



MICROPROSE

Foreword 1
Quick Start 2
Functionalities 3
The Scenarios 3
The Battle Generator 3
The Dogfight Module 3
Gameplay Notes 3
Highlights 5
Known issues, bugs & limitations 6
What's next? 6

Foreword

We would like to humbly remind our kind audience that Task Force Admiral (TFA) is coded by a single man, Jean-Baptiste, who is fully committed to it full-time. He has been assisted throughout his work by a producer (Amiral), an illustrator (Julien), and a 3D artist (Rizki), all of whom have been trying to accommodate their involvement with their other real-life obligations and jobs. Jean-Baptiste is the hero of the story, and this small paragraph is here to acknowledge just that. We kindly ask you to please go easy on him as a result.

As such, **we kindly request our content creators to be considerate in emphasizing TFA as a single-dev game** as far as programming is concerned. Still, like other solo devs, JB has naturally received assistance along the way and has been provided with assets by the rest of the permanent 3-men team. There's only so much a man can do, and believe us, he's doing much :)

A big thanks to all our partners, contributors over the years, and, of course, our Publisher Microprose, the team, and its CEO, David, who were kind enough to believe in us all this time.

Quick Start

Thank you very much for trying out ***Task Force Admiral.***

We are truly honored to have you on board. The four of us have devoted six years of our lives to building this experience from the ground up, and we're very happy to finally share it with you. We sincerely hope it meets your expectations.

As an Early Access title, please note that the game is still very much a work in progress. We currently consider most core features to be around 60–70% complete, and overall content to be roughly 30% complete. There is still a long road ahead, but even in its current state the game already offers a solid 20+ hours of gameplay for anyone interested in carrier warfare.

Before things heat up in the Pacific, here are a few words of advice:

- While the diegetic interface may feel intuitive to players familiar with 1990s-era MicroProse-style simulations and wargames, it may also feel unusual or even disorienting by modern standards. We therefore encourage content creators to take some time to explore the menus before diving deeper into the game, especially given the current lack of in-game tutorials. These will be added later, once all features are considered final. The manual will also be expanded and improved shortly after release.

  In the meantime, here's an excellent tutorial video by the Warsimmer
  https://www.youtube.com/watch?v=f-a-qaaaXI0

- Cinematic cameras systems are aplenty and offer varied PoVs ideal for spectacular shots. A very good example of their use can be found in Tiger's video (see below).

  Intro on the basics of the camera system (warning: gameplay contents is old but controls are still the same) : https://youtu.be/rIIPPJSYz3I?si=TYKmvEtT5_2_KFi3&t=59

  Link to Tiger's video for a demonstration of the view system's potential : https://www.youtube.com/watch?v=8KLIICUQ9-0

- You are kindly invited to join the game's dedicated Discord server and claim your **Content Creator (CC)** role. This will grant you access to a private area where one-on-one support can be provided if any issues arise. Please click the link below to join. If your role is not assigned automatically, please notify the moderation team.

  https://discord.gg/h5jszrvdxB

Again, our most heartfelt thanks for your kind presence,, and please, do not hesitate to get in touch if you were to need anything.

Functionalities

This slice of TFA is provided with two main modes and one side dish

- The Scenarios
- The Battle Generator
- The Dogfight Module

The Scenarios

The four scenarios cover the battles of the Coral Sea and Midway. Each battle is presented in both a historical version and a hypothetical variant. The final product will include up to 30 standalone scenarios of the kind.

The Battle Generator

The setting of the standalone scenarios can be tweaked at will using the customization options offered by the Battle Generator. The Battle Generator will ensure that the game in its current state is provided with an interesting and lasting depth and replayability until our next wave of new contents. In the current version, only the Coral Sea module is operational – the Midway module is expected to be available at release next week.

The Dogfight Module

The game includes a (currently undocumented) in-scenario fighter control option. Right-click a fighter entry (F4F-3 or F4F-4) in the Order of Battle panel on the left to jump straight into the cockpit, right in the middle of the action. For the best experience, we recommend testing your controller configuration first in the "Fleet Defense" mini-game, available from the main menu.

Gameplay Notes

- View system
    - The three main available view modes are as follows
        - **ENTER** will activate 3D unit orbit view
        - **SPACEBAR** will activate the 3D tactical view
        - **F2** will return you to the strategic map view

- All cameras can be moved using **WASD**.
- **Shift+WASD** allow you to move at a slower speed, so that you can find the right spot you might need.
- The numeric keypad is used as the main system to switch between pre-defined views. Although most can be improvised by the player using WASD.

Views are set as follows:

<table>
<tr><td>NUM
Unassigned</td><td>/
Increase FoV</td><td>*
Decrease FoV</td><td>-
Unassigned</td></tr>
<tr><td>7 (Home)
Padlock view (Friendly aircraft)</td><td>8 (Up)
Front/Nose view</td><td>9 (PGUP)
Padlock view (Enemy aircraft)</td><td rowspan="2">+
Unassigned</td></tr>
<tr><td>4 (Left)
Port Wing/Side view</td><td>5
Chase view</td><td>6 (Right)
Starboard Wing/Side view</td></tr>
<tr><td>1 (End)
Padlock view (Friendly ship)</td><td>2
Rear/Gunner view</td><td>3 (PGDN)
Padlock view (Enemy ship)</td><td rowspan="2">ENTER
From other view modes: Enter 3D orbit view

If already in 3D orbit view: Unlock/Reset unit following</td></tr>
<tr><td colspan="2">0 (INS)
Switch to Free & Underwater Cam</td><td>. (DEL)
Disables head-bobbing</td></tr>
</table>

- **TAB** key will allow you to hide all the elements from the interface
- Four basic colour filters are available (LUT, or "Look-Up Table").
  - "Default" is the default configuration with warm whites.
  - "Midway 50" gives it a darker, more burned tone consistent with technicolor reels.
  - "Sepia" offers a sepia palette.
  - "VintagePlanktonic" offers you a 40s-like non-colorized ambiance to work with.
  - "Neutral" is the base reference palette, useful for a less flashy experience & experiments.
  - You can design your own LUT in the skin viewer.

