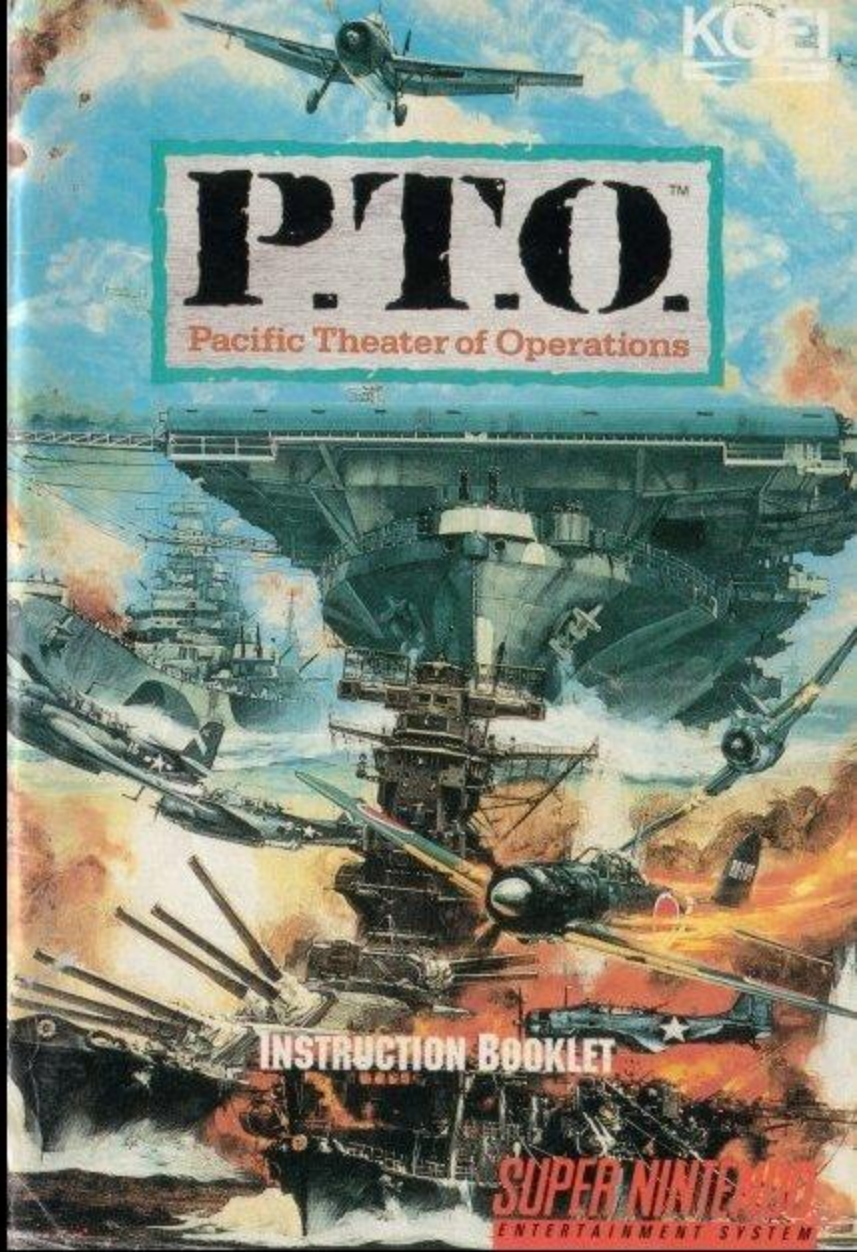

KOEI
P.T.O.™
Pacific Theater of Operations
INSTRUCTION BOOKLET
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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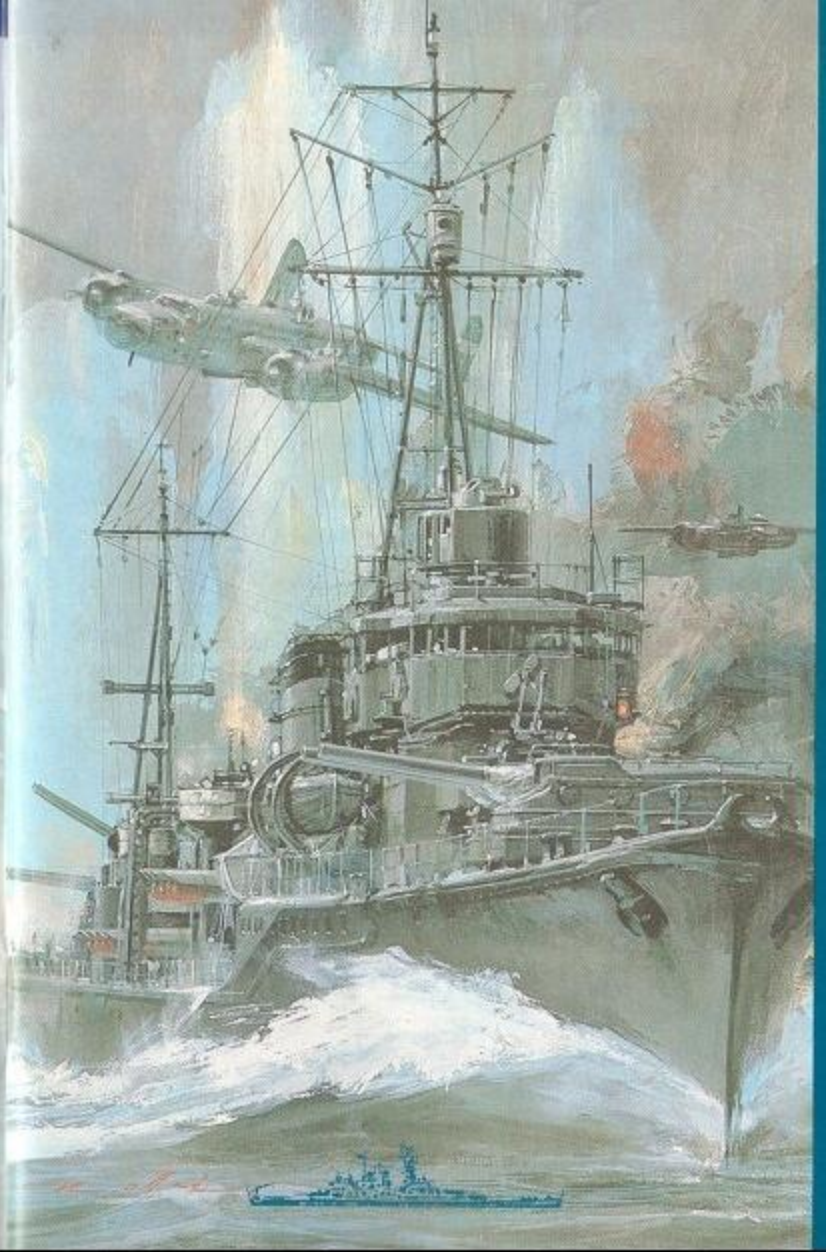
INTRODUCTION

P.T.O. is a WWII simulation on the Pacific. Relive this theater of war by either taking the side of the Japanese or Allied forces. As Naval Commander, you may control as many as 16 fleets. With direct control over the #1 Fleet, formulate a winning strategy to fulfill your military objectives.

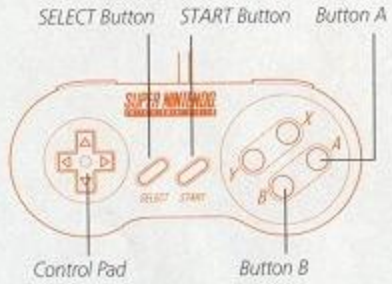
Nine scenarios make up the entire Pacific Campaign with each one requiring specific goals for victory. Major battles at Pearl Harbor, Coral Sea, Midway, Solomon Islands, Marianas Islands, Philippine Sea and Okinawa are realistically simulated. Victory in one scenario will allow you to continue the game to the end. Ultimately, your goal is to either destroy all of the enemy's ships or occupy all 45 seaside bases.

Air, land and sea operations are at your disposal. Orders such as a landing invasion or the bombing of a base can be part of your overall strategy. Rely on history proven techniques or develop your own. Whatever your strategy, make sure victory is on your side of the Pacific!





CONTROLLER



Control Pad
- Scroll to select commands and sub-commands
- Mark positions for movement, attack targets and future reference
- Press left to answer Yes and right to answer No to Y/N questions
- Press left or right to access other info for data summaries

Button A
- Input commands and selections
- Answer Y to Y/N questions

Button B
- Cancel commands and selections
- Escape from maps and windows of information
- Access base data while at port
- Access information on #1 Fleet while at sea
- Answer N to Y/N questions



L/R Buttons
- Access map of the Pacific
- Return to a main command screen
- Scroll through additional screens of information
- Change speed of scrolling messages

SELECT Button
- Access the Options Menu from a main command screen

START Button
- Skip to Set-Up from the opening

Entering Names
A chart will be displayed from which you can create a name for an officer or saved game. Use the Control Pad to access each character. Button B will erase the last character inputted. After you've created your name, press **Start** to move the cursor to 'End' and then press A to finalize. A name may have a maximum of 12 characters.

Inputting Numbers
Press left and right of the Control Pad to select the digit and up and down to increase or decrease the amount. Pressing left inputs the maximum value while pressing right inputs the minimum.



