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Thank you for exploring the KOEI world.

KOEI CORPORATION

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P.T.O. II GLOSSARY

WARRANTY



INSTALLATION

* The Installation Card mentioned in Readme.wri was incorporated in this section.

SYSTEM REQUIREMENTS

- IBM PC or 100% compatible with 386 processor (486DX/33MHz or better recommended)
- Windows 3.1 or Windows 95
- 6 MB of RAM
- 12 MB of uncompressed hard disk space
- SVGA 640 x 480 or higher display with 256 colors
- Windows compatible sound card and speakers
- Double-speed CD-ROM drive
- Mouse

INSTALLATION FOR WINDOWS 95

1. Start Windows 95. In the **Control Panel**, select **Add/Remove Programs**. Select **Install**.
2. Follow the on-screen instructions. The command line for the setup program should be **d:/setup.exe**, if your CD drive is Drive D.
3. When the installation is complete, click the **P.T.O. II** icon in the KOEI program group.

INSTALLATION FOR WINDOWS 3.1

Selecting Display Driver

Before installing the game, you must first select a proper Windows display for the game.

1. Start Windows and double-click the **Windows Setup** icon in the **Main** group.
2. From the **Options** menu, select **Change System Settings**. The Change System Settings dialog box appears.
3. Open the list of display settings. Select a display resolution of 640 x 480 with 256 colors. You may also select a display resolution of 800 x 600 or 1024 x 768.
4. Click **OK**. The Windows setup will start. Follow the on-screen instructions.
5. When the setup is complete, restart Windows according to the instructions.

Verifying CD Audio Driver

You will also need to check if MCI CD Audio driver is installed for Windows.

1. Select the **Drivers** icon from the **Control Panel** window and check if **[MCI] CD Audio** is among the installed drivers. If it is not, choose the **Add** button and select **[MCI] CD Audio** from the **List of Drivers**. Select the **OK** button.
2. A dialog box will appear, prompting you to insert the disk that contains the driver. Follow the instructions on the screen.
3. When the driver is installed and settings are adjusted, choose the **Restart Now** button.

Note: If you have any problems changing your display setting or installing the MCI CD Audio driver, consult your Windows documentation.

Installing the Game

After confirming that you have selected a proper display and audio drivers, you are ready to install the game. P.T.O. II requires at least 12 MB of uncompressed hard disk space.

1. Start Windows. If you are already in Windows, quit all applications.
2. Insert the P.T.O. II CD into your CD drive.
3. Select **Run** from the **File** menu.

4. Type the letter of your CD drive and **setup.exe** in the command line. For example, if your CD drive is Drive D, type **d:setup.exe**. Click **OK**.
5. The setup program will start. Follow the on-screen instructions.
6. When installation is complete, you will return to Windows, or you may be directed to restart Windows.
7. You will find **P.T.O. II**, **P.T.O. II Help**, and **Readme** icons in the KOEI program group created in the Program Manager. To start the game, click the **P.T.O. II** icon.

TROUBLE SHOOTING

If you experience problems starting the game, read the Readme document in the Windows program group, KOEI.

P.T.O. II SOUNDTRACK ON CD

The game CD is supplied with the soundtrack of P.T.O. II. You may enjoy the orchestrated music by selecting **LISTEN TO MUSIC** at the start-up menu in the game, or by using an audio CD player.

The P.T.O. II CD contains the game code in Track 1 and the orchestrated music in Tracks 2 - 12. Therefore, you will need to skip Track 1 when you play the CD on audio CD players.



GETTING STARTED

- Make sure the game CD is in your CD drive while you play the game.
- P.T.O. II only supports mouse play.
- This is a quick reference guide. For more detailed game instructions, you may refer to P.T.O. II Help.

STARTING A NEW GAME

1. Select **NEW GAME** from the start-up menu.

<i>MENU</i>	<i>EXPLANATION</i>
NEW GAME	Start a new game.
LOAD GAME	Resume a previously saved game.
LISTEN TO MUSIC	Enjoy selective listening of the P.T.O. II soundtrack.

2. Select a Scenario.

For scenarios in the first half of the game, the Japanese have the advantage, and for scenarios in the second half, the Americans have the advantage. You may play only the Japanese side in Scenario 0. You must Declare War at the Monthly Conference (Foreign Policy) to start a battle in Scenario 1.

3. Select **U.S.** or **Japan**.

<i>SELECTION</i>	<i>EXPLANATION</i>
USA	You will command the U.S. Navy as the Chief of Naval Operations. 1 player game.
JAPAN	You will command the Japanese Navy as the Chief of Naval Staff. 1 player game.
BOTH SIDES	2 player game. Japan takes the first turn.
DEMO GAME	Computer demo play. To quit, select EXIT from the top menu bar.

4. Review a brief report on the current status of the war.

5. Select **Victory Conditions (short scenarios only)**.

VICTORY CONDITIONS FOR SHORT SCENARIOS

Click one victory condition from the three choices. Victory is won by achieving the final objective you chose, within the time limit. If you meet the campaign scenario conditions for victory, you will also win the game in short scenarios. The victory condition for Scenario 0 is pre-determined.

VICTORY CONDITIONS FOR CAMPAIGN SCENARIOS

One of the following three conditions must be met to win a campaign scenario.

- a) Capture the capital of the enemy country.
- b) Reduce the GNP of the enemy country to 0.
- c) Achieve a total of over 1800 in Base Yield.



QUITTING A GAME

To exit from P.T.O. II, you may:

- (a.) select the EXIT command from the Windows Menu Bar, or
- (b.) click the CLOSE BUTTON on the Windows Title Bar, or
- (c.) select the Main Command OPTION-QUIT and select END GAME. Choose not to watch the rest of the game. If you choose to watch the rest of the game, the computer will take over your command and continue the game. To end the demo game, select EXIT.

