

- ESC** ANIMATION SKIP (vs AI) or SPEED UP (PBEM)
- F2** TASK FORCES (toggle between):
- Exclude CPU-controlled TFs
 - Exclude HUMAN TFs
 - Show ALL TFs
- F3** PLANE RANGE RADIUS
- F4** TASK FORCE MOVE RADIUS
- F5** COMBAT ANIMATIONS
- F6** HEXSIDE TERRAIN DETAIL
- F7** BAD WEATHER INDICATOR (Clouds)
- F8** COMBAT SUMMARIES
- F9** ENTER ORDERS PHASE AT NEXT OPPORTUNITY

- A** AIR: LAND-BASED UNITS
- B** BASES
- C** COMBAT REPORT
- D** DATABASE: AIRCRAFT, TROOP & VEHICLE
- E** END THE ORDERS PHASE
- F** SAVE GAME
- G** GROUND UNITS
- H** AUTO CONVOY SYSTEM
- I** INTELLIGENCE REPORT
- K** WEATHER REPORT
- L** SIGNAL INTELLIGENCE REPORT
- M** View HOTKEYS
- N** NAVAL AIR UNITS
- O** OPERATIONAL REPORT
- P** PREFERENCES AND OPTIONS
- Q** QUIT GAME
- R** ROAD NETWORK
- S** SHIPS
- T** TASK FORCES
- V** SHIP DATABASE
- W** HEX(SIDE) OWNERSHIP
- Y** RAIL NETWORK
- Z** SEARCH ARCS (req. patch 2)

- 1** HEX TERRAIN
- 2** HEX ZONE LOCATION
- 3** HEX WEATHER FORECAST
- 4** HEX COUNTRY CODE
- 5** HEX SUPPLY PATH (Yellow Dots in PBEM)
- 6** SUB PATROL ZONES

JAPANESE SHIPYARDS

| Base | Location | Capability | Port |
|-------------|--------------|------------|-------|
| Nago | Okinawa | 5 | 1(1) |
| Naja | Okinawa | 5 | 3(3) |
| Pescadores | Formosa | 10 | 5(3) |
| Saigon | Indochina | 10 | 5(6) |
| Kagoshima | Kyushu | 10 | 4(5) |
| Fukuyama | Honshu | 10 | 2(1) |
| Nagoya | Honshu | 10 | 9(9) |
| TOKYO | Honshu | 10 | 10(9) |
| Shimonoseki | Honshu | 15 | 9(6) |
| Hakodate | Hokkaido | 15 | 6(4) |
| Fusan | Korea | 15 | 4(5) |
| Port Arthur | Manchuria | 25 | 9(9) |
| Kyoto | Honshu | 25 | 10(7) |
| Okayama | Honshu | 25 | 4(8) |
| Maizuru | Honshu | 30 | 5(6) |
| Shanghai | China | 50 | 7(7) |
| Sasebo | Kyushu | 90 | 7(6) |
| Kobe | Honshu | 90 | 10(9) |
| Yokosuka | Honshu | 90 | 7(6) |
| Kure | Honshu | 100 | 9(9) |
| Calcutta | India | 10 | 4(7) |
| Surat | India | 10 | 3(2) |
| Bombay | India | 20 | 6(6) |
| Colombo | Ceylon | 40 | 4(7) |
| Singapore | Malay | 50 | 9(8) |
| Hong Kong | China EC | 50 | 8(8) |
| Capetown | S. Africa | 80 | 7(6) |
| Soerabaja | Java | 8 | 7(5) |
| Perth | Australia WC | 3 | 5(4) |
| Brisbane | Australia EC | 10 | 5(4) |
| Melbourne | Australia SC | 10 | 8(7) |
| Auckland | New Zealand | 15 | 5(6) |
| Sydney | Australia EC | 30 | 8(9) |
| Komсомolsk | Soviet Union | 20 | 3(1) |
| Vladivostok | Soviet Union | 20 | 5(6) |

Japanese Major Industrial Targets

| Name | Location | Resources | Oil | Refinery | Port | Airfield |
|-----------------|-------------|-----------|-----|----------|------|----------|
| Palembang | Sumatra | 20 | 900 | 1020 | 4(1) | 4(4) |
| Djambi | Sumatra | 5 | 250 | 0 | - | 1(7) |
| Medan | Sumatra | 20 | 210 | 200 | 3(1) | 2(7) |
| Balikpapan | Borneo | 0 | 300 | 300 | 4(1) | 4(6) |
| Samarinda | Borneo | 5 | 100 | 0 | 2(1) | 3(6) |
| Bandjermasin | Borneo | 60 | 0 | 0 | 2(1) | 3(3) |
| Miri | Sarawak | 20 | 150 | 150 | 2(0) | 2(5) |
| Tarakan | Borneo | 0 | 90 | 90 | 3(1) | 3(2) |
| Rangoon | Burma | 20 | 0 | 200 | 4(6) | 4(7) |
| Magwe | Burma | 0 | 300 | 100 | - | 3(7) |
| Ledo | India | 0 | 70 | 70 | - | 3(6) |
| Malacca | Malay | 100 | 0 | 0 | 2(2) | 1(7) |
| Johore Bahru | Malay | 100 | 0 | 0 | 2(2) | 4(7) |
| Tandjoengpinang | Malay | 80 | 0 | 0 | 3(2) | 0(5) |
| Soerabaja | Java | 80 | 190 | 170 | 7(5) | 4(7) |
| Batavia | Java | 60 | 0 | 0 | 6(4) | 4(7) |
| Nauru Island | Gilbert Is. | 100 | 0 | 0 | 2(0) | 0(2) |



- CTRL-A** LARGE STRATEGIC MAP
- CTRL-J** JUMP MAP (in Fullscreen Mode)
- CTRL-Z** MAIN MESSAGE DELAY - ON/OFF
- CTRL-F** MAIN MESSAGE DELAY - REDUCE 1 INCREMENT
- CTRL-S** MAIN MESSAGE DELAY - INCREASE 1 INCREMENT
- CTRL-P** PAUSE TURN RESOLUTION

- ?** CENTER MAP ON HOME BASE
- >** NEXT TASK FORCE with TF Display
- .** NEXT TASK FORCE w/o TF Display
- <** PREVIOUS TASK FORCE with TF Display
- ,** PREVIOUS TASK FORCE w/o TF Display
- +** NEXT BASE - PREVIOUS BASE