KEY TO QUICK PLAY

STARTING

1) Insert the game pak
2) Turn the Super Nintendo Entertainment System ON
3) The P.T.O. opening will begin. Press **Start** to skip to game set-up
4) Select New or Saved Game and press A
5) Select a scenario
6) Select 1 or 2 player game and press A. The 0-player game will run a demo
7) Select command of Allied or Japanese forces
8) Answer game option questions (Message wait time, view of battle animation, view of fleet and base battles)
9) Select difficulty level, 10 is the most difficult
10) Confirm you are ready and begin

See **PORT**, **SEA**, and **BATTLE COMMANDS** for command explanations.

0-Player Game

The computer will play both sides. Before the game begins, you can adjust game options from the Options Menu. To stop a demo game, press the RESET button.

Saving and Quitting

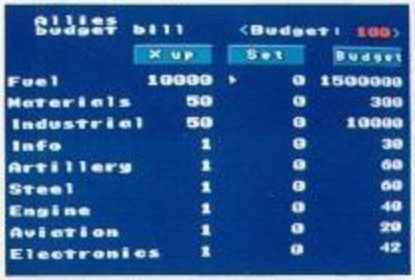
Select 6. Save game from the Options Menu. Select a save location; all previous information at the location will be replaced with your current game. See Entering Names to create a name for a saved file. After saving, decide whether to continue or end your game.

Continuing a Saved Game

Select 'Play saved game' at the beginning of game set-up to play a previously saved game. Select a saved game to continue.



Distributing Budget Funds



Press left on the Control Pad or use Button A to increase the funds allocated. Press right on the Control Pad or use Button B to decrease this amount. Up and down will allow you to distribute funds to different areas. When finished, press Start.

> **NOTE:** Each investment area has an investment multiple (X up). For example, set one unit of budget funds towards fuel and the fuel supply (Budget) will increase by 10,000.

Setting Officer Abilities



A new screen will appear with an officer's graphic and randomly scrolling numbers. Press any button to distribute ability points to an officer. 102 points will be distributed between the four ability levels. Confirm each officer's ability by pressing A or left on the Control Pad. The game will begin after the abilities have been set for all officers.

Supplying Your Fleets



Change items loaded on ships at the location of a cursor. Move the cursor to different items with the Control Pad and input an amount. Press A to view additional warships. Press B to access two additional screens to change the number of soldiers on transports and to set fleet fuel sufficiency.

Monitor Messages

Between command turns, the map screen will appear with teletype messages scrolling at the bottom. Occasionally, requests for assistance will arrive from other lands. Approve or reject these requests.



OPTIONS MENU



Press **Select** for options when at a main menu.

1) **Name change**
   Change an officer's name. Select an officer and then enter the new name from the character chart. See **Entering Names**.
2) **Wait**
   Set the message display time (1-10). The higher the number, the longer the message display time.
3) **HEX**
   Turn the display of fleet and base hex battles for fleets other than the #1 Fleet on/off.
4) **Battle animation**
   Turn battle animation on/off.
5) **Participation**
   Switch from a 1 to 2 player game or from a 2 to 1 player game.
6) **Save game**
   Save your game. Decide to quit or continue the game after saving.

TIP: You can switch sides from a 1 player game. Select **Participation** and change to a 2 player game. At the command turn of the side you will quit, select **Participation** again and you will return to a 1 player game with you in command of the other side.



SCENARIO VICTORY CONDITIONS

Scenario 1 covers the entire Pacific Campaign between the Allies and Japan. War is yet to be declared. You set the strategy for your forces and target the first area of attack.

Scenarios 2 through 9 simulate famous sea battles. Playing any of these scenarios will quickly immerse you in battle. Victory differs according to each scenario. Fulfilling the original scenario victory conditions will allow you to continue the game under the victory conditions for Scenario 1.

Conditions for victory are displayed when you select a scenario in the opening setup. You can also verify these conditions during the game through **DATA-Victory Goal**. Only one of the listed victory conditions must be met.

Scenario 1	**Negotiations Breakdown**	November 1, 1941
Victory Both Sides:	1) Occupy all 45 seaside bases	
	2) Sink all enemy ships	
Scenario 2	**Attack on Pearl Harbor**	December 8, 1941
Victory Japan:	1) Sink at least 4 Fleet Aircraft Carriers	
	2) Sink at least 3 Battleships and 4 Cruisers	
	3) Occupy Hawaii	
Victory Allies:	1) Sink at least 4 Fleet Aircraft Carriers	
	2) Sink at least 3 Battleships and 4 Cruisers	
Scenario 3	**Battle of the Coral Sea**	May 7, 1942
Victory Both sides:	1) Sink at least 2 Fleet Aircraft Carriers	



Scenario 4	**Battle at Midway**	June 5, 1942
Victory Japan:	1) Sink at least 2 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet Aircraft Carrier and 4 Cruisers	
	3) Occupy Midway	
Victory Allies:	1) Sink at least 3 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet Aircraft Carrier and 3 Battleships	
	3) Sink at least 3 Battleships and 4 Cruisers	
Scenario 5	**Battle of the Solomon Islands**	August 8, 1942
Victory Japan:	1) Sink at least 3 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet Aircraft Carrier and 6 Cruisers	
	3) Occupy Guadalcanal	
Victory Allies:	1) Sink at least 3 Fleet Aircraft Carriers	
	2) Sink at least 1 Fleet or Light Aircraft Carrier and 6 Cruisers	
Scenario 6	**Battles in the South Pacific**	October 26, 1942
Victory Japan:	1) Sink at least 2 Fleet Aircraft Carriers	
	2) Sink at least 1 Battleship and 4 Cruisers	
	3) Occupy Guadalcanal	



Victory Allies:	1) Sink at least 2 Fleet Aircraft Carriers 2) Sink at least 1 Fleet or Light Aircraft Carrier and 2 Battleships	
Scenario 7	**Assault on the Marianas**	June 19, 1944
Victory Japan:	1) Sink at least 6 ships, including either a Fleet or Light Aircraft Carrier 2) Sink at least 3 Battleships and 6 Cruisers	
Victory Allies:	1) Sink at least 6 ships, including either a Fleet or Light Aircraft Carrier 2) Sink at least 3 Battleships and 6 Cruisers 3) Occupy at least two of these bases: Saipan, Tinian or Guam	
Scenario 8	**Battle for the Philippines**	Oct. 23, 1944
Victory Japan:	1) Sink at least 8 ships, including either a Fleet or Light Aircraft Carrier	
Victory Allies:	1) Sink at least 4 ships, including either a Fleet or Light Aircraft Carrier 2) Sink at least 5 Battleships and 8 Cruisers	
Scenario 9	**Okinawa Offensive**	April 7, 1945
Victory Japan:	1) Sink at least 4 Fleet Aircraft Carriers 2) Sink at least 6 Battleships	
Victory Allies:	1) Sink the Yamato Dreadnought Battleship	



CONDITIONS FOR DEFEAT

ONE PLAYER GAME

The game will end when:

1) Your #1 Fleet is destroyed
2) Enemy occupies all 45 seaside bases resulting in the loss of your Home Port
3) You are dismissed as Naval Commander. This is based on your success rating after returning to the Home Port.

TWO PLAYER GAME

Your game will end when the other player achieves victory conditions first or you meet the conditions for defeat.

PLAYING THE GAME

MAIN SCREEN OPERATIONS

When starting the game, the following screen will be displayed.



1) Commands
2) Date/Time, Weather
3) Fleet Data, Base Data (Home Port) Conditions; Map
4) Messages



The following icons display port strength.

 Fighters

 Jet Fighters

 Bombers

 Rockets

 Scouts

 Long-range Bombers

 Materials

 Soldiers

 Fuel

 Freighters

 Troop Transports

Issuing Commands

#1 Fleet

At sea, commands can be issued a maximum of six times per day. While at port, commands can be issued a maximum of once per day.

Other Fleet

At sea, commands cannot be issued; the computer controls each fleet. While at port, only one command may be issued per day. When ordering a fleet to leave port, you select the mission and target destination (ex. Attack enemy base at Truk).

When the #1 Fleet is at sea, press B to access the close-up map of the fleet. At port, press Button B to switch between fleet and base data. Commands may be issued from both displays.



Wide Map

At the main display, press A to change the screen to the wide map of the Pacific. You cannot access commands from this screen. At this screen, use the left and right arrows of the Control Pad to view controlled bases of both sides. View close-up maps of fleets with Button B.

Intelligence

Intelligence reports from fleets and bases will reach you through teletype messages when radio communication is in use. Typical reports will be: discovery of enemy fleets, base attack reports and the arrival of fleets at port.

Special Event Notices

Special event notices and requests are displayed between command turns and are explained below:

- Pleas from citizens for labor compensation or an increase in food rations
  Rejecting their requests will decrease their Friendliness towards you. Low Friendliness will result in guerrilla attacks. Accepting their requests will raise support, but decrease the military strength of the base.
- Technology and weapon requests from Allied and Neutral lands
  Rejecting their requests will lower Friendliness. Accepting requests will raise Friendliness and lower your supply of the particular item. When your #1 Fleet is at the Home Port, you respond to the requests. When you're out at sea, the government will respond.
- Historical events, such as declarations of war
- Reports of new weapon developments
- Reports on friendly or enemy special force operations

EXAMPLE PLAY

Scenario 1 (Negotiations Breakdown)

This example play will walk you through general game tactics.

