A Quick Reference Guide
SUBBATTLE™
SIMULATOR

(For Commodore 64/128 Computers only)
Keyboard Commands

Screen Controls

WINDOW

F1 or 1 (PERISCOPE VIEW) F6 or 6 (MAP DISPLAY)
F2 or 2 (BINOCULAR VIEW) F7 or 7 (SIDE DISPLAY)
F3 or 3 (TOWER VIEW) F8 or 8 (STATUS READOUT)
F4 or 4 (SONAR SCREEN)
F5 or 5 (RADAR SCREEN)

Depth Controls

9 (PERISCOPE DEPTH)
0 (TRIM DEPTH)
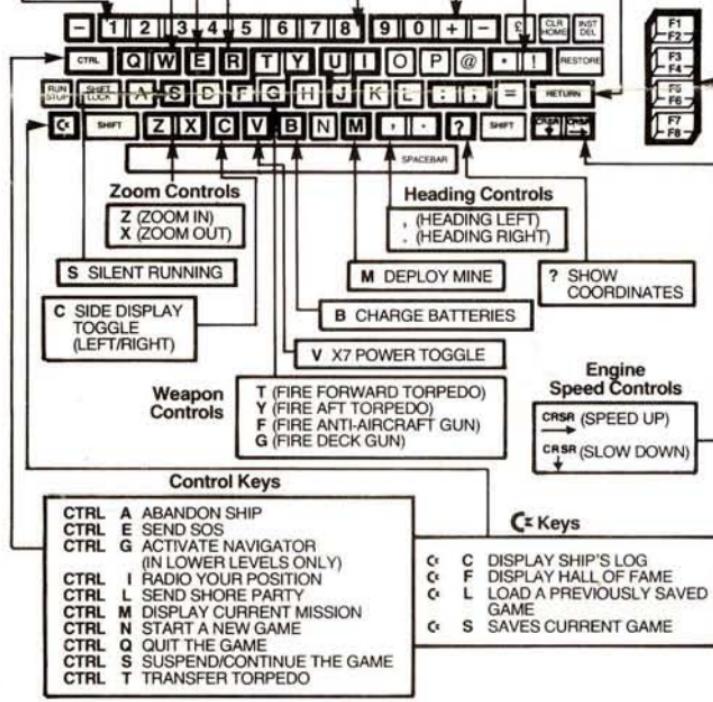+ (DEPTH UP)
− (DEPTH DOWN)

View Controls (through WINDOW)

: (SCROLL LEFT)
; (SCROLL RIGHT)
U (MATCH VIEW TO HEADING)
J (MATCH HEADING TO VIEW)
I (VIEW AFT)

Periscope Controls

* (LOWER)
! (RAISE)

Time Compression Controls

Q (SLOWER)
W (FASTER)

R (RADAR TOGGLE)

E DIESEL/ELEC TOGGLE

RET CRASH DIVE/ SURFACE TOGGLE

Zoom Controls

Z (ZOOM IN)
X (ZOOM OUT)

S SILENT RUNNING

C SIDE DISPLAY TOGGLE (LEFT/RIGHT)

Heading Controls

, (HEADING LEFT)
. (HEADING RIGHT)

M DEPLOY MINE

? SHOW COORDINATES

B CHARGE BATTERIES

V X7 POWER TOGGLE

Weapon Controls

T (FIRE FORWARD TORPEDO)
Y (FIRE AFT TORPEDO)
F (FIRE ANTI-AIRCRAFT GUN)
G (FIRE DECK GUN)

Engine Speed Controls

CRSR (SPEED UP)
CRSR (SLOW DOWN)

Control Keys

CTRL A ABANDON SHIP
CTRL E SEND SOS
CTRL G ACTIVATE NAVIGATOR (IN LOWER LEVELS ONLY)
CTRL I RADIO YOUR POSITION
CTRL L SEND SHORE PARTY
CTRL M DISPLAY CURRENT MISSION
CTRL N START A NEW GAME
CTRL Q QUIT THE GAME
CTRL S SUSPEND/CONTINUE THE GAME
CTRL T TRANSFER TORPEDO

C= Keys

C= C DISPLAY SHIP'S LOG
C= F DISPLAY HALL OF FAME
C= L LOAD A PREVIOUSLY SAVED GAME
C= S SAVES CURRENT GAME

Level of Play (degree of difficulty)

There are four levels available to allow for an increasing degree of difficulty.

You'll note that these are in ascending order of difficulty where certain advantages are removed in higher levels, while certain disadvantages are added.

Description	1	2	3	4	
enemy convoys shown on maps	✓				Functions Enabled by Level
Torpedo range maximized	✓				
Damage to sub in single steps	✓				
periscope toggles up/down	✓	✓			
enemy ships shown on maps	✓	✓			
Airplanes shown on maps	✓	✓			
Torpedo shown on maps	✓	✓			
Shore Party destination in maps	✓	✓	✓	✓	
Weather Effects active		✓	✓	✓	
enhanced ability of **Airplanes**		✓	✓	✓	
Airplanes drop **Depth Charges**		✓	✓	✓	
Sea State Effects active			✓	✓	
periscope increments in feet			✓	✓	
reload **Deck Gun & Torpedoes** (secs.)	1 5	1 7	1 9	2 1	Misc
Torpedo range comparison	2x	1.6x	1.3x	1x	
'Days on Station' accuracy	± 2°	± 2°	± 1°	± 1°	
Crash Dive time required	25	50	75	100	% of NORMAL
bombing accuracy of **Airplanes**	25	50	75	100	
Dud Munitions	25	50	75	100	
degree of **Damage** sustained	25	50	75	100	
Damage repair times	30	60	90	100	
enemy **Ramming** intensity	70	80	90	100	
overall **Ability of Enemy**	70	80	90	100	