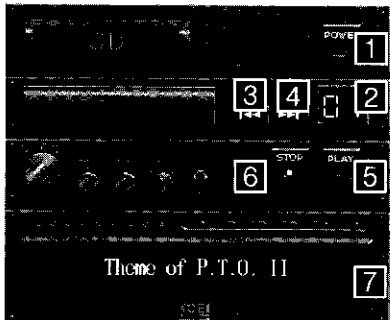
SAVING AND LOADING A GAME

To save a game, select the Main Command OPTION-SAVE. A list of save slots will be displayed. Click a save slot of your choice. If you click a slot that has a saved game, the current game data will overwrite it. You may save up to 20 games. You may not save a game during the Battle Phase.

To resume a previously saved game, select LOAD GAME from the Start-up Menu, and select a saved game you want to play.

LISTENING TO P.T.O. II SOUNDTRACK

To enjoy the P.T.O. II soundtrack on your PC, select LISTEN TO MUSIC from the Start-up Menu and display the audio CD Player screen. You may also use your own audio CD Player (See *P.T.O. II Soundtrack on CD* in the previous chapter).



- 1 POWER off and exit from the CD player screen.
- 2 Track Number of the displayed music.
- 3 Skip backward to the previous music.
- 4 Skip forward to the next music.
- 5 PLAY the music in the display.
- 6 STOP the music in the display.
- 7 Title of the music on the selected track.

OPTIONAL GAME SETTINGS

Adjust optional settings for your game play with Main Command OPTION-SET-UP.

SETTING	EXPLANATION
SPEED	Adjust the message display speed between 1 to 4. 1 is the shortest, 4 is the longest.
MUSIC	Turn ON/OFF the background music.
SOUND	Turn ON/OFF the sound effects.
GRAPHIC	Turn ON/OFF the event graphics display.
SEA BATTLE	Decide whether you will view sea battles. The SELECT (SEL) option allows you to decide each time a naval battle is fought.
LAND BATTLE	Decide whether you will view land battles. You do not have control in land battles.

DIFFICULTY SETTING

Change the difficulty level of the game by adjusting advantages of war resources and performance of weapons for the U.S. and Japan.

To display the difficulty setting menu, select Main Command OPTION-DIFFICULTY, and click a desired setting for each item. Selected settings are displayed in blue for the U.S. and red for Japan. When you are finished changing settings, select [ENTER].

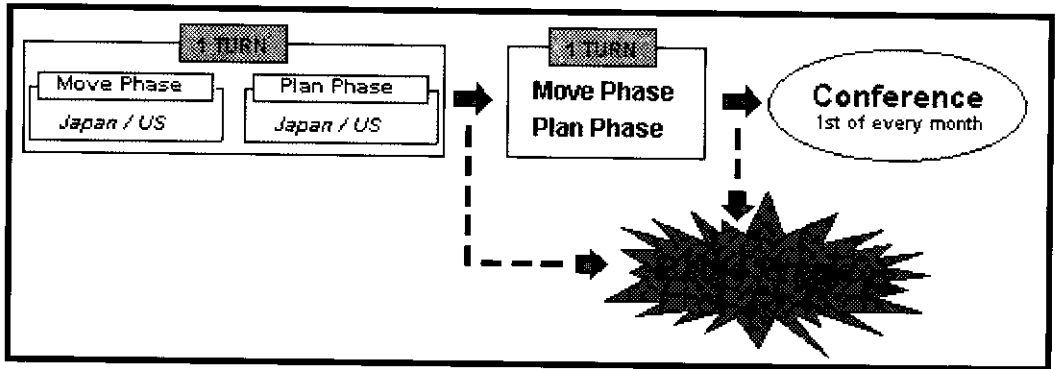
MENU	EXPLANATION
Warship: Gun Accuracy	Success rate of warships' gun and torpedo attacks.
Warship: Gun Power	Destructive power of warships' gun and torpedo attacks.
Warship: vs Air	Success rate of warships' attacks against air forces.
Base: Gun Power	Destructive power of bases' gun attacks.
Aircraft: Gun Accuracy	Successful hit of air forces' attacks at sea.
Aircraft: Gun Power	Destructive power of air forces' attacks against air forces.
Landforce: vs Air	Destructive power of land forces against air forces.
Landforce: vs Land	Destructive power of land forces against land forces.
National Income	Nation's income of budget and materials.
Conference Support	Support of other members at the monthly conference.
Scouting Ability	Ability to detect enemies.
Fleet: Cruising Range	Cruising range of fleets. Affects consumption of fuel while sailing.
Fleet: Limit Points	Whether to allow transports' mobility to limit their fleet's mobility points.
Warship: Build Time	Length of time required to build warships.
Aircraft: Build Time	Length of time required to build aircraft.
Days to Ship Materials	Length of time required to transfer materials and transports from the Home Port to other bases.
Landforce: Reserves	Recovery of land forces with Land Force Command ASSIGN.
Base Occupation	Impact on base yields when the base is invaded.
Spying Success Rate	Success rate of hiding your spy into enemy bases.
Control Army Forces	Whether to enable control to Army Divisions.

GAME OVERVIEW

P.T.O. II is a war strategy game based on the Pacific Naval Battles fought between the Allies and Japan in World War II. As the Chief of Naval Operations (USA) or the Chief of Naval Staff (Japan), you will command the Navy fleets, air forces, the Marines, and submarines to bring victory to your country.

GAME FLOW

The game progresses by repeating a series of turns. A turn is comprised of Japan Move Phase, US Move Phase, Japan Plan Phase, and US Plan Phase, in which each side alternates commands. One turn equals one day.



MOVE PHASE AND PLAN PHASE

• MAIN COMMANDS

You may issue Main Commands in both Move/Plan Phases. Use Main Commands to monitor and strengthen your Navy forces. Check the current status of your nation and forces, build ships and airplanes, and commission reserve units. Appoint commanders and delegate your command to them.

• MOVE PHASE COMMANDS

In the Move Phase, give orders related to the Navy's movement, and prepare your units for battle. Deploy your fleets and land forces according to your operation goals. Drill your crew, allocate additional forces, and re-organize your units to prepare for the next action.

