (Normal, Easy or Arcade) adjusts the starting renown, RADAR accuracy, dud torpedo rate, damage done to player ships and whether enemy ships can disengage from combat. The recommended difficulty level is "Normal", however if you find the game too challenging or would like a more action-oriented experience, switch to "Easy" or "Arcade" mode.

Two navies are available for play:
the United States Pacific Fleet and the Imperial Japanese Navy.

In addition to regular ships, the Pacific Fleet possesses stronger aircraft, submarines and eventually the atomic bomb, however it is hampered by dud torpedoes. While the Imperial Japanese Navy has excellent long range torpedoes, suicide aircraft and the mighty Yamato Class Battleship.


Full or Basic navigation is available. Full navigation is the recommended setting while Basic is for beginners, those wanting a quick more arcade style of game or those wishing to play as per the original "Classic" Pacific Fleet game.

You may also set whether shells have random drift or automatically converge at the point of impact. Shell Drift is the recommended setting and the drift of shells is reduced as your ships gain experience ranks.

THE PACIFIC MAP

Drag to move the Pacific Map.

Tap any unlocked combat zone to select it as the current zone and display the enemy ships within.

Combat zone icons show the zone number (center), number and type of enemy vessels present, previous highest victory (up to ) and whether the engagement occurs during daylight (white ship icons) or night (dark gray ship icons).

Tap GO to engage the zone with the currently selected ship/s.

RENOWN & FLEET MANAGEMENT

Renown is earned by sinking or damaging enemy ships and is used to purchase ships and upgrades in Fleet Management. Fleet Management is accessed by tapping the Fleet Management button in the upper left of the Pacific Map. When commanding multiple ships, you cannot command multiples of the same class (except in Single Battles).

GENERAL COMBAT CONTROLS

Tap any ship to focus on it then drag to pan about 360°. Pinch to zoom in/out.

Tapping an already focused ship will bring up information showing ship statistics and current status.

Tap the "Action" (bottom right) to cycle through available actions, sliders will appear when needed to set attack direction and/or gun elevation. Fine tune button (bottom left corner) can be used set the range of elevation and direction sliders to 5 and 10 degrees respectively for much more sensitive control. Then tap "FIRE, LAUNCH, MOVE or DONE" to execute the selected action.

MOVEMENT (FULL MODE)

Full movement in any direction and variable speed is possible. In addition each turn consists of TWO actions; a movement phase which is then followed by the action phase.

During the movement phase, rudder direction is set using the slider and speed set by toggling the "Action" button displaying the current speed setting; Back, Stop, Ahead 1/3, Ahead 2/3, Ahead Standard, Ahead Full, or Flank. Major adjustments in speed may take a few turns for the vessel to reach the new speed.

Turning radius is dependent on ship size and speed. Larger ships turn more slowly than smaller ones and a ship at high speed turns more slowly than one at low speed.

MOVEMENT (BASIC MODE)

Movement is simplified such that vessels may only move towards or farther from each other. In addition only a single action is allowed per turn, thus a vessel cannot move and attack during the same turn.

QUITTING

At any time you may end the battle by tapping the "Quit Battle" button (<<) in the upper left. Quitting will SCUTTLE ALL PLAYER SHIPS, causing them to lose any experience they have acquired so far. The only exception to this is a multiplayer game where quitting will simply end combat and take you to the Action Report page.

SHIP SPEED

In "Full Navigation" mode a ship's speed is displayed as current speed/maximum speed. Note that current speed can sometimes exceed maximum speed. This is due to inertia of the vessel, such that a fast moving vessel which has its engines knocked can be moving faster than its maximum speed, but will gradually lose that additional speed over time. Whenever a ship has an inertia bonus, it is displayed in parenthesis () in the ship speed data when examining the ship.

In "Basic Navigation" mode, only maximum speed is displayed since speed cannot be manually adjusted.

DISENGAGING

Any surface vessel in combat may retreat by performing 3 sequential "Disengage" actions. Upon performing the third action (Disengage 3) the vessel has retreated, is removed from combat and cannot be scuttled. You may attempt to disengage any of your vessels during its turn.

Once begun, no other actions may be made and the vessel is committed to performing additional disengage actions until it either leaves combat, is forced back into combat or is sunk while attempting to leave. In Full Navigation mode disengaging enables 2 movement actions, however ship direction and speed may only be altered during the first action.

