



## The Pacific War

from Pearl Harbor to the Philippine Sea

**On December 7th, 1941, the Imperial Japanese Navy bombed the US Pacific Fleet at Pearl Harbor, an unprovoked attack that brought the United States into World War 2. Instead of delivering a fatal death blow that would give the Empire of Japan dominance of the Pacific region, the attack's ultimate consequence was to, in words attributed to Admiral Yamamoto, "awaken a sleeping giant and fill him with a terrible resolve."**

In *The Pacific War - From Pearl Harbor to the Philippines*, two players face off in an epic struggle for control of the Pacific area of operations. In action from December 1941 to June 1944, the Japanese player uses his forces against the Allied forces from the United States, Great Britain, Australia and the Netherlands. Aircraft carriers, battleships, cruisers, and land-based aircraft are all involved. With them, each player plans and conducts strategies out of a limited hand of Resource cards in order to gain the initiative and defeat his enemy's forces and control crucial ports and bases across the Pacific. The Japanese are at their strongest at the beginning, and the Allies gain power and resources each turn. Few would debate Japan's chances of victory, but the goal of *The Pacific War* is to see whether the Japanese forces can achieve better military gains and delay its defeat. Or can the Allies win a quicker victory? It's up to the players to utilize their assets to turn the tide of the war!

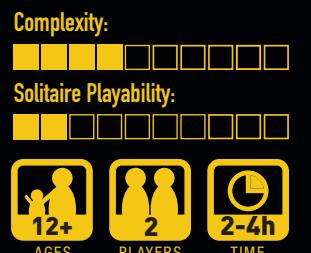
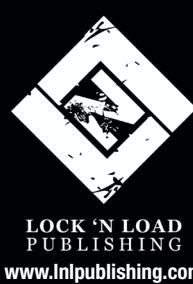
Man your battle station . . . It's time to fight *The Pacific War*!



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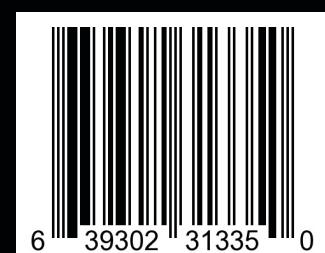
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Game Design & Development  
Yasushi Nakaguro  
English Translation  
Yannis Panayotopoulos



Complexity:  
Solitaire Playability:  
Ages: 12+  
Players: 2  
Time: 2-4h

Game Includes:  
3 x Sheets of over 200 Counters.  
1 x 36 x 27 inch Map.  
1 x Color Module Booklet.  
1 x Deck of Cards.  
3 x 8.5 x 11 inch Player Aid Cards.  
1 x 8.5 x 11 inch Battle Card.  
2 x D6 Dice.



First Printing  
Made in China



Special Appreciation  
Hokusai-Tushinsha Co., Ltd. Katsuhiko Matsui.  
Yannis Panayotopoulos and Company  
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Stoltz, Vance Strickland, Keith Traction, Brittany

Ward, Kindra White.

Why We Do What We Do

We love designing, developing and, most of all,  
playing games. We thank God for blessing us so we  
can follow our passions, and our families, friends  
and, of course, our customers.