• PLAN PHASE COMMANDS

In the Plan Phase, give orders related to the Navy's strategy. Search for enemies and attack them. Send out patrol and scouting units to seek out enemy fleets around your forces.

BATTLE PHASE

When you attack the enemy, or are attacked by the enemy in the Plan Phase, a battle begins. During a battle, you will give the Battle Commands.

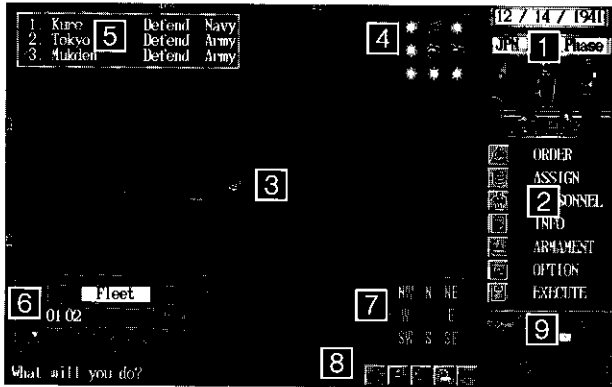
MONTHLY CONFERENCE

There is a meeting on the first day of each month. You will attend the meeting as the representative of the Navy and discuss five topics with other high-ranking officials of the government. This conference will decide important issues including operation goals, Navy budget, and drafting. See *Monthly Conference* on page 23.



MOVE/PLAN PHASE SCREENS

MAIN SCREEN



1 Turn Phase

2 Main Commands or Unit/Base Information

In the base information screen, the white, green, and red numbers represent the number of total, open, and destroyed harbors, docks, and airfields respectively.

3 Main Map

4 Weather Window (See Weather Markers on page 10)

5 Monthly Operation Goals

Goals already achieved are marked with *.

6 Unit Locator

Click the white unit type area to switch to different unit types. Click a unit number or base name code to display it at the center of the Main Map. The color of the unit numbers denotes whether the unit is delegated or not.

FLEET MARKERS



Fleet with one or more carriers



Fleet without carriers



Submarine

White = Accepting Orders (Full Mobility Points Left)

Yellow = Accepting Orders (Some Mobility Points Left)

Red = Not Accepting Orders (No Mobility Points Left)

Blue = Delegated

7 Map Scroller

Click the 8 directional buttons to scroll the Main Map by one sectional area.

8 Display Switches

For Unit Locator, Operation Goals, Map of the Pacific, Weather, and Map Scroller.

9 Map Viewer

The yellow map cursor shows the area displayed on the Main Map. Drag the cursor to change the display area.

BASE/POST MARKERS

Blue = Navy Base

Red = Army Base

Yellow = Post



Japan



U.S.A.



Neutral

The flags of armed bases are fluttering; The flags of unarmed bases are stationary.

Status of Port Fleets









In Harbor



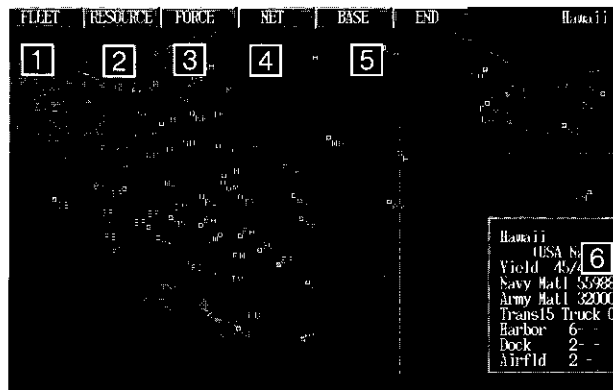
In Dock



WEATHER MARKERS

ICON	WEATHER	LIMITATIONS IN ACTION
	Sunny	Good reconnaissance conditions.
	Cloudy	Poor reconnaissance conditions.
	Rain	Air forces cannot take off.
	Snow	Air forces cannot take off.
	Fog	Air forces cannot take off.
	Storm	Air forces cannot take off and fleets cannot move.

MAP OF THE PACIFIC

**1 FLEET**

Display the location of your fleets and submarines. Switch between fleet and submarine locations by clicking the [FLEET] button. The numbers at the bottom are fleet/submarine unit numbers.

2 RESOURCE

View amount of resources in each base. Click the [RESOURCE] button to switch between items.

3 FORCE

View how your land forces are deployed.

4 NET

View your supply network. See *Supply Routes* in P.T.O. II Glossary.

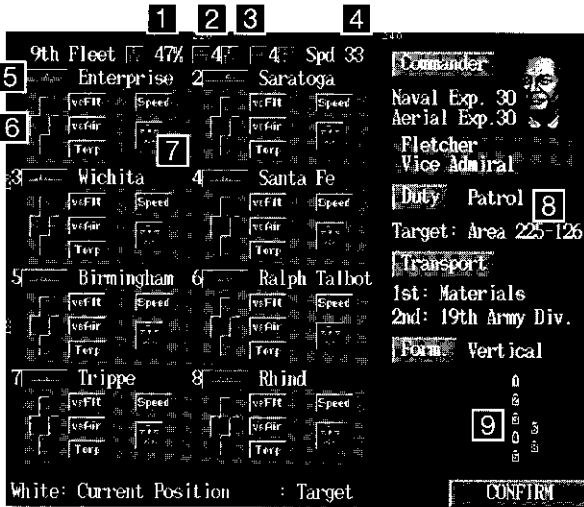
5 BASE

Display list of bases. Click a base name to display it on the Main Map.

6 BASE DATA

Place the crosshair cursor on a base. Bases engaged in battle are displayed in red. Click a base and the screen will switch to the Main Map where the base is displayed at the center.

FLEET INFO SCREEN



1 Load of materials on the fleet

2 Number of transports in the fleet

One transport may carry up to 99 materials and 25 land forces.








3 Materials and/or land forces on transports

Materials on board Land forces on board

4 Speed of the fleet

Determined by the slowest ship in the fleet.