To disengage, a ship must be capable of moving at 10 knots or greater. If at any time it is reduced below 10 knots, it is forced back into combat and may now perform regular actions. However it cannot disengage a second time and must now fight it out. A submerged submarine may disengage in a single action regardless of speed or damage status.

SUBMARINE WARFARE

"Execute unrestricted air and submarine warfare against Japan."
- Admiral R. Stark, Chief of Naval Operations in Washington, December 1941.

The US submarine force sunk the bulk of Japanese shipping during WWII and likewise the submarine is very effective in Pacific Fleet. Note that submarines are not available when playing Japan which must rely more on a surface and air warfare based strategy in order to succeed.

Japanese destroyers and light cruisers will search for and, if detected, will open fire on a submerged submarine. Upon severe damage (red damage bar half full), a submerged submarine will be forced to the surface and can no longer dive.

In basic navigation mode submarines cannot move farther from the enemy, however they can disengage, so it is usually best to sink escorts or keep a safe distance whenever possible.

Note that RADAR, the deck gun and anti-aircraft defenses cannot be used while submerged. If no other ships have been purchased, a submarine may call in heavy air strikes against land targets. Also, if submerged, a submarine may disengage in a single action.

When playing the US, it is possible to win the war (complete zone 45) using just the submarine in order to earn the achievement "Unrestricted Submarine Warfare".

TORPEDOES

Delivering their explosive warhead below the waterline, torpedoes are excellent anti-ship weapons. However accurately aiming a torpedo at a moving ship is a challenge. To simulate this, torpedoes randomly drift to the left or right when fired. Thus they are most effective when used at close range.

For submarines and ships only, torpedo accuracy can be improved through the Torpedo Data Computer (TDC) upgrade, which reduces torpedo drift by 50%. Torpedo drift can also be reduced by up to another 10% when earning a 5 star experience rating for the vessel firing the torpedo.

The United States entered WWII with extremely faulty torpedoes which often failed run at proper depth or to detonate on hitting a target. The initial 40% dud rate of US torpedoes can be remedied with the Improved Torpedoes upgrade which reduces the dud rate to 4%.

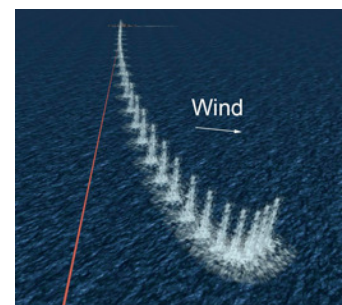
Note that US aerial torpedoes dropped from aircraft were not hampered with defects and suffer only a 4% fail rate.

Alternatively, Imperial Japan possessed what is widely regarded as the best torpedoes of the era. Japanese torpedoes have longer range, are slightly more accurate and do not suffer from a high rate of duds.

Torpedoes fired from ships or submarines are limited, and the remaining torpedoes ready to fire is shown on the "Action Button" (bottom right) when torpedoes are selected. Once depleted, torpedoes are reloaded at the rate of one every 3 turns, however only one reload is available at a time, limiting reloaded shots to once every 3 turns.

NAVAL GUNNERY I

GRAVITY, WIND and DRAG are modeled such that 45 degrees elevation does not correspond to maximum range; due to drag over extended time of flight of projectile as shown in image to the right. Image depicts 45 shots with 1 degree increments aimed along the red line. Note the effect of drag and wind on the trajectories of the shells.



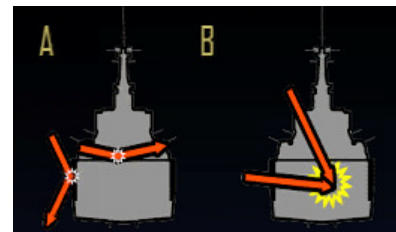
Ship guns are listed by number and calibre, e.g. Iowa Class Battleship has 9 x 16" Guns; meaning nine 16" gun barrels. Gun turrets may only fire within their respective firing arcs. Thus a ship cannot fire guns if none can aim at the target and has the potential to do most damage when all of its guns can bare onto the target (broadside). The bearing line (line showing direction of aim) is red when the current weapon can bare onto the target and turns white when it cannot.