> **NOTE:** See **Controller** for game control info.



SET-UP

- Start New Game
- Select Scenario 1: Negotiations Breakdown
- Select a 1-player game
- Command Allied forces
- Input a message wait time of 5
- Answer N to viewing battle animation, fleet battles and base battles
- Command Allied forces
- Select 0 level of difficulty
- Confirm set-up
- Distribute Budget Funds, Set Officer Abilities, Monitor Messages
  See **Controller** and **Key to Quick Play** for specific directions. When distributing budget funds, set the last six budget areas to their maximum of 99.
- Attend the Military Conference



The land forces will request a meeting to decide on military targets. Select an officer to attend the conference. At the conference, select **Don't make proposal** and choose from one of the 3 Army plans. Read the details of the selected plan and **Approve** it.

> **TIP:** An officer gains an experience point by attending a conference.



- Supply Your Fleets
  Select **PORT-Supply** to prepare fleets to leave port. Select a fleet to supply. Change the load of each warship and input fleet fuel sufficiency. See **Supplying Your Fleets** under **Key to Quick Play**. Do this for all fleets at port. To execute resupply at fleet summary, press B.

> **NOTE:** In Scenario 1, most warships are loaded to the maximum with planes. Concentrate your supply activities to soldiers and fuel.

The wide map of the Pacific will appear and teletype messages from other fleets will scroll across the bottom. Fleets will appear at other ports. Supply all fleets as you did the first time.

- Rest Until Fleets are Supplied
  At each fleet command turn, select **REST-Resupply** to wait until supply preparations are finished. If a fleet is not resupplying (ex. #4: Saratoga), proceed with 'Depart From Port.' After supply and refueling have been completed, a fleet is ready to leave port.
- Depart From Port
  Select **PORT-Depart** and **Other** to send a fleet out to sea. Decide on the fleet's mission and then mark the general target area on the map. At the close-up screen, pinpoint your destination. You'll return to the fleet summary. The fleet will be displayed in red to indicate that its mission was selected. Select a mission for other fleets at the same port. Press B at the fleet display to confirm dispatch of all fleets at that port.

> **NOTE:** Base names will be displayed in red and blue to differentiate control when pinpointing targets on the map. Red indicates Japanese control while blue indicates Allied control.



■ Commanding the #1 Fleet



Select attack target

After all fleets other than the #1 Fleet have left port, select **PORT-Depart** and **#1 Fleet** to dispatch the #1 Fleet. Select **TACT-Move** to set its speed and direction. Adjust the number of times you issue commands at sea with the **REST** command. Speed and destination must be reset when the fleet reaches its target location.

Keep track of intelligence reports during your movement. Send out scout planes to warn you of enemy movements with **INT-Scout**. If you're attacked, defend to the best of your ability with a move and attack strategy. If close to an enemy fleet, launch a gun attack with **TACT-Gun Attack**.

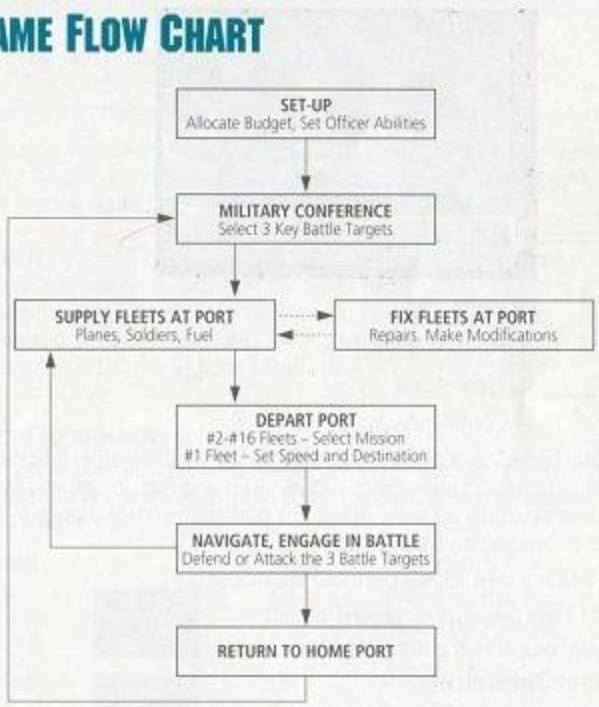
Continue setting new speed and destination targets for your #1 Fleet. Pay attention to the teletype messages on the bottom of the screen. If enemy fleets are discovered, keep track of the fleet which made the discovery along with the coordinates of the sighting. Then launch an **Air Attack** against the enemy fleet, targeting the sighting coordinates.

> TIP: Direct your fleets to the 3 Key Battles set at the military conference.

If your naval force fulfills the 3 Key Battle conditions, return your #1 Fleet to the Home Port. Upon arrival, your fleet's degree of battle success will be displayed. Morale and citizen support will increase or decrease depending on your success. A low success level may cause you to be dismissed and end the game. Favorable conditions allow you to continue the game.

Upon return to the Home Port, ships should be resupplied and damages should be repaired. A conference should be opened to select 3 new Key Battles. You may leave port and continue this process for as long as you outwit the enemy and fulfill missions.

GAME FLOW CHART



BATTLE

BATTLE SCREEN OPERATIONS

The main screen will change to the battle screen after an outbreak of war. You can initiate war in the tactics of **Sea Commands** with **Gun Attack**, **Air Attack** and **Landing**.



1) Battle map
2) Turns remaining
3) Type of unit
4) Command summary

Weather conditions affect the accuracy of attacks. Weather graphics at the main menu include: Clear, Cloudy, Rain and Fog. In rain and fog, you can view only adjacent hexes. The battle screen will change in color depending on the weather.

The battle screen appears in these situations:

1) #1 Fleet becomes embroiled in battle
2) War erupts at the Home Port
3) Fleets battle at sea
4) Battle between base planes and a fleet
5) Base plane squadron attacks a fleet at port



Battle Flow

Starting with the attacking side, each unit takes its war strategy turn. When all units of a side have executed its commands, the turn for that side is over.

> TIP: Attack first if possible, the attacker always issues battle commands first.

The maximum number of strategy turns is 12 when a fleet attacks a base. The number of turns for an air attack is determined by the distance from its fleet to the target destination. Sea battles have 8 turns.

If scenario victory conditions are fulfilled mid-war, the battle will end. With a landing invasion, the battle will continue until all strategy turns have been executed.

> **NOTE:** When a fleet other than the #1 Fleet engages an enemy, you will have no control over the fleet's battle tactics. Battles will begin shortly after starting the game in Scenarios 2-8. Since viewing of battles sometimes takes a long time, you may turn this function off at the **Options Menu** when not involved in battle.

Battle Topography

The defense protection of a particular terrain is rated as follows: 1 has the least defensive attributes and 6 has the most defensive attributes.
1<——>6

Terrain		Defense	Comments
Sea		NA	Only ships may move upon the sea
Air Strip		3	Resting site for land-based planes



Factories		4	Industrial strength for base
Forest		5	Good attack position for soldiers
Fuel Tanks		1	Storage of base fuel supply
Harbor		5	Place mines here to damage enemy
Plains		3	Airplanes can see soldiers here
River/ Shallows		2	Dangerous position for soldiers
Swamp		3	Moderate position for soldiers
Town		4	Morale lowers when town is attacked
Village		4	Holds same endurance level as harbor, factories and town
Woods		6	Great battle position for soldiers

* Planes may fly anywhere except for those spaces occupied by other units.



Battle Units

Japanese and Allied forces are differentiated by color and direction of graphic. Red units are Japanese while blue units are Allies. Japanese units face right while Allied units face left.

WARSHIPS

There are seven warship classes as listed below. New-type warships may be created for each class when Steel, Artillery, Engine and Electronics abilities are all greater than 80.

Each warship has an armor rating, if that rating falls to 0, the ship will sink.

	Japan	Allies	Comments
Fleet Aircraft Carrier (CV)			Gun, Air, Rkt, Lnd
Light Aircraft Carrier (CVL)			Gun, Air, Rkt, Lnd
Dreadnought Battleship (DBB)			Gun, Rkt, Lnd
Battleship (BB)			Gun, Rkt, Lnd
Cruiser (C)			Gun, Tor, Dep, Lnd
Destroyer (DD)			Gun, Tor, Dep,
Submarine (SUB)			Tor



Fleet and Light Aircraft Carriers: These warships can carry many Fighters and Bombers. Set your formation to defend these carriers in case of an attack.

Carriers have weak attack and defense capabilities. These ships can be modified to carry Rockets and Jet Fighters. When modified, Rockets will replace Bombers.

Battleships: These warships have superior attack and defense abilities. Their long-range attack is a great advantage; however, their heavy guns result in a slow speed and quick consumption of fuel. Through modification you can load Rockets.

Cruisers and Destroyers: Attack and defense capabilities are average. Their arsenal includes torpedoes and depth charges. Destroyers are usually capable of moving 2 hex spaces during battle.

Submarines: These vessels can't be seen in the water unless you or the enemy possess sonar equipment. Upon discovery, a graphic of the Submarine will appear on screen. Submarines fire torpedoes and can attack all warships. Submarines can be attacked only by Cruisers, Destroyers and other Submarines.

> **NOTE:** See FIX in the Port Commands for explanation of modification abilities.

