


KEYBOARD COMMANDS

COMMAND	C-64	APPLE	ATARI XL/XE	IBM, ATARI ST, AMIGA	DESCRIPTION
LOCATIONS					
CONNING TOWER	SP. BAR	SP. BAR	SP. BAR	SP. BAR	Return to the conning tower menu screen.
MAP	F1	SHIFT 1	SHIFT 1	F1	Select the Maps and Charts battle station. If you are already at Maps and Charts, this will re-center the map on your sub.
BRIDGE	F3	SHIFT 2	SHIFT 2	F2	Select the Bridge battle station (only possible when the sub is on the surface).
SCOPE	F5	SHIFT 3	SHIFT 3	F3	Select the Periscope/Binoculars battle station screen (only possible if sub is at periscope depth or on the surface).
GAUGES	F7	SHIFT 4	SHIFT 4	F4	Select the Gauges and Instruments battle station screen.
DAMAGE	F2	SHIFT 5	SHIFT 5	F5	Select the Damage Reports battle station screen.
LOG	F4	SHIFT 6	SHIFT 6	F6	Display the Quartermaster's Log for the current patrol.
PATROL/END	F8	SHIFT 8	SHIFT 8	F8	Return to the War Patrol Navigation screen to search for another convoy. This ends the game if playing a Convoy Action or Training scenario.
SUBMARINE CONTROLS					
PERISCOPE	P	P	P	P	Raise/Lower periscope. This command also sets the visual bearing to be the same as your sub's heading — you will be looking straight ahead.
THROTTLE	0-4	0-4	0-4	0-4	Throttle settings: all stop, 1/3, 2/3, full, and flank speeds.
REVERSE	R	R	R	R	Reverse the engines. Note that the turning effect of the rudders is reversed if the sub is proceeding in reverse.
DIVE	D	D	D	D	Causes sub to dive. Cancel this command by pressing RETURN.
SURFACE	S	S	S	S	Causes sub to rise toward surface. Cancel this command by pressing RETURN.
LEFT	↓ ↑	←	← *	←	Left rudder. Press again for Full Left Rudder. To cancel press RETURN.
RIGHT	→	→	→ *	→	Right rudder. Press again for Full Right rudder. To cancel press RETURN.
CANCEL	RETURN	RETURN	RETURN	RETURN	Cancel all turn and dive commands.
EMERGENCY	CTRL. E	CTRL. E	SHIFT E	CTRL. E	Blow emergency tanks to halt uncontrolled dive. (Can only be used once per engagement.)
COMBAT CONTROLS					
IDENTIFY	I	I	I	I	Identify target in crosshairs on scope.
TORPEDO	T	T	T	T	Fire torpedo. Bow or aft tubes will be selected automatically depending on which faces the target more directly.
GUN	G	G	G	G	Fire the 4-inch deck gun.
UP 25	+	+	>	+	Add 25 yards to the deck gun range deflection.
DOWN 25	-	-	<	-	Subtract 25 yards from the deck gun range deflection.
ROTATE SCOPE LEFT	JOYSTICK CMND.	JOYSTICK CMND.	JOYSTICK CMND.	< (SHIFT.)	Rotate periscope/binoculars or bridge view to the left.
ROTATE SCOPE RIGHT	NO KEY CMND.	NO KEY CMND.	NO KEY CMND.	> (SHIFT.)	Rotate periscope/binoculars or bridge view to the right.
AOB	A	A	A	A	Enter Angle-on-Bow estimate. AOB is entered in degrees by holding the joystick left or right. Press the fire button to enter the estimate. Use positive numbers for Starboard, negative numbers for Port, e.g., 45 degrees Port is -045.
RELEASE DEBRIS	?	?	?	?	Release debris and oil which may convince the enemy your sub has sunk.
TIME AND SCALE CONTROLS					
WAIT	W	W	W	W	Pause the simulation — press any key to continue. You may also pause by selecting the Conning Tower screen.
FASTER	F	F	F	F	Increase the time scale to cause the simulation to proceed more rapidly.
NORMAL	N	N	N	N	Return to normal time scale.
ZOOM	Z	Z	Z	Z	Expand the situation map display to take a closer look at nearby ships and terrain.
UN-ZOOM	X	X	X	X	Compress the situation map display to get a wider view of ship locations and land areas.
					

*It is not necessary to press control key for Atari