In Shell Drift mode, when firing multiple guns a single shell will follow the exact trajectory (the camera will follow this shell), while other shells will wander slightly off target. As in real naval gunnery, this simulates the random spread of shells being fired. This spreading of shells is reduced by increasing ship experience rank to reflect improved gun fire control and experience of the crew. Shell drift can be removed by playing with Auto Converge on.

The shot history button tracks the landing point of the last 6 shells fired and their corresponding degrees elevation. It can be a useful tool when trying to estimate your next shot.

NAVAL GUNNERY II

Projectiles striking armor at acute angles (A) are much less effective than at obtuse angles (B). Plunging fire, shown in B, can provide up to a 2x damage bonus.



Note that while only a single "shell" is displayed per turret, the damage dealt takes into account the number of barrels from that turret. Thus a 3 x 16" turret's "shell" does 3x damage while one from a single 1 x 5" turret does 1x damage.

Enemy ships will attempt to bracket your ship with gunfire (land shots short and long) in order more accurately direct their next shot. Moving outside of bracketing fire may spare your ship from damaging gunfire as it keeps the enemy guessing. However enemy ships may also attempt to maneuver outside of your bracketing gunfire.

When playing with Full Navigation, maneuvering your vessels to take advantage of wind direction, setting up broadsides, turning damaged ships so as to present a smaller target to your enemy and exploiting enemy gun range can make the difference between a major victory or a crushing defeat.

WIND METER

Meter is displayed in the upper left. Arrow indicates direction and the shade of blue indicates the strength of wind; white meaning no wind while dark blue indicates strong wind.

AIR WARFARE

Air power dominated the Pacific War and the aircraft carrier quickly replaced the battleship as the primary naval force.

In Pacific Fleet, aircraft can easily overwhelm surface shipping and while they can be devastating to the enemy, your forces may suffer heavy losses to them as well. Aircraft carriers begin play at very long range due to the striking distance of their aircraft.

To use aircraft, select a "Bomber or Torpedo Airstrike" action, then select an enemy ship. Once targeted, use the horizontal slider to move the aircraft pointer along the vessel's centerline. The vertical slider rotates the aircraft pointer. Thus by using both sliders, an enemy ship can be attacked at any point from any direction.

Press "LAUNCH" to send aircraft on their way. Dive bombers require an initial dive when above/near their intended target. When ready, press the drop bomb/torpedo button to release payload.

All aircraft are automatically attacked by any anti-aircraft (AA) defenses an enemy surface ship possesses. The closer a plane approaches to a vessel firing at it, the greater the chance of being shot down. Torpedo bombers must fly low and straight and are easy targets for AA.

Aircraft cannot launch at night leaving your carriers ineffective but also making enemy carriers vulnerable to surface fire. Finally, torpedo bombers are not available when attacking land targets.

CARRIER OPERATIONS

Carrier aircraft can be very powerful weapons, however the ships that launch them carry bombs and aviation fuel, making them quite vulnerable.

Aircraft appear on the flight deck whenever a carrier is able to launch aircraft. A carrier that is burning cannot perform air operations and is unable launch bomber, torpedo bomber or kamikaze aircraft attacks until the fires are extinguished.

Every turn, a burning ship has a 30% chance to extinguish fires. Purchasing the Improved Damage Control upgrade increases this to 50%, making it a very valuable upgrade to install on carriers. Fire extinguishing is determined after every turn, so a carrier which has been set ablaze will lose at least one turn of launching aircraft.

In addition, a carrier that sustains moderate damaged (half red damage bar) has had its flight deck so badly damaged that it can no longer perform air operations during that battle.

Note that air attacks not launched from the carrier itself, such as the Atomic Bomb and Ohka, may still be used when a carrier is burning or has had its flight deck knocked out.

Setting enemy carriers on fire and keeping them burning is an excellent strategy to prevent them launching air attacks against your ships.

SPECIAL WEAPONS

Currently there are three special weapons available. The Atomic Bomb for the US Pacific Fleet and the Kamikaze and Ohka for the Imperial Japanese Navy.

The Atomic Bomb is deployed from a heavy bomber and unlike carrier launched aircraft, can be used in any weather conditions, including night, making it an extremely powerful weapon to possess. It may also be deployed over land.