5 Warship type

 Dreadnought Battleship (DBB)	 Battleship (BB)	 Aircraft Carrier (CV)
 Light Carrier (LCV)	 Heavy Cruiser (CA)	 Light Cruiser (CL)
 Destroyer (DD)		

6 Warship Data Window

Click the Warship Data Window to display additional warship data.

7 Fleet air force

Click this marker to display air force unit data.

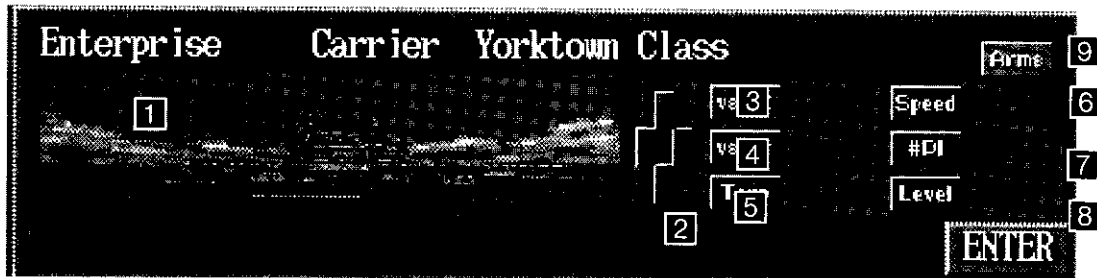
8 Duty of the fleet (delegated unit only)

9 Formation

Formation determines the positioning of ships in battle. Change formation by selecting Move Phase-Fleet Command ORGANIZE-FORMATION.



WARSHIP DATA WINDOW



All numbers are listed as "Current/Maximum."

1 Ship Graphic

Click here to display ship's specifications.

2 Strength of Armor

For the bow (top), starboard (right), port (left), and stern (bottom). When one of them falls to 0, the ship will sink.

3 vsFlt

Destructive power of the ship's gun attacks against fleets and base facilities.

4 vsAir

Destructive power of the ship's high-angle and machine guns against aircraft.

5 Torp

Number of possible torpedo attacks. Re-supply your torpedoes with the SUPPLY command. You may replace torpedoes with rockets with the Port Fleet Command FIX-EQUIP, if rockets have been developed.

6 Speed

Sail speed of the ship.

7 #PI

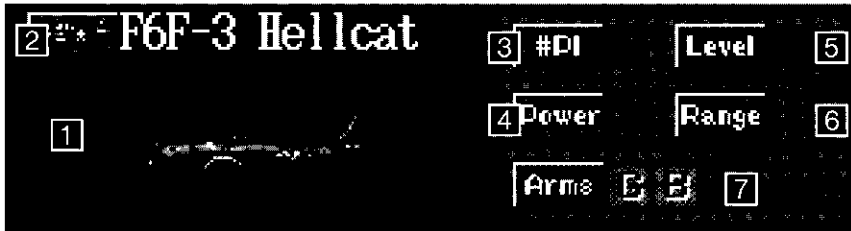
Number of airplanes on the ship.

8 Level

Skill level of the ship's crew. High skill levels are an advantage in battle. Skill levels may go up to 60 with the DRILL command, but only battle experience may further improve them.

9 Arms

Arms loaded on the ship. See *Warship Arms* in *P.T.O. II Glossary*.

AIR FORCE INFO WINDOW**1 Aircraft Graphic**

Click here to display the aircraft's specifications.

2 Air force unit marker

Highlighted in red when the unit is selected for ESCORT or STRIKE.

3 #PI

Number of airplanes in the unit.

4 Power

Attacking power of the aircraft. It affects attack and defense operations.

5 Level

Skill level of the crew. High skill levels are an advantage in battle. Skill levels may go up to 60 with the DRILL command, but only battle experience may further improve them. Supplying materials reduces this level.

6 Range

Cruising range of the aircraft. It affects the ranges for search and air strikes.

7 Arms

Types of arms available for the unit. Selected arms are highlighted in red. Change arms with the RE-ARM command.

BASE AIR FORCE INFO

Click these icons to display Air Force Info Window.



In Use



Not In Use



Destroyed (Unusable)

COMMANDS AT A GLANCE

Mobility Points * = Once the unit executes the command, it will not be able to carry out other commands until the next Move/Plan Phase. See *Mobility Points* on page 7.

MAIN COMMANDS

COMMAND	EXPLANATION
ORDER	FLEET, BASE AIR FORCE MARINES, SUBMARINE Delegate orders to your fleets, base air forces, Marines, and submarines. See the ORDER command for each unit type.
ASSIGN	FLEET Assign new ships to create a fleet or add to an existing fleet at your home port.
	BASE AIR FORCE Assign up to 4 air force units per Navy base airfield.
	MARINES Assign up to 4 units of Marines (and/or Army divisions) to your home port.
	ARMS DESIGN Design a new model of warship or submarine. BUILD Build warships, submarines, airplanes, and transports. SCUTTLE Scuttle ships or submarines that are in reserve or under construction.
	BASE OPERATIONS Transfer Navy materials and transports to your bases, and construct harbors, docks, and airfields.
PERSONNEL	NAVY View the information of your Navy officers and appoint or dismiss them as commanders of units.
	ARMY View the information of your Army officers.
	ADMIRAL View biographical information of Navy officers.
	GENERAL View biographical information of Army officers.
	SPY Send a spy to an enemy base. Costs 200 from your Navy budget. If successful, enemy base information becomes available.
INFO	FLEET, UNIT, BASE, POST View information of your fleets, units, bases, and posts.
	NATION View information on your nation, Navy/Army reserve forces, and new weapons.
	FOREIGN View information on other major nations.
	GOALS View your victory condition and current operation goals.
ARMAMENT	IN SERVICE View the information of your warships.
	BUILDING View information on your ships or submarines under construction.
	SUNK View information on ships that sunk within the current month.
	WARSHIP, AIRCRAFT, TANK, SUBMARINES View information of warships, aircraft, tanks, and submarines.
OPTION	SAVE Save your current game.
	QUIT Quit playing the game.
	SET-UP Select options of message speed, music, sound effects, event graphics, and watching battles.
	DIFFICULTY Adjust the difficulty of the game.
EXECUTE	Execute your commands and end the current turn phase.

