Commands are entered via the joystick or by depressing the key indicated in parenthesis ( ). It is not necessary to depress RETURN.

CURSOR CONTROL: The flashing cursor is used to designate which unit you wish to communicate with. The joystick may be used to move the cursor. The cursor may also be moved up/down/left/right using the standard keys. If the CTRL key is not depressed the cursor will move in single steps. If CTRL is depressed the cursor will take larger steps. The map will scroll when the cursor reaches the edge of the screen.

UNIT STATUS: (Trigger or Space) This command displays the status of the unit under the cursor. Included are Unit ID, Strength, Supply Level, Defense Mode, Morale, and other status information.

MOVE: (M) Commands the unit to move to a new location. After entering the MOVE command, move the cursor to the new location. Then use the HERE command.

ATTACK: (A) Commands the unit to attack an enemy unit. Ground units may only attack adjacent units. Helicopter units may attack anywhere on the map. Designate the unit to be attacked using the HERE command.

HERE: (H) Used to designate the destination of a MOVE or ATTACK command. If an attack is being ordered you will be asked to select an accelerated attack, normal attack, or chemical attack using the yellow function keys.

CANCEL: (X) Cancel any outstanding movement or attack orders for the designated unit.

ORDERS: (O) Used to give special orders to Air or Nuclear units. Air units may be ordered to begin Air Superiority, Ground Support, or Reconnaisance missions. Nuclear units may be commanded to authorize, launch, or cancel nuclear strikes.

TERRAIN: (T) This command removes the units from the display, allowing you to see the terrain under those units. Enter T again to restore the display.

FREEZE: (F) Stops the game action while allowing commands to be entered. Enter F again to resume the action.

GENERAL STATUS: (G) Displays the current situation including casualties, WP penetration level, Political Points, Combat Points, and total Victory Points.

AIR STATUS: (Q) Displays the basic air war status information.

WHO?: (W) Positions the cursor over the source of the previous radio message unless the message was from a surrendering unit.

SAVE: (S) Saves the current game situation in a disk file. Enter a file name from 1 to 8 characters. The .SCN suffix is added automatically.

LOAD: (L) Loads a previously saved situation from the disk. Enter the file name as in SAVE. Once the file is loaded, use the "T" command to continue the game.

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