The Ohka is also deployed from a heavy bomber and it too can be used at night, but not over land.

Both the Atomic Bomb and Ohka can only be called in once per battle, while the Kamikaze may be used as a regular carrier launched air attack. Kamikaze and Ohka attacks were historically used against allied shipping and likewise they cannot be used against land targets.

Special weapons are used in the same manner as regular aircraft. However, unlike regular aircraft, the Ohka and Kamikaze are suicide attacks which instead of dropping a payload, deliberately attempt to ram their target. Instead of a drop bomb/torpedo button, the Ohka and Kamikaze have a "Dive" button which puts the aircraft into a shallow or steep dive respectively.

DAMAGING & SINKING SHIPS

When tapping on an already selected vessel, damage report bars (lower right) show general status of the ship. Note that report bars may not necessarily indicate when a vessel will actually sink but instead give an overall indication to the current state of the vessel. For example, very heavy flooding overall may not sink a ship, but flooding concentrated to a side or one end might capsize or sink it by the bow/stern.

Damage indicators are as follows:

RED - total damage, Blue - flooding, YELLOW - anti-aircraft, GREEN - propulsion.

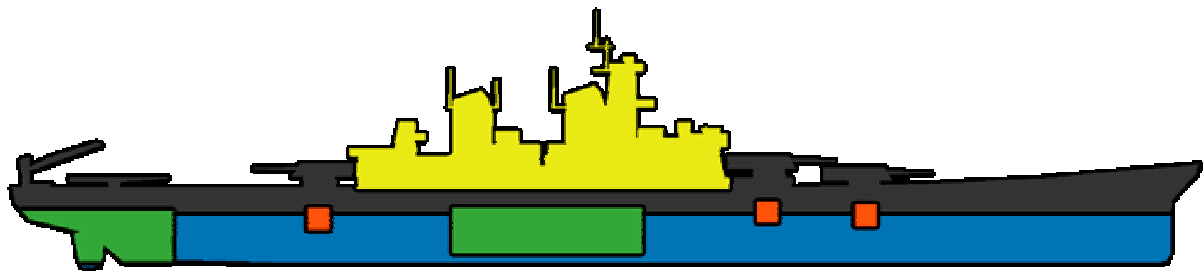
Damage to various ship compartments has the following effects (see diagram):

SUPERSTRUCTURE (yellow) - decreases anti-aircraft defenses.

BOILER/ENGINE/PROPELLER/RUDDER (green) - decreases speed and increases scuttle chance.

MAGAZINE/AVIATION FUEL/BOMBS (red) - chance for catastrophic damage.

WATERLINE (blue) - damage below the waterline increases flooding, chance to sink/capsize.



A surface ship reduced below 10 knots cannot disengage, or if disengaging is forced back into combat.

A carrier with 50% or more overall damage (red bar) has had its flight deck knocked out and cannot launch aircraft.

A submarine with 50% or more overall damage (red bar) is forced to surface and can no longer dive.

UNIT EXPERIENCE

Ships gain experience for enemy ships sunk or damaged, giving a 1 to 5 star experience rating which provides several bonuses in combat (see table on next page).

To gain a rank, a ship must sink its own displacement multiplied by double the rank; thus a 5 star Iowa has sunk/damaged 450k tons of enemy shipping. Submarines must sink/damage 20x their displacement multiplied by double the rank; thus 5 star submarine has sunk 300k tons of shipping.

The green/gray bar below the star rating indicator shows progress to next rank.

Unlike renown which can only be gained once per combat zone, experience is earned any time an enemy ship is sunk, making it possible to repeat zones in order to build up a ship's experience rank.

If playing multiple ships, experience is divided equally between all ships (including any that were sunk).

If sunk, a ship loses all experience and all associated combat bonuses, note however that any upgrades are not lost.

Deploying the Atomic Bomb reduces any experience earned in that zone by 80%.

Note that experience is not earned when playing a "Single Battle".