        - Note that although the feature is there for you to enjoy, most of these effects can probably be achieved in post-production using your video editing tools too, but these ones come with pre-sets that are deemed balanced and should lessen the risk of encountering aberrations.

- Time compression
    - **+/-** will accelerate & decelerate time accordingly. Time factor can be seen when the interface is displayed, above the timeline.
    - **P** will pause the action. Pause is active, but some VFX (smoke, trails…) might require to run a few seconds before displaying properly if the scene is disconnected in space from the one you have just left.

A package of in-progress SFX, music, voice communications will be provided in the media kit if you wish to add some in-game related sound effects and voices in the course of contents creation.

Recording tools outside of OBS have not been tried, but we welcome feedback on these and the relevant compatibility issues.

Highlights

These few notes highlight things TFA does differently from the current existing comparable games, as far as the simulation aspect goes. These can be put forward in the commentary if required.

- **Time compression**: time compression is active during combat. Although the highest level is determined by the number of active aircraft and ballistics going on, we still can achieve a comfortable x10 during times of heightened action with dozens of aircraft engaged in combat, and higher when combat is not on-going.

- **Ballistics, physics: shells, bullets, aircraft & ships are all affected by physic models**. Bullets & shells drop with range, aircraft have a flight model, ships "float" and are not set on rails.

- **Skins: all aircraft and ships have customizable skins & markings**. The four ships of the Sims class, each with a different pattern are a showcase of this in the current scenario.

- **Aircraft & ship AI are not either individual detached AI or behaving with a flock mentality.** Each individual ship AI acts & reacts as part of its tactical formation, while aircraft will use group tactics whenever allowed/necessary (ex: torpedo anvil attacks).

- **Artillery:** each and every AA piece down to machinegun is managed separately. Although they are grouped in batteries, each gun mount is still independent from each other and is not managed by an overall AA value for the ship. As such, they also independently pick targets and engage them.

Known issues, bugs & limitations

- Not all the bugs could be corrected properly before release due to time constraints. You might experience one or several of these, depending on your configuration and your luck. A crash reporting tool is integrated to the game and will send our way the game logs whenever a crash is detected. No other information is sent in such a situation. You have the possibility to clear this transfer of information every time before it occurs. If you were to reject this mode of reporting but still might want an issue investigated, the two log files to send us are Plankton.log & Ogre.log which can be found in Steam\steamapps\common\Task Force Admiral\bin\Master

- Collisions have been disabled, as they would not cause damage. Besides, some aspects of the AI need to be refined (especially for air-to-air combat). As such, manoeuvre kills might occur more frequently than they should when a fighter overshoots a bomber at low altitude, as they tend to be too aggressive for their own good.

- Sound glitches (basically random clicks, sounds from other scenes than the one you're looking at) are known and will be fixed in September.

What's next?

The Basics

THE CONTENTS ON RELEASE :

- BASIC CORAL SEA SCENARIO & VARIANT (MAY 8)
- BASIC MIDWAY SCENARIO & VARIANT (JUNE 4)
- CORAL SEA & MIDWAY BATTLE GENERATOR SETS
- PLAYABLE FIGHTERS, SAVEGAMES, TACVIEW

WITHIN THE FOLLOWING MONTH :

- NEW CORAL SEA & MIDWAY VARIANTS
- NEW CARRIERS (SARATOGA, RYUJO, JUNYO)
- COMPLETE JAPANESE MIDWAY ORDER OF BATTLE
- 1940 « EARLY WAR » MIDWAY VARIANT

Gameplay Contents

SHORT-TERM (NEXT SIX MONTHS)

- DEBUGGING & FIXES BASED ON COMMUNITY FEEDBACK
- NEW STRIKE, SEARCH, SEAPLANE MISSION OPTIONS
- EASTERN SOLOMONS, SANTA CRUZ BATTLE SETS

LATER ON

- REFINED SURFACE COMBAT
- SUBMARINES
- SEARCH & RESCUE FUNCTIONS
- EXTENDED DIRECT PLAYER GUNNERY CONTR0L
- WATCHTOWER, WAKE ISLAND, MANDATES

Graphics & Sounds

SHORT-TERM (NEXT SIX MONTHS)

- COMBAT CHATTER FOR AIRCRAFT & SHIPS
- STATIC & ANIMATED CREW
- NEW MUSIC TRACKS

LATER ON

- NEW VFX (EXPLOSIONS, WATER SPLASHES)
- CREW IN THE FLAGPLOT
- PARACHUTES, INVASION ANIMATIONS

Other Functions

SHORT-TERM (NEXT SIX MONTHS)

- GUADALCANAL, RABAUL & MORESBY BASES
- SEARCH & RESCUE FUNCTIONS
- LOCALIZATION IN GERMAN, CHINESE, SPANISH, FRENCH
- FUNCTIONAL SCENARIO EDITOR

LATER ON

- COMPLETE FINAL MANUAL & HISTORICAL SUPPLEMENT
- INTERACTIVE TUTORIALS & MUSEUM SECTION
- CINEMATIC IN-GAME RECORDER & PLAYER
- CAMPAIGN MODES