Warship Attack Methods

GUN is the default method of attack (ATT). Press Y to choose between attack options.

GUN (Gun Attack)

Fire artillery shells from warship guns at both enemy fleets and bases. This mode of attack is effective against other ships and base facilities. Hit accuracy is determined by ship speed, fleet Morale and weather conditions. The effects of artillery gunfire will depend upon the anti-fleet and anti-air attack abilities of the enemy.

> **TIP:** Warships can't flee the battle area in the presence of enemy Submarines or air squadrons.



TOR (Torpedo)

Cruisers, Destroyers and Submarines have these within their arsenal. Torpedoes are effective weapons, but their short range requires you to be in an adjoining hex to utilize their destructive capabilities. Only a Submarine may use torpedoes to attack another Submarine.

DEP (Depth Charges)

Only Cruisers and Destroyers may execute this type of attack. An explosive is dropped into the sea in an attempt to attack a Submarine. Since the Submarine will be submerged, you can release a depth charge not only to an adjoining hex, but also to a location directly beneath one of your ships.

RKT (Rocket) Requires Aviation > 80 & Electronics > 80

When abilities rise high enough, you may request Rocket production at a conference. Those ships equipped with Rockets can attack distant bases. Ships must be modified to load Rockets.

LND (Soldier Invasion)

Select warships whose soldiers were prepared for a landing invasion. A ship must be adjacent to land in order to dispatch its soldiers. During battle, you control the movements of the landing troops.

Night Battles

Your movement and attack ranges are limited to adjacent hexes. Yet if your technology and skill allow you to have Gunnery Radar, those ships equipped can execute attacks just as if it were daytime.

WARPLANES

Fighters and Bombers are used in battle primarily when launched from Aircraft Carriers. If Aviation ability rises significantly, Jet Fighters and Long-range Bombers may be developed. Planes cannot be deployed at night.

	Japan	Allies	Comments
Fighters			Gun
Bombers			Gun, Bmb, Tor

Fighters & Bombers			Gun, Bmb, Tor
Long-range Bombers			Gun, Bmb, Tor
Jet Fighters			Gun

Fighters

These planes can protect a fleet as an escort, defend against enemy Bombers or attack enemy Fighters. Machine gunfire is a Fighter's weapon. Destruction of other planes, base facilities and enemy soldiers is its specialty. With respect to warships, Fighters are effective at destroying anti-aircraft artillery.

Bombers

These planes have the ability to carry either bombs or torpedoes. Before preparations are made for an air attack, you must choose which one to load. Bombs are useful against a base. Torpedoes can be used only against warships.

Fighters & Bombers

When you load both Fighters and Bombers onto the same Aircraft Carrier, you'll be able to deploy them together. A graphic will show both planes on screen: the top number represents Fighters and the bottom Bombers. When sending out an escort for your fleet, the Fighters will leave and the Bombers will remain aboard.

Long-range Bombers Requires Aviation Skill > 80

Long-range Bomber production can be requested at military conferences. Distant bases can be bombed with these planes. Since these planes generally fly at high altitudes, they are not very useful in attacks against enemy Fighters or Bombers. Long-range Bombers are land-based planes which cannot be loaded upon ships nor controlled by the Player.

Jet Fighters Requires Aviation Skill > 80

Jet Fighter production can be requested at military conferences. A Jet Fighter can attack Long-range Bombers with machine gunfire. An Aircraft Carrier must be modified to transport Jet Fighters.

WARPLANE ATTACK METHODS

GUN is the default method of attack (ATT). Press Y to choose between attack options.

Machine Guns (GUN)

All Fighters and Bombers have machine guns. A GUN attack is effective against other planes and soldiers. The hit accuracy is determined by the Aviation skill level, fleet Morale and weather conditions. Attack force increases with the number of planes.

Bombs (BMB)

Bombs can be loaded onto all Bombers. They are effective at destroying base facilities and can also be used against warships.

Torpedoes (TOR)

Torpedoes can be loaded onto all Bombers. They are an effective weapon only against warships.

BASE ARMAMENTS

Armory

Battery installation which protects a base from enemy attack. Armories appear in relation to the base arms level. 10 is the maximum arms level for each armory. For example: if the arms level for a base is 10, there is 1 armory of guns. If the arms level is 30, there are 3 armories.

At the outbreak of war, armories will appear on screen. If your forces have developed Gunnery Radar and your base has at least 5 armories, your firing range will be the same during day or night.

Mines

Explosive sea device which may be strategically placed around your base to damage approaching enemy fleets. The locations may be changed at any command turn. To get a display of all mines, select **PORT-Show Mines**. There is a 50% chance that a mine will explode and cause damage when hit.

Armory



Mine



Soldiers

Soldiers either for the invasion or defense of a base. Soldier attack strength is relatively weak, yet fleets have difficulty hitting them. A base occupation requires soldiers to enter either the town or a village.

Japanese Soldier



Allied Soldier



Transport Ships

Troop Transports and Freighters used for the transfer of Soldiers, Oil and Materials between bases. During battles at sea, both ships appear on screen. During base battles, only Troop Transports will be displayed. Transports have no attacking ability and can easily be sunk.

Allied Freighter



Allied Transport



Conditions for Occupation of Base

A base will be occupied and fall into new hands when the base's fuel supply, soldier strength and endurance level reach 0, and when your landing troops have pushed their way into either a village or town.

A few attacks are usually needed for a complete occupation. Although base endurance may fall to 0, soldiers are often held in reserve. Reserve soldiers will try to build up endurance before the next day.

When a base falls under new control, the base planes and soldiers will be reduced to 0. Any remaining fuel, materials or transport ships will transfer to the victor as war spoils.



PORT COMMANDS

Most commands can be issued only once per day.
* indicates that a command may be issued an unlimited number of times. Use of this type of command will not use up a turn.

PORT

Supply

Equip fleets with fuel, soldiers and planes. Select a warship to supply, and load it with planes and soldiers. Next will be the boarding of soldiers onto Troop Transport ships. Finally, fuel up the ship. Depending on a port's supply of oil, you may not be able to fill a ship to 100% capacity. The supplying period is determined by the amount being supplied. Press Button B at the fleet display to execute the supply.

> TIP: A high fuel sufficiency is essential for traveling long distances over the ocean. Try to set this value to its maximum.

Fighters and Bombers can be supplied to Aircraft Carriers. Scouts can be supplied to Battleships, Cruisers and Aircraft Carriers. Soldiers can be put on all ships except for Destroyers and Submarines.

Shore Leave

Give Shore Leave to your crew to decrease Fatigue. Set the rest period from 3 to 30 days. Supply and repair commands cannot be issued during Shore Leave. Any fleet inflicted with an epidemic should be brought to port for Shore Leave immediately.

Depart

Exit a fleet from port.

#1 Fleet Once the #1 Fleet leaves port, you can issue Sea Commands every 4 hours.

Other When the #2-#16 fleets leave port, you select the mission for each one. You cannot issue commands to these fleets until they reach a port; however, you can change a fleet's mission during the #1 Fleet command turn. See command **ORD-Fleet-Duty**.



Red Alert

Emergency call to soldiers on leave. Shore Leave is canceled and soldiers are put on alert. Soldier Fatigue will rise above the level before they took Shore Leave.

Lay Mines

Position mines in the water near your base. Only one mine may be placed at a time. 2 containers of material are needed for each mine. A mine has a 50% chance of exploding when hit.

Remove Mines

Remove a previously placed mine. Only one mine may be removed at a time.

* Show Mines

Check the position of all mines. The base will appear with all placed mines displayed.

REST

Pass your turn. You may also cancel rest orders for any fleets at port.

One Day	Let one day pass without doing anything.
Resupply	Let time pass until your ships are supplied.
Repair	Let time pass until emergency repairs are completed.
Set Days	Set number of days (1-30) that your fleet will rest.
End	Cancel any rest orders for a fleet.

FIX

Urgent Repair

Make emergency repairs to a warship. Materials are taken from the repairing base. At the Home Port, materials are taken from the National Resource supply. Select the warship to be prepared and a warship capability to be fixed. A repaired capability will be raised by 5.

Not all bases are capable of executing repairs. To learn whether a base is capable of repairs, select **ORD-Base**.



Base ability to make repairs



NOTE: A warship has four abilities: anti-fleet, anti-air, armor rating and speed. Urgent Repair may fix one of these abilities while Total Repair will fix all of them.

Total Repair (only at Home Port)

Execute a complete restoration to a ship in reserve (See **ORD-Arrange-Discharge**).

Materials needed for Total Repair are taken from the National Resource supply. One container of materials is needed for each ability that you raise one level. Total Repair on a warship can take several months to complete. Reassign a ship to a fleet at the beginning of the month after all repairs have been made. To verify ships being repaired, select **Data-Ships-Under Repair**.

Total Repair must be done to a ship to load it with Search or Gunnery Radar.

Modify Warship (only at Home Port))

Modify your warship to a different ship class. Only ships in reserve can be modified (see **ORD-Arrange-Discharge**).

Modifications possible:

Fleet Aircraft Carrier (CV)	——> Battleship (BB)
Light Aircraft Carrier (CVL)	——> Cruiser (C)
Dreadnought Battleship (DBB)	——> Fleet Aircraft Carrier (CV)
Battleship (BB)	——> Fleet Aircraft Carrier (CV)
Cruiser (C)	——> Light Aircraft Carrier (CVL)

Modifications can take from 3-12 months. You determine modification time in one month intervals. Materials, Fuel and Industry power are expended. The quicker modifications are made, the greater amount of Industry power expended.