SEA FLEET COMMANDS

"Sea Fleet" = fleet sailing at sea

MOVE PHASE

COMMAND	POINTS	EXPLANATION
SAIL	1 to *	Move your fleet.
DRILL	1	Train your fleet's crew.
ORGANIZE	4 (1) to *	Change the formation and/or the positions of the fleet's ships. Reorganize the composition of your fleet with a nearby fleet.
ESCORT	2	Order your aircraft to escort its fleet.
RE-ARM	1	Change your aircraft's weapons to Guns, Bombs, or Torpedoes.
ORDER	0	Delegate orders to the fleet. MOVE Move to your base. The fleet will choose a course where the fleet may avoid encounters with enemies. SUPPLY Move to your base for supply and repair. ENGAGE Move to your base while searching for and attacking enemies en route. STRIKE Send out your fleet air forces to strike a target enemy base. SHELL Fire guns at a target enemy base. LAND Disembark your land forces at a target enemy base. ATTACK Dispatch your fleet air forces to search an area for enemy fleets and attack them.
INFO	0	Display information on the fleet.
CANCEL	0	Cancel delegated control of fleet. Command is displayed only when the fleet has been delegated.

PLAN PHASE

COMMAND	POINTS	EXPLANATION
SEARCH	1	Send out patrol craft aboard your ships to search the surrounding seas for enemy units.
SHELL	1 to *	Attack an enemy fleet or base with your guns.
STRIKE	1 to *	Launch an air strike against the enemy fleet or base with fleet air forces.
RE-ARM	1	Change your aircraft's weapons to Guns, Bombs, or Torpedoes.
ORDER	0	Delegate orders to the fleet. See ORDER for Sea Fleet/Move Phase.
INFO	0	Display information on the fleet.
CANCEL	0	Cancel delegated control of fleet. Command is displayed only when the fleet has been delegated.

PORT FLEET COMMANDS

"Port Fleet" = fleet at Navy base

MOVE PHASE

COMMAND	POINTS	EXPLANATION
FIX	*	Dock your ship to repair damages or equip weapons.
ORGANIZE	*	Organize the fleet at port. You may exchange ships and aircraft with those stationed at a base, or a nearby fleet.
SUPPLY	*	Supply fleet at port with fuel or aircraft.
DEBARK	*	Order land forces aboard your ships to debark.
DEPART	1 to *	Order fleet to shore off and set sail.
ORDER	0	Delegate orders to the fleet. See ORDER for Sea Fleet/Move Phase.
INFO	0	Display information on the fleet.
CANCEL	0	Cancel delegated control of fleet. Command is displayed only when the unit has been delegated.

PLAN PHASE

COMMAND	POINTS	EXPLANATION
ORDER	0	Delegate orders to the fleet. See ORDER for Sea Fleet/Move Phase.
INFO	0	Display information on the fleet.
CANCEL	0	Cancel delegated control of fleet. Command is displayed only when the unit has been delegated.

BASE AIR FORCE COMMANDS

You may not give orders to base air forces that belong to the Army.

MOVE PHASE

COMMAND	POINTS	EXPLANATION
TRAIN	1	Train your base air forces.
BOMB	4	Bomb enemy base with Strategic Bombers. See <i>Types of Aircraft</i> in <i>PTO II Glossary</i> .
ORGANIZE	4 to *	Exchange air force units among your bases.
ASSIGN	4 to *	Assign aircraft to your base air forces.
ESCORT	2	Order your base air forces to take off and prepare for an enemy attack on the base.
RE-ARM	1	Change your aircraft's weapons to Guns, Bombs, or Torpedoes.
ORDER	0	Delegate orders to your base air forces. PATROL Search the surrounding area for enemy fleets. ATTACK Search a specified area for enemy fleets and attack them. DEFEND Search the surrounding area for enemy land forces and attack them.
INFO	0	Display information on your base air forces.
CANCEL	0	Cancel delegated control of your base air forces. Command is displayed only when the unit has been delegated.

PLAN PHASE

COMMAND	POINTS	EXPLANATION
SEARCH	1	Order your base air forces to search for enemy fleets in the surrounding seas.
RE-ARM	1	Change your aircraft's weapons to Guns, Bombs, or Torpedoes.
STRIKE	1 to *	Wage an air strike with your base air forces.
ORDER	0	Delegate orders to your base air forces. See ORDER for Base Air Force/Move Phase.
INFO	0	Display information on your base air forces.
CANCEL	0	Cancel delegated control of your base air forces. Command is displayed only when the unit has been delegated.



LAND FORCE COMMANDS

There are two types of land forces : the **Marines** and **Army Divisions**. You may give orders to Army Divisions only when you have selected "Yes" for "Control Army Forces" in OPTION-DIFFICULTY.

MOVE PHASE

COMMAND	POINTS	EXPLANATION
MOVE	1	Move your land forces to another base or post.
ASSIGN	1	Assign soldiers to your base land forces.
BOARD	1	Order your land forces to board a fleet at port.
ORDER	0	Delegate orders to your land forces. OCCUPY Occupy a target enemy base or post. DEFEND Defend the base or post.
CANCEL	0	Cancel delegated control of your land forces. Command is displayed only when the unit has been delegated.

PLAN PHASE

COMMAND	POINTS	EXPLANATION
ATTACK	1	Attack an enemy land force unit at a base or post.
ORDER	0	Delegate orders to your land forces. See ORDER for Land Force/Move Phase.
CANCEL	0	Cancel delegated control of your land forces. Command is displayed only when the unit has been delegated.

SUBMARINE COMMANDS

MOVE/PLAN PHASE

COMMAND	POINTS	EXPLANATION
ORDER	0	Delegate orders to your submarine. PORT Order your submarine to call at your base. SABOTAGE Destroy transports at an enemy base. PATROL Search an area for enemy fleets. ATTACK Search an area for enemy fleets and attack them.
CANCEL	0	Cancel delegated control of your submarine.
SCUTTLE	1	Scrap your submarine.

