# 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)
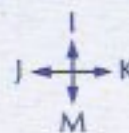**:** Slows down computer movement (f7 on the Commodore 64)

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
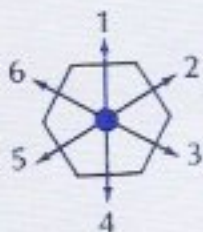
E: Examine units in cursor's hex
M: Enter movement phase for unit in cursor's hex (or if in auto move mode, enter movement phase for closest unit to cursor's hex).

S: Scroll map
  0: Center screen on cursor
  1-9, A-C: Move to indicated map section
  I, J, K, M: Scroll map in indicated direction

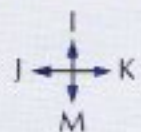 **Space bar:** Stop scrolling   **S:** Pause scrolling

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

  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