Build Warship (only at Home Port) Requires Warship Ability > 95

Construct a new warship to replace any ships sunk. You can name the new ship. Warships can be built only when ships have been sunk.



Select the type of ship which you will construct. Construction can be set from 6-24 months. Materials, Fuel and Industry power are expended. The earlier the finishing date, the greater amount of Industry power expended.

Modify Fighter (only at Home Port)

Modify your Aircraft Carrier to carry newly developed Jet Fighters. For each plane which is to be loaded, 1 container of materials is required. The changes can usually be completed in one month, but this depends on the number of Jet Fighters and the base Industry power.

Modify Rocket (only at Home Port)

Modify Aircraft Carriers, Battleships, Cruisers and new-type Submarines to accommodate the loading of Rockets and their launchers. Modification for each Rocket requires 1 container of materials. Modifications can usually be done in a month, but this depends on the number of Rockets and your land's Industry level.

ORD (Orders)

* Fleet

View the condition of a fleet, verify scout reports and initiate new command directives. Select a specific fleet for each order.

Place View fleet locations on the wide map.

Rept Verify sighting reports on enemy forces. With the #2-#16 fleets, only the reports may be viewed. You can access additional information with the #1 Fleet:

- **Map** Display the location on the wide map.
- **Verify** Choose sighting report locations to be displayed. Reports highlighted in red will be displayed.
- **Mark** Mark a sighting location for future reference.

Ships Display data for each warship.

Trans Display data on transport ships.



Duty Set or change the missions of the #2-#16 fleets while they're at sea.
Missions: Attack enemy base; Attack enemy fleet; Info search and Port call. Fleets assigned to an Info Search or Port Call mission will not make attacks against enemy fleets.

Mark Mark a location for future reference.

> TIP: Under the R&S section of the base summary, only one icon can be displayed. The repair icon will always be shown with priority over the supply icon. Select a base to verify whether the base can supply as well as repair. Both icons will be displayed on the base data chart if it has the capability.

Base

Analyze the condition of the base, verify base sighting reports and view supplying activities.

***Place** View a base location on the map.

***Rept** Verify base sighting reports of enemy forces. With the #2-#16 fleets, only reports may be viewed. You can access additional information with the #1 Fleet. The sub-commands are the same as those for **ORD-Fleet-Rept**.

Supply Supply a base with fuel, materials, planes and soldiers. Once supplying begins, the base cannot be supplied again until all previous supply orders have been finished. This rest period depends on the distance from the Home Port to the base being supplied. The maximum amount of fuel, materials and rockets which can be supplied depends on the number of transports assigned to the base. Plane and soldier supplies may not reach their destination when traveling in close-range of enemy lands.

***Mark** Mark a position on the wide map for future reference.

> TIP: Supplying outlying ports is essential to meet the needs of warships in the Pacific. See **ORD-Base-Supply**.



Arrange

Organize your fleet into formation. Select the fleet you will change and then the warships which you will rearrange.

Formation at Port Change the formations of fleets at port. All five choices will appear when at the Home Port, but at all other ports only Join and Split will appear.

Join	Link two fleets together into one larger fleet.
Split	Remove warships from a fleet to create a new fleet.
New	Create a new fleet from warships in reserve.
Discharge	Remove warships from a fleet and put them in reserve. Ships must be discharged for **Total Repair** and **Modify Warship**.
Transport	Change the distribution of transport ships between two fleets.

Formation at Sea Change the formation of fleets at sea.

Join	Link two fleets together into one larger fleet.
Split	Remove warships from a fleet to create a new fleet.
Scuttle	Sink a heavily damaged ship slowing your fleet.

INFO

Radio Ban

Turn on/off radio communications between your fleets and bases in order to elude enemy detection. During a radio ban, you cannot receive enemy scout reports and cannot issue orders to your #2-#16 fleets. The #1 Fleet may communicate only with fleets at its same base. If the #1 Fleet is attacked during a radio ban, war will proceed automatically with you having no control over commands.

Enemy Info

Gather information on enemy targets. High Intelligence ability will increase the amount of information you receive.



Special Forces

Call for a special forces report. Special forces can be sent into enemy lands under the **CONF** command. Reports on enemy base data and sabotage activities will be communicated. High Intelligence ability will increase the amount of information you receive.

Planes	Destroy enemy airstrip and airplanes
Artillery	Destroy armories and lower base arms level
Fuel	Set fuel supplies on fire
People	Disseminate propaganda to the citizens, lowering their Friendliness towards the base. Propaganda in the enemy Homeland will decrease Morale in that land and its Allies' Friendliness.

* Results

List the warships of both military forces, whether still in use or sunk. After returning to the Home Port, the listing of sunk ships will be reset to 0.

* Report

Select the fleets from which you want to hear reports of enemy submarine sightings. Reports will be issued by the fleets highlighted in red in the fleet summary.

* Show Fleet

Select fleets to view their positions on the wide map. Those fleets highlighted in red in the fleet summary will be shown.

* DATA

See **VIEWING THE DATA** for a complete understanding of the information displayed.

Nation

Nation resource data.

Officers

Officer data.



Allies
Data for 13 nations, including Friendliness towards Japan and the Allies.

Ships
Under Repair Displays warships at the Home Port undergoing Total Repairs. The ship's name, graphic and the repair time will be shown.

Being Built Displays those ships being built or undergoing modifications.

In Reserve Displays warships not assigned to any fleets.

Base
Data summary of bases for both sides. Japanese, Allied and Neutral bases will be differentiated by color. Japanese bases are displayed in red, Allied bases in blue and Neutral bases in white. Select a base and view the base's location on the wide map.

> TIP: Press left and right on the **Control Pad** to access all information in the DATA summaries for **Allies** and **Base**.

Key Battle
View the mission orders decided at the military conference. Fulfill the Key Battle conditions. If you occupy a base attack target, you must defend it. If you lose a base which was a defend target, you must attack and reoccupy that base.

Victory Goal
Victory conditions for your scenario.

CONF (Conference) Only when #1 Fleet is at the Home Port.
Hold a conference to formulate a military strategy with land forces. The abilities of the naval officer sent to the conference will determine whether your proposal is accepted. Your proposal can be rejected.

Set Goals
Change or create 3 Key Battle targets to outline military strategy. Poor performance may prevent you from making a plan. In these times, you must accept a land force proposal.



Produce Arms
Use budget funds to produce armaments and transport ships. One armament can be produced with each allocated fund. Jet Fighters, Long-range Bombers and Rockets can be produced when you reach the required skill levels.

Internal
Industry Use budget funds to increase Industry power. Industry will increase by 1 for each allocated fund.

Propaganda Use budget funds to spread positive news about the military. The rise in Morale will increase the number of people entering the military and increase budget funds.

Diplomacy
Send delegates to Allied or Neutral lands for tactical discussions.

Request Technology
Request technical assistance from an Allied nation. If successful, the particular skill level will increase.

Request Arnament
Request armaments from an Allied nation. Your abilities increase according to the armament you receive. You have no choice as to which armament you will receive.

Propose Alliance
Conclude an alliance with a Neutral nation. Success will increase your Intelligence ability. You're likely to fail when Friendliness is low.

Invite Envoy
Offer technology or arms to Allied or Neutral nations to increase their Friendliness. Your offer may be refused when Friendliness is low.

> TIP: Allies are important. Propose alliances with Neutral lands.



Base Policy

Issue orders to citizens at bases other than the Homeland. When a fleet is at port, orders will be easily followed. Friendliness (citizen support) changes according to the orders issued.

Soldiers

Recruit soldiers from the population. The number that may be recruited depends on population size and Friendliness.

Fuel

Seize fuel from the base. Decreases Friendliness.

Materials

Seize materials from the base. Decreases Friendliness.

Food Rations

Increase the food rations to the people. Food supply will decrease, but Friendliness will increase.

Compensation

Improve citizen treatment, including the payment of compensation for work instead of forced labor. Base endurance and armament levels will decrease and Friendliness will increase.

Raise Skill

Distribute budget funds to raise certain skill levels. Each skill will add to national strength.

Special Forces

Send special units to foreign lands for intelligence missions. Using the **INFO** command, you can check on the activities of these forces.

MIL (Military Rule)

Same as **Base Policy** commands under **CONF**. Assert control over occupied lands. These policies cannot be executed at the Home Port, in the Homeland or at uninhabited bases. See **PTO VOCABULARY** for explanation of Home Port and Homeland.



SEA COMMANDS

These are commands for the #1 Fleet after departing from port. There are six command turns per day: Midnight; 4 a.m.; 8 a.m.; Noon; 4 p.m. and 8 p.m.

* indicates that a command may be issued an unlimited number of times. Use of this type of command will not use up a turn.

TACT (Tactics)

Move

Navigate your fleets to specified destinations.

Stationary Fleet: Order the fleet to move and set the speed for a fleet. Faster speeds will consume fuel at a faster rate. Then, choose your destination from the close-up map. A land mass cannot be between your present location and your destination.

Moving Fleet: Halt movement of the fleet or make changes mid-course. A new course, speed and target destination can be selected. Attacks are possible during movement. At the end of a battle, your fleet will be stationary.