UNIT EXPERIENCE: COMBAT BONUSES

RANK:	1	2	3	4	5
Tons Sunk:	2x	4x	6x	8x	10x
Speed:	+1%	+2%	+3%	+4%	+5%
Turning Radius:	-1%	-2%	-3%	-4%	-5%
Damage Reduction:	+2%	+4%	+6%	+8%	+10%
Extinguish Fires:	+4%	+8%	+12%	+16%	+20%
Mag. Explosion:	-5%	-10%	-15%	-20%	-25%
Shell Drift*:	-5%	-10%	-15%	-20%	-25%
Torp. Accuracy:	+2%	+4%	+6%	+8%	+10%
Anti-Aircraft:	+2%	+4%	+6%	+8%	+10%
RADAR Accuracy:	80%	85%	90%	95%	100%
Aircraft Durability:	+2%	+4%	+6%	+8%	+10%

* Shell Drift:

if Auto Converge option is off, reduces the random drift of multiple shells in a salvo.

Submarine requires 20x experience of surface vessels to gain a rank.

ACTION REPORT & EARNING RENOWN




At the end of the battle, ships and land installations participating in combat are listed along with the damage sustained and the amount of renown earned (or lost) due to damaged vessels and targets. The renown value of a ship is equal to its displacement while land installations are worth a set point value (tap selected island to see its point value).

Renown earned per ship is based on the amount of damage done and the displacement of the vessel as follows:

Light 25% | Moderate 50% | Heavy 75% | Sunk/Scuttled 100%

However renown is lost if any of your ships are damaged as follows:
Light 0% | Moderate 0% | Heavy -50% | Sunk/Scuttled -100%

Outcome of the battle is determined based on the percentage of total enemy displacement sunk or damaged:

	= 100% - Major Strategic Victory
	= 66% - Strategic Victory
	= 33% - Tactical Victory
-	= 0 - 33% - Indecisive
-	= < 0% - Defeat

Repeating a zone will generate renown only if the outcome is greater than the current highest previous attempt.

Experience is always earned by any ships participating in any combat, except when playing a "Single Battle".

ACHIEVEMENTS & DIFFICULTY

There are 44 achievements which can be earned including 19 historical battles. Achievements which can only be earned when playing a specific navy are marked with a flag corresponding to that navy.

Achievements range from sinking shipping to completing specific tasks such as exploding an enemy battleship's magazine or completing the Manhattan Project to plunge the world into the Atomic Age. Historical battles require you to sink a variety of ships corresponding to vessels sunk during those battles.

Difficulty settings allow you to adjust the starting renown, RADAR accuracy, dud torpedo rate and whether enemy ships can disengage from combat. The recommended difficulty level is "Normal", however if you find the game too challenging or would like a more action-oriented experience, switch to "Easy" or "Arcade".

Achievements are earned individually for each difficulty level.

AUTO NEXT MODE

In the "Quit Battle" menu there is now an option to enable Auto Next mode. This mode will automatically progress the game whenever the "Next" button would normally appear. There are several options for the time delay between turns: 1, 2, or 3 seconds.

HINTS & TIPS I

When playing the US, engaging a new zone with the submarine is a good way to easily gain some initial renown.


Submarines were extremely effective during WWII and when faced with a difficult battle the submarine can usually get you through to at least the next zone.

Do not attempt to sink enemy carriers with destroyers or cruisers during daylight. Carriers are usually beyond gun range when combat starts and their aircraft can quickly decimate your vessel. At night the tables are turned and destroyers and cruisers can now easily overwhelm carriers who cannot launch their aircraft.

Purchasing additional vessels and giving them the Improved Anti-Aircraft upgrade is the most effective way to protect your surface vessels from enemy aircraft.

Always examine the initial starting conditions of a battle. Is the wind to your advantage? Are you already in a position to bring more guns onto your enemy than they can onto you? Are your carriers near the edge of enemy gun range where they can slip out and launch aircraft with impunity? If you are in a good position, press the advantage, otherwise DISENGAGE to save your ships and their experienced crews.

HINTS & TIPS II

Plunging fire, taking out the engines of disengaging vessels and detonating enemy ship magazines and hangers is the most effective way to earn  victories by quickly eliminating enemy warships before they can deal out too much damage or escape.

Enemy warship magazines possess armor ~5" thicker than their belt armor. Aiming a shell (AP if needed) at the base of gun turrets is a good way to detonate the magazine and sink the ship with fewer shots. Likewise carrier hangars are armored ~5" thicker than their belt armor and hitting a carrier just behind its forward elevator or a little ways in front of its rear elevator can detonate aviation fuel and bombs stored within.