BATTLE PHASE

STARTING BATTLES

Naval battles take place when you select the following commands. Battles begin after the Plan Phases for both the U.S. and Japanese sides are completed.

<i>UNIT TYPE</i>	<i>PLAN PHASE COMMAND</i>	<i>ORDER SUBCOMMANDS</i>
Sea Fleet	SHELL, STRIKE	ENGAGE, STRIKE, SHELL, LAND, ATTACK
Base Air Force	STRIKE	ATTACK, DEFEND
Land Force	ATTACK	OCCUPY
Submarine		ATTACK

PLANNING BATTLE STRATEGY

Before you attack, compare the strength of your forces with the enemy's, and determine the best timing of an attack. Attack effectively by directing your units to concentrate their attacks on one target at a time.

Use most suitable tactics for your unit types and weapons. For instance, ships with a long gun range, such as Dreadnought Battleships (DBB) and Battleships (BB), naturally have an advantage in fleet battles. However, at night when gun accuracy decreases, Destroyers (DD) and Cruisers (CA, CL) will fight equally well with torpedoes.

History has also proven that even powerful battleships are vulnerable to air strikes, while attack airplanes are merely good targets for destruction, if not flying.

OCCUPYING BASES AND POSTS

To occupy an enemy base, you must meet all the three conditions listed below. To occupy a post, you must meet (a) and (b).

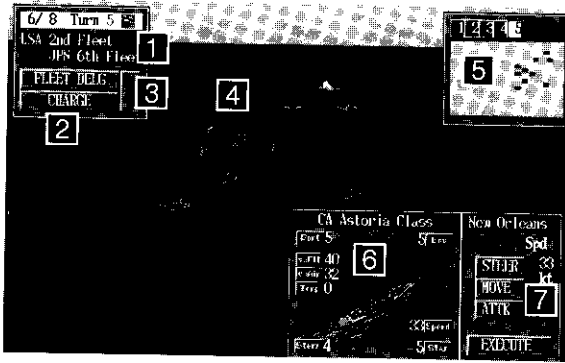
- a) Your land forces are at the base or post.
- b) There are no enemy land forces at the base or post.
- c) The enemy's Base Yield is reduced to 0.

When you succeed in occupying an enemy base, enemy fleets at the base will move off shore, and all base air forces will be destroyed.

BATTLE DISPLAY

<i>TYPES OF UNITS</i>	<i>BATTLE DISPLAY</i>
Your Fleet vs Enemy Fleet	Naval Battle Screen
Your Fleet vs Enemy Base (Base Facilities)	Naval Base Battle Screen
Your Fleet vs Enemy Base (Fleet at the Base)	Naval Base Battle Screen
Your Fleet vs Enemy Post (Land Forces)	Naval Base Battle Screen
Your Fleet vs Enemy Air Forces	Naval Battle Screen
Your Fleet vs Enemy Submarine	Naval Battle Screen
Your Submarine vs Enemy Fleet	Naval Battle Screen
Your Air Forces vs Enemy Fleet	Air Strike Screen
Your Air Forces vs Enemy Air Forces	Land Battle Screen
Your Air Forces vs Enemy Base (Base Facilities)	Land Battle Screen
Your Air Forces vs Enemy Base (Fleet at the Base)	Naval Base Battle Screen
Your Air Forces vs Enemy Post (Land Forces)	Land Battle Screen
Your Land Forces vs Enemy Base/Post (Land Forces)	Land Battle Screen
Your Land Forces vs Enemy Fleet	Naval Base Battle Screen
Your Land Forces vs Enemy Air Forces	Land Battle Screen

FLEET BATTLE SCREEN



- 1 Your unit vs enemy unit
- 2 Fleet commands
- 3 Display switch for armor strength
- 4 Ship markers

You may not see submarines in naval battles.

- 5 Battle area map

Change the battle display area by clicking the numbers 1 to 5 in your turn.

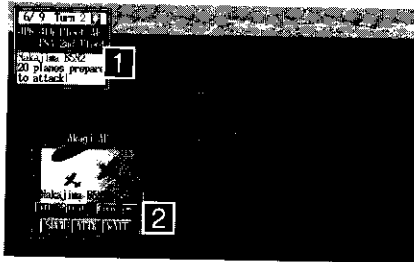
- 6 Ship information

Displayed when a ship marker is clicked. A red flag denotes a flagship.

- 7 Ship commands

Available commands depend on the type of the ship.

AIR STRIKE SCREEN



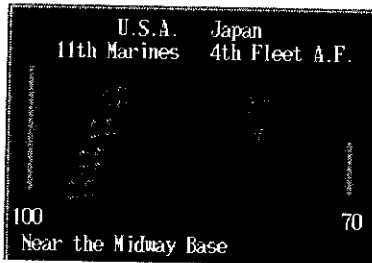
- 1 Air force commands

Commands for all air force units

- 2 Air force unit commands

Commands for individual air force units

LAND BATTLE SCREEN



When a battle does not involve a fleet, this battle screen will be displayed. The vertical bars and numbers represent the number of airplanes or land forces. Land Battles are controlled by the computer and you may not issue commands.

FLOW OF FLEET BATTLE

- (1) When a fleet battle starts, the fleet's ships will be positioned according to the formation of the fleet.
- (2) You may give orders to the fleet or individual ships. To give orders to individual ships, click Ship Markers and select Warship Commands.
- (3) Select [CHARGE] to start a battle. Each ship will execute your order in each turn. Units will attend to their orders until you give new orders. To issue new orders while your units are fighting, hold down the left mouse button until you are prompted for a command.

A fleet battle ends when one of the following conditions is met.

- a) A fleet (or other units) from either side is completely destroyed.
- b) All units from either side retreat.
- c) Each side completes 10 turns.

FLEET COMMANDS (FOR ENTIRE FLEET)

FLEET DELEGATE

- Delegate** Delegate control of your entire fleet (default selection). The actions of the fleet will vary depending on the situation.
- Attack XX** Concentrate your attacks on a specific type of target. Choose from enemy warships, base facilities, or land forces.
- Retreat** Retreat your fleet from the battle.