Air Attack

Launch Fighters and Bombers from carriers to attack the enemy. Preparation time is needed to ready the planes. Bombs or torpedoes can be loaded onto Bombers. Bombs are effective against bases while torpedoes are effective for attacks against enemy warships. After preparations have been completed, the attack target must be selected.

Preparation time depends on the number of planes involved. Loading of torpedoes will increase the time required. Fleet Morale, Fatigue, Aviation and Warship levels will also affect the time. Your fleet can continue to move while preparations are being made. Air strikes cannot be executed at night.

Gun Attack

Use warship artillery to attack an enemy target within range of the close-up map. Gun attacks need no preparation. Fighting escorts launched prior to gun attacks can assist in your attack.



Landing
Follow up an artillery attack with a landing invasion. Select those ships whose soldiers will be prepared for the invasion. Only warships specifically picked are capable of carrying out this mission. Preparation time will be affected by fleet Morale, Fatigue and Warship levels.

Rocket Attack
Rockets can be launched at distant enemy bases. Hit accuracy is dependent on Warship skill level.

REST
Pass a command turn. The time required to reach your selected destination will be displayed. Rest lowers crew Fatigue.

4 Hours	Pass one command turn.
Arrival	Pass as much time needed in order to reach your destination.
Tomorrow	Pass your turns until 8 a.m. the next morning.
Cancel	Cancel a rest command for any fleet at base.

INT
Scout
Send out scout planes to search for enemy planes. For each warship loaded with Scouts, decide in which of the 9 directions you will send your planes. Sighting skill depends on Aviation skill and Intelligence. Bad weather, night time or an enemy ban on radio communication will hinder chances of detecting the enemy.

Escort
Protect your fleet by sending out Fighter plane escorts. The escorts can only be sent out during the day and will return by nightfall. This is important when moving near bases occupied by enemy forces.

*Report
Get information on discovered enemy fleets. A summary of scouting reports will be displayed. Select reports from the close-up map. To view this data on the map, you may also see **ORD-Fleet-Rept**.

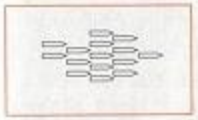


Map	View location of your fleets on close-up map.
Confm	Location of selected sighting will flash for confirmation.
Mark	Mark a sighting location for future reference.

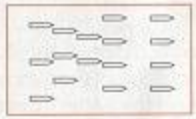
ORD, INFO, DATA
These commands are the same as those listed under **Port Commands**.

MISC (Miscellaneous)
Set Up
Set up the formation for your fleet to assume at the outbreak of a battle.

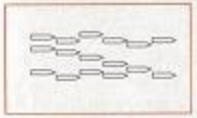
Anti-Air Attack



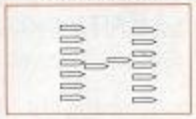
For Chase



For Bombardment



For Torpedo



Training
Train your crew for fleet and plane maneuvers to increase their hit accuracy. Training takes two days; the fleet remains stationary during this time. Training will expend fuel and increase the Fatigue of the crew. A low fuel level and high Fatigue will prevent training.

Banquet
Provide the crew with a gourmet feast. This will increase Morale and decrease Fatigue. Each time a fleet is supplied, banquets are set at their maximum of 10. Each banquet will rest the fleet for one day.

Port
Make a port call at a nearby friendly port. If your #1 Fleet returns to your Home Port, your battle success as Naval Commander is tallied.



BATTLE COMMANDS

Direct battle orders for your #1 Fleet. Exception: You cannot control battle operations when you're attacked at port or when you have a ban on radio communication.

* indicates that a command may be issued an unlimited number of times. Use of this type of command will not use up a turn.

> TIP: Press L/R buttons to hide the battle commands. Press L/R again and you may scroll through the entire battle area.

MOVE

Maneuver your fleet. Most warships can only move 1 hex. However, Destroyers with a maximum speed above 30 knots and others with a maximum speed above 36 knots can move 2 hexes. You can view a warship's speed through the Battle Command **INF**. At night, all ships can move only 1 hex; even those which can usually move 2 spaces.

Highlighted areas display your range of movement. An attack may be executed after moving. See **ATT** (Attack) below.

ATT (Attack)

Execute an attack without moving first. The normal attack method for warships is gun attack. For Cruisers and Destroyers, torpedoes and depth charges may be discharged by pressing the Y button and then selecting the attack method. After selecting your attack mode, your firing range will be highlighted. Depth charges can be released beneath your ship as well as in other highlighted areas.

* INF (Information)

Display data on warships, planes and soldiers. View which warships and transports have the ability to participate in a landing invasion.

LND (Landing Invasion)

Only warships prepared in advance may execute the landing invasion (see **TACT-Landing**). Warships must be adjacent to the base before the soldiers can be dispatched. Areas capable of being landed upon will be displayed. You can verify a warship's ability to land its troops through the **INF** command. Troops may be loaded back onto a ship from a base with the **FLE** command.

After a landing invasion is successful, the occupied base becomes the post for the landing troops. After invading a base, it's possible to find out the enemy soldier strength there. At the main menu, select **ORD-Base** for this information.

EXT (Extinguish)

Attempt to extinguish a fire caused by an enemy attack. For each turn which you are unable to put out the fire, the armor rating of your ship will decrease by 1. If another fire breaks out with one still blazing, the armor rating will decrease substantially. The ability to extinguish fires depends on the Warship skill of the Fleet Commander and the Ship skill of the crew.

SNR (Sonar)

Locate enemy Submarines with the use of sonar. All warships, with the exception of transport ships, have the ability to be equipped with sonar. Your success at discovering enemy Submarines depends upon your Electronics skill. Upon discovery, the submarine's graphic will appear.

FLE (Flee)

Command a warship to flee from battle. A warship must reach the edge of the battle area to flee. Warships cannot flee in the presence of enemy planes, Submarines or when an enemy ship is in an adjoining battle space. A damaged ship will have difficulty trying to escape. Warships which fled will rejoin the fleet after the battle has finished.

DEL (Delegates)

Delegate battle command to the computer. You select which attack method the computer should use against the enemy. Once this command is executed, you will have no control until the battle has ended or your attack method is destroyed. If your attack method is destroyed, a new method must be selected.





VIEWING THE DATA

OFFICER DATA

Officers command your fleets and represent the navy at military conferences. Each officer has 102 ability points distributed between four major abilities: Sea; Air; War and Bravery. The maximum level of an ability is 99. View officer data through **DATA-Officers**.

Name Officer's name. For Scenarios 1 and 2, there are 20 officers for each side. For other scenarios, the number of officers will vary.

Sea Ability to command a warship. A high level will increase hit accuracy for gun attacks and improve fire extinguishing efforts.

Air Ability to command Aviation operations. A high level will increase hit accuracy for air attacks.

War Overall battle ability. Officers with high war ability will be most successful in making proposals at military conferences.

Brv (Bravery)
Courage under battle conditions. A high level will make it unlikely that an officer will flee from the battle area.

Exp (Experience)
Military experience. This level will raise one point each time an officer is sent to a conference, given command of a fleet, or participates in a battle. A high level will increase the overall abilities of an officer.

Duty The fleet which an officer commands.

NATION DATA

Data on the military strength of a nation. Use **DATA-Nation** to view this information.

Mor (Morale)
Citizen attitude towards the war. High Morale will increase budget funds, number of soldiers available each month, as well as decrease the amount of time needed for repairs.

Morale is affected by the battle success rating received by the #1 Fleet when it returns to the Home Port. Propaganda can also raise this level. If a Homeland base is attacked, the citizen Morale of the attacked side will decrease.

Ind (Industry)
The industrial strength of a nation. As industry increases, monthly budget funds will increase and the time required for repairs will decrease. More money can be allocated towards industry at military conferences.

Industrial strength decreases when warships are either built or modified. This level will also decrease when factories or port facilities on your Homeland are attacked.

Abilities

Your skills to build and repair warships or develop new armaments. Ability levels can increase by: requesting technology from another land; developing new technology and allocating budget funds toward the different skills.

Int (Intelligence): Ability to spy and gather information on the enemy. The success of sabotage missions is based upon this ability. High Intelligence will increase your detection of enemy forces.

Art (Artillery): Ability to produce both small arms and large artillery. This skill will affect the artillery attack strength of newly built or repaired warships.

Stel (Steel): Ability to produce steel for warship armor. A high level will result in strong armor protection for newly built and repaired ships.

Eng (Engine): Ability to create the machinery to propel your warships and Rockets. A high level will increase maximum speed for newly built and repaired warships and improve the performance of torpedoes.

Air (Aviation): Ability to produce warplanes. A high level will enable the development of Long-range Bombers and Jet Fighters.





Elct (Electronics): Ability to use electronics for military purposes. Radar and sonar capabilities improve as this level increases. A high level will enable Search and Gunnery Radar to be developed.

Military Resources

These resources are a military strength which has not yet been committed to warships or bases. These items can always be supplied to fleets at the port of any base and are stockpiled at the Home Port.

Fuel

Amount of fuel available to the military. 'Fuel' takes on the broad meaning of energy for war: food for soldiers; gunpowder for weapons and oil products to fuel warships and planes.

The military fuel supply is used when warships are fueled at the Home Port; when supplies are transported to outlying bases and when supplying newly built ships. Occupying a base with oil extracting operations will increase your fuel supply each month.

