**GLOBAL KEYS**

(may be used anytime a cursor or unit is flashing)

- D: Causes units in division to change color and HQ unit to flash
- F: Switch to full screen map/text*
- P: Draw strategic map*
- T: Clear units and smoke from screen
- c/M: Turn automatic move on/off*
- c/L: Global leave (cycle round all units)
- c/D: Divisional leave (cycle round division until all division units are moved)
- c/S: Turn sound on/off
- c/P: Turn combat pause on/off
- ESC: Turn on auto move and enter the movement phase or turn off auto move and exit the movement phase (F1 on the Commodore 64)
  - Speeds up computer movement (F5 on the Commodore 64)
  - Slows down computer movement (F7 on the Commodore 64)

**NORMAL KEYS**

(use when a flashing cursor is showing and not in the movement phase [normal phase])

- 0: Center screen on cursor
- 1-6: Move cursor in indicated direction
- S: Scroll map
  - I: 0: Center screen on cursor
  - J, K, M: Move to indicated map section
  - I, J, K, M: Scroll map in indicated direction
  - Space bar: Stop scrolling
  - S: Pause scrolling
- E: Examine units in cursor's hex
- M: Enter movement phase for unit in cursor's hex (or if in auto move mode, enter movement phase for closest unit to cursor's hex).
- c/A: Activate air power phase
- A: Allocate air superiority points
- c/B: Activate save game option
- c/E: End current player turn
- c/V: Display victory status

**MOVEMENT KEYS**

(used during the movement phase)

- 0: Center screen on unit being moved
- 1-6: Move unit in indicated direction
- C: Change mode to:
  - N: Normal
  - T: Transport
  - R: River
  - S: Support
  - E: Reorganize
  - A: Attack
  - F: Fire
  - Space bar: No change
  - D: Defense
- L: Leave unit/exit unit's movement phase (unit may be moved later in turn)
- M: Move second unit in stack
- Q: End movement without combat
- S: Scroll map
  - I: 0: Center screen on unit being moved
  - I, J, K, M: Scroll map in indicated direction but leave moving unit on screen
  - S: Pause scrolling
- Space bar: Stop scrolling
- c/C: Engage in combat but do not end unit's movement phase (if possible)
- O: Enter order phase
  - D: Set for delayed move/fire
  - X: Exit map
- SPC: Return without order
  - V: Move to capture nearby villages
  - F: Fire at best enemy target
  - R: Withdraw and reorganize
  - S: Call in supporting fire
  - M: Move toward enemy and fire at enemy target
  - N: Move toward enemy and attack
- c/H: Enter/exit hidden mode
- c/F: Enter fire phase
  - 1-6: Move cursor in indicated direction
  - c/F: Execute fire
  - c/X: Return control to firing unit
  - c/S: Execute smoke fire
- SPC: Return to a flashing cursor/unit