Be wary of enemies right at the edge of your gun range. If they disengage, they can quickly pull out of range making it harder to do further damage and force them back into combat.

Be aware of counter flooding. Focusing fire on one end or one side of a ship can cause it to sink more easily. While hitting a ship in areas opposite to previously damaged ones can cause it to "right" itself, making it require even more hits to sink. Likewise, in full navigation mode, protecting a damaged side of your ship by facing it away from enemy guns might help keep it afloat longer.

FREQUENTLY ASKED QUESTIONS I

[Can I play more than one ship at a time?](#)

Yes. When playing a campaign, use the two Escorts slot in Fleet Management to assign two additional ships to accompany the currently selected vessel. Note however that you cannot use multiples of the same ship.

[Why are aircraft attacks are so difficult to aim?](#)

Choose an aircraft action, then TAP ENEMY SHIP. With the camera focused on the enemy ship you can now line up the attack run along any point down the target's center as well as from any angle.

[Why is the RADAR so inaccurate?](#)

Two reasons:

- 1) At long distances, gun elevation must be altered to a greater extent to change range than at short distances.
- 2) When attacking land targets RADAR gives the elevation to the center of the enemy installation if you tap the island.

However if you tap an individual target (namely one that the camera is able to focus upon individually such as bunkers, fuel depots or freighters), the RADAR will give the estimated range to that target.

RADAR accuracy can be increased through difficulty settings or by gaining higher experience ratings.

What's with all the dud torpedoes?

Historically, for half the war US torpedoes were faulty. The problem was rectified in mid-1943 and is emulated by the Improved Torpedoes upgrade. Once the Improved Torpedoes upgrade is installed, all torpedoes (including aerial torpedoes) have a base 4% dud rate.

FREQUENTLY ASKED QUESTIONS II

How do I determine the targets on islands?

Tap the island to focus the camera on it. Tap again to reveal colored pickers highlighting all targets for that mission. These are the targets that must be destroyed in order to complete the mission. Note that you can tap fuel depots, bunkers, freighters and other individual large structures to focus the camera on them.

When examining a ship's speed, what is the number in parenthesis that sometimes appears?

When a fast moving ship takes damage to its propulsion, its maximum capable speed is reduced and it is possible for it to now be moving faster than this maximum speed. Over time however, this inertia is lost as the ship decelerates down its maximum capable speed. The inertia bonus is what is shown in parenthesis.

Why can't I use <insert action here>?

Actions are restricted due to a variety of conditions. For example carrier aircraft cannot be launched at night, torpedo bombers and suicide aircraft cannot launch over land and torpedoes can no longer be fired if reloading. Finally aircraft carriers cannot launch aircraft if burning or >50% damaged.

Sometimes shot history positions don't make sense?

The shot history records the hit location of the last 6 shells fired from that vessel. A shell striking an enemy ship (in particular high in the superstructure) would have traveled farther had it missed. Therefore it is possible to have a lower elevation shot (which missed) displayed farther than a higher one (which hit).

PIRACY NOTICE

Pacific Fleet contains no advertisements or "pay-to-progress" in-app purchases and is not a simple re-skin of an existing game. Instead it is the result of over three years of development work.

We believe that games should be fun and engaging rather than annoy or bore you until you pay up or act as yet another platform for bombarding you with even more advertising.

As a small developer, piracy directly impacts our income and ability to keep making games.

If you enjoy Pacific Fleet and would like to see continued development along with more games like it, we encourage you to purchase it and support the effort that goes into making such games.

ATLANTIC FLEET – THE SEQUEL



Get ready to take command of the Royal Navy and Kriegsmarine in the deadly struggle for the Atlantic during WWII.

Based on the best selling Pacific Fleet, this sequel will build on the proven game play and be packed with dozens of new features, improved graphics, increased realism and a full dynamic campaign.

The game is still in development and more details will be revealed over the coming months, but in the meantime, check out the Atlantic Fleet page and join us over at Facebook (Atlantic Fleet) for ongoing discussion more information about what to expect in this upcoming game for PC, Android and iOS.

<http://killerfishgames.com/games/atlantic-fleet>