CHARGE

Execute your orders after selecting FLEET DELEGATE, or Warship Commands.

WARSHIP COMMANDS (FOR INDIVIDUAL SHIPS)

Direct each of your warships in battle. Click a ship marker and choose a command. You may have different choices of commands depending on the type of ship. Select [EXECUTE] after selecting a Warship Command. The ships will wait to execute your order at the end of the turn.

- SPEED (Spd)** Change the sail speed of the ship. Enter a new speed by sliding the speed bar. You may not change the speed of delegated ships.
- STEER** Change the direction of the ship in the Steer Window. [STAR] will turn the ship to the right, [PORT] will turn to the left.
- MOVE** Move the ship. Click a destination with the square cursor.
- ATTACK** Attack enemy units. Your unit will move toward the target while attacking. If your ship is equipped with rockets, you may fire rockets at the enemy base or land forces.
- BOMB** Drop a bomb on the enemy. Your ship must be capable of torpedo attacks. Your ship will move toward the target.
- LAND** Disembark land forces from your transports onto the landing point you select. When your transport reaches the shore, its land forces will automatically land onto the base. If there are no enemy land forces at the base and the base yield is zero, your land forces may occupy it. If the base has enemy land forces, your land forces may attack by selecting Land Force Command ATTACK. You may not give this order unless your transports carry land forces.

WARSHIP DAMAGE

During battle, your ships may sustain the following damages by enemy attacks.

LOCATION	DAMAGE	REPAIR
Deck	The degree of damage may be Minimal, Slight, or Serious.	3
Bridge (Direct Hit)	The commander may die, or radar weapons may be destroyed.	3
Rudder	The ship will only be capable of moving forward.	1
Engine	The speed of the ship will decline. When the maximum capable speed becomes 0, the ship will sink.	2
Armory (Flooded)	The ship will be incapable of attacking with its main guns and anti-aircraft guns.	3
Torpedo Tubes	The ship will be incapable of a torpedo attack.	3
Main Guns	vsFlt (the attacking strength of the ship's main guns) will decrease. If vsFlt becomes 0, you cannot fire at fleets.	3



Anti-aircraft Guns	vsAir (the attacking strength of the ship's anti-aircraft guns) will decrease. If vsAir becomes 0, you cannot fire at aircraft.	3
Fire	The strength of the ship's armor will continue to decrease until the fire is extinguished. The weather condition and the ship's skill level affect how quickly the fire will be put out.	1
Hangar	The number of the carrier's aircraft will decrease.	3
Surface Tanks	The submarine will be unable to submerge.	1
Cracks in the Armor	The submarine will be unable to submerge. Depending on the situation, it may sink.	1

Repair

- 1 = Capable of fully repairing damage at sea. (Damages are repaired at sea automatically with each turn.)
- 2 = Capable of repairing damage so that ship may recover up to half of its maximum speed.
- 3 = Damages cannot be repaired at sea. You must return to port and dry dock the ship.

FLOW OF AIR STRIKES

AIR STRIKES

- (1) Before an air strike starts, you may delegate your command to the entire air force with the Air Force Commands, or take direct control of each unit.
- (2) Select [CHARGE] to start attacks. The air force units will execute your orders in the order of highest to lowest skill levels. If you chose direct control, you will select an Air Force Unit Command for each unit. To take direct control of delegated units, hold down the left mouse button until you are prompted for a command. Each unit may attack once in each battle.

An air strike will end when one of the following conditions is met.

- a) All air forces have waged an attack.
- b) All enemy ships have retreated (Only when you chose to Strike the enemy fleet).
- c) Both sides have completed 10 turns.

AIR FORCE COMMANDS (FOR ENTIRE AIR FORCE)

AIR FORCE DELEGATE

Delegate	Delegate control to your air force for the entire battle.
Attack XX	Specify which types of enemy ships your air forces will mainly target.
Wait	Cancel the attack and wait for a better opportunity.
Direct Control	Take direct control of delegated forces (default selection).
Retreat	Order your air forces to retreat.
Information	View information on your air force units.

CHARGE

Start attacks after selecting AIR FORCE DELEGATE.

AIR FORCE UNIT COMMANDS (FOR INDIVIDUAL UNITS)

SEARCH (SRCH)	View enemy ship information. Select an enemy ship you want to view.
ATTACK (ATK)	Attack an enemy ship. Select a target and a direction for the attack.
WAIT	Command the unit to wait in the air until the next turn.

MONTHLY CONFERENCE

On the first day of each month, you will be summoned to attend the conference as the representative of the Navy. In the conference, you will make decisions on five topics: Foreign Policy, Operation Goals, Budget, Materials, and the Draft. If you choose not to attend the conference, decisions will be made without your vote.

HOW THE CONFERENCE PROCEEDS

The conference proceeds in the style of a card game. Each player interacts with the other members of the conference to discuss the topics.

1. RECEIVE CARDS

Before the meeting, 2 to 7 cards are dealt to each member. The number of cards is determined by the results of the previous month's objectives and the state of affairs in the country.

2. USE CARDS FOR DISCUSSION

In your turn, you will give your opinion by selecting one of your cards. Cards you may select are outlined in white. Fifteen minutes are allotted to discuss each topic. Time advances according to the cards used by each member. Cards may lengthen or shorten the time of the conference.

If there are no cards that can be used, or if you don't want to use a card, you may discard a card. Click the Action Marker to switch to "Discard a Card" and select a card to be discarded. A discarded card will be replaced by another card. Each member will have the same number of cards until the end of the conference.

3. VOTE AND MAKE A DECISION

At the end of the discussion period, if only one proposal remains, that proposal will be adopted. If there is more than one proposal, members will vote. You must select a proposal to enter your vote. If your proposal is among the selection, you must vote for your proposal.

CONFERENCE SCREEN

To slow down the message display speed during the conference, hold down the mouse button.



1 Date and Current Topic

2 Timer

Displays remaining discussion time for the current topic.

