

Keys SPECTRUM 0 - 9 simulate LEFT, RIGHT
Y - H - UP, DOWN
M - FIRE

Joystick works as per instruction sheet, also arrow keys and copy to fire simulate joystick.

COMMAND	AMSTRAD	SPECTRUM	DESCRIPTION
MAP	F1	SHIFT 1	Select the Maps and Charts battle station screen. If you are already at the Maps and Charts, pressing this key will recentre the map on your sub.
BRIDGE	F2	SHIFT 2	Select the Bridge battle station screen. This is only possible when the sub is on the surface.
SCOPE	F3	SHIFT 3	Select the Periscope / Binocular battle station screen. This display is only available if the sub is at periscope depth or on the surface.
GAUGES	F4	SHIFT 4	Select the Gauges and instruments battle station screen.
DAMAGE	F5	SHIFT 5	Select the Damage Reports battle station screen.
LOG	F6	SHIFT 6	Display the Quartermaster's Log for the current patrol.
PATROL END	F8	SHIFT 8	Return to the Patrol Selection display to search for another convoy. This ends the game if you are playing a "Convoy Action" scenario.
ZOOM	Z	Z	Expand the situation map display. Used to take a closer look at nearby ships and terrain.
UNZOOM	X	X	Compress the situation map display. Used to get a wider view of ship locations and land areas.
THROTTLE	1 - 5	1 - 5	Throttle settings. All stop, 1 3, 2 3, Full and Flank speeds.
DIVE	D	D	Causes your sub to dive to a deeper depth. When you have reached the desired depth, cancel this command by pressing Return.
SURFACE	S	S	Causes your sub to come up to a lesser depth. Cancel this command by pressing Return.
REVERSE	R	R	Reverse the engines. Note that the turning effect of the rudder is reversed if the sub is proceeding in reverse.
EMERGENCY	CONTROLE	SYM-SHIFTE	Blow emergency tanks. This will often halt an otherwise fatal dive. However, it will generally bring the sub to the surface. You may only perform this once per engagement.
PERISCOPE	P	P	Raise / Lower periscope. This command also sets the visual bearing to the same as your sub's heading - you will be looking straight ahead.
ID	I	I	Identify target on scope.
TORPEDO	T	T	Fire torpedo. Bow or aft tubes will be selected automatically depending on which faces the target more directly. Note that four torpedoes or gun shells may be active at any one time. If a fifth torpedo is fired before the first completes its run, the first torpedo will end its run prematurely and the new torpedo will be launched.
GUN	G	G	Fire the 4-inch deck gun
UP 25	>	+	Add 25 yards to the deck gun range deflection.
DOWN 25	<	-	Subtract 25 yards from the deck gun range deflection.
FASTER	F	F	Increase the time scale to cause the simulation to proceed more rapidly.
NORMAL	N	N	Return to normal time scale.
LEFT	SHIFT ?	C	Left Rudder. Press again for Full Left Rudder. To cancel press Return.
RIGHT	SHIFT	V	Right rudder. Press again for Full Right Rudder. To cancel press Return.
CANCEL	ENTER	ENTER	Cancel turn and dive commands.
WAIT	W	W	Pause the simulation - press any key to continue. You may also pause by going to the Conning Tower screen.
CONNING TOWER	SP BAR	SP BAR	Return to the conning tower screen.
RELEASE DEBRIS	CTRL ?	?	In a desperate situation, a sub might release debris and oil which would rise to the surface. The objective was to convince the escorts that the sub has been sunk. You may only use this play once per engagement.
AOB	A	A	* Enter Angle-on-Bow estimate. Angle-on-Bow is entered in degrees by holding the joystick left or right. Press the fire button to enter the estimate. Use positive numbers for Port, negative numbers for Starboard, i.e. 45 degrees Starboard is - 045.