Materials

Materials available to the military, including iron ore. Iron ore is used to build and repair warships. If you occupy a base which mines for iron ore, your material supply will increase each month.

Soldiers

Soldiers for the invasion and defense of a base. Soldiers at base will act as base defenders, and those on warships will act as landing invasion troops. High Morale will increase the number of soldiers available for duty each month.

Budget

Amount of funds available to the military budget each month. These funds can be invested in the production of armaments or the development of skills. Budget funds will increase each month as a result of either an increase in Industry, Morale or the occupation of a base with a high industrial level.



BASE DATA

View this information through **ORD-Base**. Scroll through the information with left and right on the Control Pad and access additional bases with L/R Buttons.

Base: Name of military base.

Post: Side who controls the base. 'J' is for Japan and 'A' is for the Allies.

Iron: Amount of iron at base. Iron is transported to the Home Port depending on the number of Freighters at the base. Once transported, iron will then be known as Materials and contribute to the national resource supply.

Oil: Amount of oil held at base. Extracted oil will be added to the fuel supply every day. Oil is transported to the Home Port depending on the number of Freighters at the base. Once transported, the national fuel supply will increase.

Ind (Industry): Industrial power at base. Depending on a base's Industry strength, the budget will be adjusted accordingly in the beginning of each month. If you occupy a base with a high industrial level, your budget funds will increase.

R&S (Repair & Supply): Ability of a base to Fix and Supply warships. For the most part, with the exception of inner land areas, all bases have supply ability. Total repairs and modifications can be made only at the Home Port. Others ports able to make repairs can only execute emergency repairs.

 Supply ability

 Repair ability

Frnd (Friendliness): Citizen support for your military. As Friendliness decreases, orders will not be followed easily. Citizens may engage in guerrilla raids and attack base soldiers at low support levels. Through **Base Policy** or **MIL**, support will lower with the seizure of materials and increase when treatment of citizens is improved with Compensation or increased Food Rations. Friendliness will also lower when enemy special forces agitate the citizens of the base.



EnMn (Enemy Men): Enemy battalions at base. When enemy soldiers enter a town or village and the base endurance level is 0, the base will fall into enemy hands.

Pop (Population): Base population. A large population will increase the number of people available to fill military requests for soldiers.

End (Endurance): Ability of base to withstand enemy attacks. The endurance level decreases each time port facilities, the town, villages, or factories are hit by enemy fire. The endurance level will decrease also when you improve the conditions of the citizens with Compensation or increased Food Rations through **Base Policy** or **MIL**. When both the endurance level and number of soldiers reaches 0, and invasion troops force their way into either the town or a village, a base will fall into new hands.

A low endurance level will be built up between battle turns when defending soldiers remain on base. Materials will be expended.

Arms: Armory attack strength for base defense. Each set of guns has an attacking strength of 10. This strength may be built up when defending soldiers remain on base. Materials will be expended.

When citizens receive Compensation for labor or when enemy special forces sabotage armaments, the base attack strength will decrease.

NOTE:



Base has enemy scout reports



Home Port base

■ Base Resources

Resources include: Soldiers, Materials and Fuel. Through **ORD-Base**, selection of a base and then **Supply**, you may supply bases with these items from the National Resources stockpiled at the Home Port.

Mtrl (Materials): Supply of materials. Maximum 9,999.
Materials may be used to build up Endurance and Arms levels and are used in executing repairs.



Sldr (Soldiers): Battalions of soldiers. If the base is attacked, these soldiers will participate in battle. Normally a few battalions are kept in reserve.

Fuel: Supply of fuel and food. Maximum 300,000.
Fuel is expended when supplying warships and land-based squadrons. The Fuel supply will decrease when Food Rations are increased and when fuel tanks are attacked or sabotaged.

■ Base Transports

The transports are used to transfer National Resources from the Home Port to outlying bases and to transfer Base Resources from bases to the Home Port. There are two types of transports: Troop Transports and Freighters. The transfer of materials increases with the number of transports.

Tntp (Transport): Number of Troop Transports at base. Each Troop Transport may hold as many as 10 battalions of soldiers for the transfer to bases.

Frgt (Freighter): Number of Freighters at base. Both fuel and materials are transported on Freighters. Each Freighter may hold a maximum of 4000 barrels of Fuel and 10 containers of Materials.

Days: Number of days required to transfer supplies. The time period will be shown after executing a supply command. The length of time is determined by the distance from the base to the Home Port. During this time, no resupplying can be done.

■ Military Strength

There are six elements to this Military Strength: Fighters (Fgtr); Bombers (Bmbr); Scouts (Scout); Jet Fighters (Jet fgtr); Rockets (Rckt) and Long-range Bombers (LBomb). Transferring these planes to bases from the Home Port will strengthen base military strength.

TIP: Jet Fighters, Rockets and Long-range Bombers can be developed only by bases with the required skill to produce them. An exception is when an Allied nation presents them to your nation as a diplomatic offering.



FLEET DATA

At the main menu, this info will be displayed for either the #1 Fleet or fleets making a port call. Use **ORD-Fleet** to view Fuel, Morale, Fatigue levels and the Fleet Commander name for other fleets. Press the L/R Buttons to view a fleet's mission, present position and destination goal. Select a fleet for more data, See **Main Screen Operations** for the explanation of other icons.

Flagship (**Flag**): The mainstay of the fleet. The Flagship name along with its warship class will be displayed. The Fleet Commander boards this ship and issues orders to other ships from this fleet. If the Flagship is sunk, crew Morale will decrease dramatically.

Position (**Pos**): The present position of your fleet. If at sea, coordinates will be listed. If at port, the name of the port will be displayed. The destination will also be displayed. The most extreme coordinates are (0-0) in the northwest and (3839-1919) in the southeast.

 Fleet present position

 Fleet destination goal

Speed (**Spd**): The current cruising speed of your fleet. Your maximum speed is displayed in parentheses. Transport ships will slow the movement of an entire fleet down to a maximum of 20 knots. Fleet movement is limited by the speed of the slowest moving ship. Faster speeds will get you to a location quicker, but will consume fuel at a faster rate.

Fuel: Amount of fuel loaded upon the warships. A percentage number is shown to represent at what capacity the tank is filled. The actual gallons of fuel is displayed in parentheses. When fuel percentage reaches 0, you have run out fuel and will not be able to move voluntarily. However, it is possible for you to drift with currents.

Fighters
Bombers
Scouts
Soldiers

Displays how many of these war resources are boarded on the warships for future battles.



Morale: Crew happiness and support towards the war effort. Maximum is 99.

Morale will increase with the sinking of an enemy Flagship and occupation of an enemy base. High Morale increases hit accuracy and discovery of enemy fleets, and decreases the time needed to prepare for attacks. Morale will decrease with the sinking of your Flagship, the loss of a base, high Fatigue or an attack upon one of your Homeland bases.

 Crew Morale

Fatigue: Fatigue level of the crew. Maximum is 99. Fatigue rises gradually as you cruise through the waters and jumps significantly when involved in battle. After Fatigue goes beyond 60, Morale decreases. High Fatigue will increase the amount of time required to prepare for attacks and decrease your ability to detect enemy fleets. When the fuel level falls to 0 and Fatigue reaches the maximum of 99, the fleet is effectively destroyed.

To lower Fatigue, you may either make a port call and give your crew Shore Leave or present the crew with a Banquet at sea. Depending upon the selected length of time, rest at sea will lower Fatigue as well.

 Crew Fatigue

Transports: Number of transport ships assigned to a fleet. A fleet with transports will not be able to travel faster than 20 knots.

Other: This information is shown when viewing a fleet summary.

 Resupplying

 Under Repair

 Shore Leave

 Scout Report

 Epidemic Outbreak



WARSHIP DATA

View information on each fleet through **ORD-Fleet**. Select a fleet and then **Ships**.

Class: Warship class. Graphics differentiate the seven classes of ships and any new-type warships which were developed. See **WARSHIPS** for more information.

Name: Name of warship.

Post: Fleet number to which the warship is assigned. Warships are arranged into any of the #1-#16 fleets. If a ship is not assigned to a fleet, nothing is displayed.

■ Warship Condition

Measures warship ability to fight in battles. Attacks will worsen this ability, but repairs and modifications will restore a ship.

Anti-ship: Attack strength against enemy fleets.

Anti-air: Attack strength against enemy planes.

Fort (Fortitude)**:** Armor strength to withstand damage. When this level reaches 0, the ship is sunk.

Spd (Speed)**:** Maximum speed. For Destroyers which have a speed above 30 knots and other ships with a speed above 36 knots, it is possible to move 2 hexes at a time. Warship speed will decrease when hit by enemy attack. When speed falls to 0, the ship will be immobile and cause the movement of its fleet to come to a halt. A ship with 0 speed should be separated from the rest of the fleet in order to allow the fleet to move.

■ Cargo

Items loaded on the ships.

Load: Total number of planes and Rockets loaded on a ship. Fleet and Light Aircraft Carriers, Dreadnought Battleships, Battleships, Cruisers and new-type Submarines all have the ability to hold planes. Aircraft carriers can hold Fighters, Bombers, Rockets and Scouts. Battleships and Cruisers may hold only Scouts or Rockets and new-type Submarines may hold only Scouts.



