

# PACIFIC FIGHTERS Q&A

## From Producer Ilya Shevchenko

### ***What planes will we have in Pacific Fighters?***

There are over 40 flyable aircraft including, multiple versions of the famous the A6M Zero, Vought F4U Corsair, and Supermarine Seafire plus over a dozen AI aircraft such as the Boeing B-29 Superfortress, Consolidated B-24 Liberator, and Mitsubishi Ki-46 "Dinah".

### ***What will be the playable sides (US, UK, Japanese...)?***

You will be able to enlist in the United States Army Air Corps, United States Navy and United States Marine Corps, American Volunteer Group flying for China, Japanese Army or Navy, British Fleet (Air Arm) and Royal Australian Air Force.

### ***Will Pacific Fighters be an add-on or a stand alone product?***

This product is absolutely a stand-alone title and does not require the ownership of any of previous IL-2 titles. We are adding a huge number of new planes, dozens of ships, over a hundred new ground objects and 16 new large gameplay maps built with incredible historical accuracy. In short, we're modelling the air war over the Pacific Theater in more detail than any other stand-alone sim before us.

### ***What type of missions will we get to fly in Pacific Fighters?***

There'll be multiple dynamic campaigns for each of the countries and service arms listed above, allowing you to fly for many historical regiments, including Pappy Boyington's Black Sheep Squadron. In addition, we will also include several scripted campaigns based on the more famous historical battles and squadrons, some of which will be perfectly historical, and the others geared towards more casual user allowing for less challenging missions in constantly target rich environment.

### ***Will the game engine be improved in Pacific Fighters?***

The most significant change is of course the Pacific theatre setting and the carrier ops. The player and AI aircraft will take-off and land on carriers, and have fully operational tail hooks and folding wings. You will also see parked aircraft on both you and your enemy's carriers and be able to attack and destroy them. Other improvements include improved water with object reflections, greatly improved clouds and many more environmental effects. The AI improvements include kamikaze attacks.

### ***How will the game be scalable to different players (from novice to expert)?***

Scalability will be similar to what the players have gotten in FB, which is quite a lot. There are options for everything from complex engine starts, stalls and spins, to unlimited ammunition and invulnerability. There are various graphic helpers as well as pointing the player towards the target, the ability to enter various helpful views, multiple training tracks, etc. PF will also include several campaigns geared towards more casual players.

### ***What about historical accuracy?***

Everything is just about as accurate as technology will allow. We've gathered a huge library of historical sources, and all our planes, ships and vehicles are meticulously checked by multiple people to ensure they're as accurate as possible compared to high-resolution blueprints, and museum photos. The same amount of attention is given to gameplay maps. They're modeled using high-resolution topographical and elevation data with period sources used as much as possible. This includes actual WWII aerial recon photos, which are used to model many famous battle locations down to the detail of every building.

### ***What about flight model accuracy?***

IL-2 and FB were both famous for having the most comprehensive, accurate flight model of any flight sim across the board. Since all flight models for PF will be created by the same people who created them for IL-2 and Forgotten Battles, the level of accuracy will remain just as high.

***Will there be any bombers?***

Certainly! I'm a huge fan of bombers myself, that's why we're placing more emphasis on flyable bombers than both IJ-2 and FB. The player will be able to fly such famous aircraft as the Aichi Val dive bomber, the famous Mitsubishi G4M Betty, Douglas A-20 Havoc, Douglass SBD Dauntless, North American B-25 Mitchell and the Bristol Beaufighter.