Fgtr (Fighters)**:** Fighters loaded on a warship. If a carrier is modified, it can hold newly developed Jet Fighters. The number of Jet Fighters will be added to other Fighters already boarded.

Bmbr (Bombers)**:** Bombers or Rockets loaded on a warship. If you modify Aircraft Carriers, Battleships or Cruisers, you can load Rockets. An Aircraft Carrier modified to hold Rockets will no longer be able to carry Bombers.

Scout: Planes used for reconnaissance missions. Ships modified to hold Rockets will no longer be able to hold Scout planes.

Sldr (Soldiers)**:** Landing invasion troops. Battalions able to board a ship depends on the warship class. Soldiers may be loaded onto all warship classes except for Destroyers and Submarines.

Arm: In order to place Jet Fighters and Rockets on a warship, modifications must be made.

[J] Warship modified for Jet Fighters

[R] Warship modified for Rockets

[JR] Warship modified for both Jet Fighters and Rockets

■ Crew Abilities

Since the operations of the ship are in the hands of the crew, it is important for them to be trained. This includes the navigators, engine room operators, naval men and the carrier plane pilots. Any newly built warship will have a 0 Ship and a 0 Fly skill level.

Ship: Ability to fire warship artillery and extinguish ship fires. Maximum is 99. Ship skill will increase depending on warship battle experience and training. Repairs or modifications will lower this skill as the crew will be less familiar with new equipment.

Fly: Ability to execute plane attacks. Maximum is 99. Fly skill will increase depending on air attack experience and training. The loading of new planes will lower this ability.

Luck: Luck of your crew and warship. Good luck will decrease your chances of being hit while bad luck will increase your chances of getting hit.



■ New Armament Icon

Rdr (Search Radar): A large circular icon under Rdr will indicate that a warship is equipped with Search Radar. To equip a warship with Search Radar, Total Repair must be done.

Seek (Gunnery Radar): A large circular icon under Seek will indicate that a warship is equipped with Gunnery Radar. To equip a warship with Gunnery Radar, Total Repair must be done.

■ Transport Ship Data

View transport ships through **ORD-Fleet**, select a fleet and then **Trans**.

Type: Indicates whether the transport is a Troop Transport or Freighter.

Soldier: Soldier battalions boarded on a Troop Transport. Maximum is 10 battalions.

Fuel: Barrels of fuel loaded on a transport. Maximum is 1,000 barrels for a Troop Transport and 6,000 barrels for a Freighter.

DATA FOR OTHER LANDS

To access the wartime alignment for a particular land, select **DATA-Allies**. You can view the information on the 13 nations besides Japan and the Allies (United States). The 13 nations included are: Germany; Italy; England; France; Holland; China; Australia; Thailand; India; Sweden; Switzerland; the Soviet Union and Brazil. Holland and England are considered part of the Allied force in P.T.O.

Ally:
View a nation's wartime alignment. A nation can either be allied with Japan (J); the Allies (A) or Neutral (N). It is possible to gain an alliance with a country which is originally neutral.

For Jpn, For Alls:
Displays the Friendliness of each nation towards both Japan and the Allies. Requests for technology and armaments may come from both Allied and Neutral nations. Friendliness towards you will increase when you accept the requests and decrease when you refuse.

Your request for technology or armaments will be refused by allied nations whose Friendliness towards you is low. High Friendliness will allow you to conclude an alliance with a Neutral land. Lower the Friendliness of an enemy Allied land with the dispatch of special forces.

Armaments and Skills
Displays whether Rockets or Long-range Bombers have been developed and each nation's skill levels.



PTO VOCABULARY

Base
An occupied port or inland area used for military purposes. Provides supply and repair facilities for warships. Iron ore and oil are transferred between bases and the Home Port to maintain National and Base Resource supplies. Occupation of enemy bases is essential to win the game.

Budget
Amount of funds available for military investment each month. After allocating funds at Set-Up, Budget indicates your side's military capabilities at the start of the game.

Flagship
The warship from which commands are issued for a fleet. The Naval Commander and Fleet Commanders always board the Flagship of their fleet. If a Flagship sinks, Morale will fall drastically and the Fleet Commander will die with the ship.

Fleet
Arrangement of warships into a task force. Both Japan and the Allies may have a maximum of 16 different fleets. A fleet consists of a maximum of 24 ships: 16 warships, 4 Troop Transports and 4 Freighters.

Fleet Commander
An officer delegated to command a fleet. Strategy of the fleet will be determined by the abilities of the Fleet Commander. The Fleet Commander always boards the Flagship.



Homeland

Bases either part of Japan or the United States. Japanese Homeland bases are: Kure, Tokyo, Sasebo, Naha, Yokosuka while United States Homeland bases are: Hawaii, Los Angeles, San Francisco. Defense of these areas is crucial to the Morale of your military.

Home Port

Main base for naval force. All Nation Resources are stockpiled here for supply of fleets and bases. It is only at your Home Port where you can build new ships and complete a Total Repair. When the #1 Fleet is at the Home Port, military objectives can be decided upon at a Conference. If the enemy is able to occupy your Home Port, the new Home Port will be selected from those remaining. When there are no remaining ports, the game will end with you being the vanquished party.

Key Battles

3 military targets as defined by a conference between the land and naval forces of your side. The Player can select these targets from Scenario 1. Occupied bases have to be defended and enemy bases attacked and occupied. The Naval Commander will be given a success rating in fulfilling these goals after returning to the Home Port.

National Resources

Home Port supply of Fuel, Materials, Soldiers, Rockets, Warplanes and Transports. These resources are transferred to bases for the support of forces throughout the Pacific. National Resources are also used when supplying fleets at the Home Port. Each month, base Transports will bring oil and iron to the Home Port and increase the Material supply.

Naval Commander

Highest ranking naval officer who is also Fleet Commander of the #1 Fleet. The Naval Commander issues commands to a maximum of 16 fleets: supply fleets at port, select battle targets and direct battle operations.

A Naval Commander success rating is computed from the time you leave the Home Port (See Key Battles). If this success rating is substantially low, you will be relieved of your duties and the game will end.



The Naval Commander is on the Flagship of the #1 Fleet. If the #1 Fleet is destroyed, you will go down with the sinking ship and the game will end.

Officers

Naval personnel under the authority of the Naval Commander. Officers may be delegated to conferences or given the authority to command specific fleets as Fleet Commanders. In the Opening Set-Up, you set each officer's ability.

STRATEGY HINTS

Running Out of Fuel

A fleet cannot move when it has a 0% fuel sufficiency. Carefully watch the fuel level when moving and if it's low, quickly make a port call at a friendly base for refueling. If a fleet runs out of fuel while at sea, summon the closest fleet towards the direction of the stationary fleet. Through **ORD-Fleet**, direct the rescue fleet towards the immobile fleet with a **Info Search** mission. Once both fleets are near contact, select **ORD-Arrange-Formation at Sea-Join**. This will join both fleets together and fuel will be divided between all ships.

> **TIP:** Make sure the rescue fleet has a large amount of fuel when joining fleets together to help a stranded fleet with a 0% fuel sufficiency.

> **WARNING:** A 0% fuel level and a Fatigue of 99 will destroy the fleet.

Fleet Can't Move

If orders are given to a fleet with fuel and it doesn't move, the explanation most probably will be that repair or supply activities are being performed on certain warships within the fleet. After those preparations are finished, fleets with sufficient fuel will be able to move. In order to move your fleet from the base while repairs or supplying are being done, you may separate those ships being worked on from the



fleet and depart without them. This can be done only at the Home Port through **ORD-Arrange-Formation at Port-Discharge**.

Epidemic Outbreak

An epidemic is a rare occurrence, but it can dramatically affect warships. Any fleet inflicted with an epidemic will see Morale fall and Fatigue rise significantly. An epidemic is much more likely to appear after traveling through southern tropical areas.

Immediately upon an outbreak, move the affected fleet towards the nearest port. At port, give the crew Shore Leave. The base population will be exposed to the disease and soldier strength will decrease. The epidemic icon will disappear after one day, but affected individuals will need many more days of rest to fully recover from the sickness.

DESIGNER NOTES

P.T.O. is a collaborative effort between our Japanese and American development teams. It was originally designed in Japan under the name *Teitoku no Ketsudan*. New developments show a refinement in graphics, layout and ease of play.

Our goal was to create a comprehensive WWII strategy game from the perspective of a Naval Commander. The result is a realistic simulation of the island battles in the Pacific.

P.T.O. is loaded with information: a map covering the entire Pacific, 50 accurate bases and over 250 historical warships in 7 classes. Player responsibilities include: budget allocation; command of air, land and sea battles; and administration over conquered lands.

Legal considerations necessitated the replacement of historical officer names with fictitious names. However, within the game it is possible to change every officer's name on your side to your preference.

The Pacific War had far-reaching effects upon the people and countries of the world. To maintain an objective view, we encourage additional reading to fully understand the complexities of this time period.

Koei Development Team



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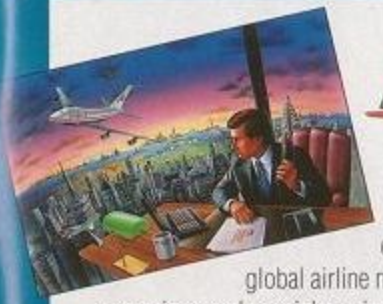
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