3 Secretary

Click to display a list of current proposals and decisions already made for previous topics.

4 You: Chief of Naval Operations (US) / Chief of Naval Staff (Japan)

5 Action Marker

Click the action marker to switch between "Use a Card" or "Discard a Card". If other members have used the "UNIFY", "DIRECT", or "REFUSE" card, the action marker will display "Do Nothing."



Use a Card



Discard a Card



Do Nothing

6 Your Conference Cards

7 Door Click to skip the discussion of the current topic and let other members make a decision.

CONFERENCE CARDS (TIME SPENT)



PLAN (1 minute)
Submit your proposal for the topic of discussion. Each member can make one proposal for each topic. If you have already submitted a proposal, you can revise it.



UNIFY (3 minutes)
Ask all members to agree with your proposal. If two or more members agree, the proposal will be adopted. If less than two people agree, the proposal will be dismissed. To refuse the UNIFY card, members must use a REFUSE card.



DIRECT (2 minutes)
Persuade another member to agree with your proposal. To refuse the DIRECT card, the member must use a REFUSE card. If he doesn't have a REFUSE card, he must agree with your proposal. Once you have persuaded another member, he will not be able to use the PLAN, UNIFY, DIRECT, and SUPPORT cards. (The SUPPORT card can be used only to the agreed proposal.)



REFUSE (1 minute)
Persuade another member to withdraw his proposal.



SILENCE (1 minute)
Pass your turn to the next member.



PASS (1 minute)
Pass your turn to another member of your choice.



REVERSE (1 minute)
Reverse the order of the turn.



BIDE (2 to 6 minutes)
Bide for time to shorten the discussion. The timer advances at random between 2 and 6 minutes.



EXTEND (+3 / +6 / +10 minutes)
Ask to extend the discussion. The time will be extended at random for 3, 6, or 10 minutes.



SUPPORT
Invalidate a REFUSE card submitted to another member's proposal.



THREAT
Invalidate a REFUSE card submitted to your proposal.

TOPICS OF CONFERENCE

TOPICS	EXPLANATION
Foreign Policy	Decide on diplomatic activities with other countries. The success and failure of pacts and treaties depend on your Support level with other nations and your luck.
Operation Goals	Define up to 3 missions for your military forces. If you select a base under your control, the mission will automatically be "Defend". If you select an enemy base, select "Occupy" or "Destroy".
Budget	Divide budget for the Navy, Army, Foreign Bases, Technology, and Government. In the Allocation Window, the numbers on the left are the remaining budget from the previous month. The number in parentheses is the current GNP.
Materials	Allocate military supplies and materials for the Navy, Army, and domestic use.
Draft	Draft soldiers for the Navy and Army. The U.S. has an additional category of "EUROPE" for the European war front. Remember, if you draft many soldiers for the Army and Navy, your GNP will fall. Select [INFO] to see information and restrictions on drafting.

P.T.O. II GLOSSARY

ADMIRALS AND GENERALS

ATTRIBUTES	EXPLANATION
Battle Experience	Increases as the officer gains experience in naval, land, and air battles.
Naval Battle Experience	Increases as the officer wins naval battles.
Land Battle Experience	Increases as the officer participates in land battles
Aerial Battle Experience	Increases as the officer participates in air strikes.
Rank	Increases as the officer gains Battle Experience. Units whose commander has a high rank have high offensive and defensive abilities in battle.

Navy Ranks

Rear Admiral → Vice Admiral →
Admiral → Fleet Admiral

Army Ranks

Major General → Lt. General →
General → General of Army

TYPES OF SHIPS

Dreadnought Battleship (DBB) / Battleship (BB)

Superior in both attack and defense, these battleships play a major role in naval battles. They attack enemy ships and bases with guns.

Aircraft Carrier (CV) / Light Carrier (LCV)

Although the offensive and defensive abilities are not as good as battleships, carriers have a flight deck for aircraft, which strike enemy ships and bases.

Heavy Cruiser (CA) / Light Cruiser (CL) / Destroyer (DD)

Although the offensive and defensive abilities are not as good as battleships, cruisers and destroyers are easy to maneuver. They attack enemy ships with guns and torpedoes. They can also attack enemy submarines with torpedoes.

Submarine (SS)

Submarines cruise underwater to patrol the area and attack enemy warships and transports with torpedoes.

TYPES OF AIRCRAFT

Fighters

Fighters are designed to counterattack air strikes. Fighters normally use guns, but some fighters may also drop bombs.

Fleet Fighters (FF) are capable of taking off and landing on a carrier. Their main task is to protect their fleet. They are not suitable for attacking warships.

Land Fighters (LF) are deployed from base airfields to protect the base and intercept enemy air raids.

Bombers

Bombers are designed to attack both sea and land targets with guns or bombs.

Fleet Bombers (FB) are suitable for attacking warships, land forces, and base facilities. They are dispatched from carriers.

Strategic Bombers (SB) are dispatched from base airfields and fly high to bomb military facilities and cities. They are not available in early stages of the war, since it requires high levels of Aeronautic Technology to develop them. In P.T.O. II, only the Army uses strategic bombers on the U.S. side.

Attack Aircraft

Attack Aircraft are designed to attack both sea and land with guns, bombs, or torpedoes.

Fleet Attack Aircraft (FA) are deployed from aircraft carriers. Their torpedo attacks on ships are powerful and effective. Use bombs for land targets.

Land Attack Aircraft (LA) are large attack aircraft available only to Japan. They raid enemy targets with bombs and torpedoes.

Navy Scouts

Navy Scouts are developed to search for enemy units. Navy Scouts can be loaded on aircraft carriers and other types of ships. The success of detecting enemy units depends on the search range, experience level, and number of aircraft.

WARSHIP ARMS

These arms may be developed when your nation's technology reaches certain levels. To install arms on your warships, select Port Fleet Command FIX-EQUIP. Anti-air Radar and Gunnery Radar are automatically installed on submarines at port, when they are developed.

Anti-air Radar	Gives escort air forces an advantage in battle.
Seaborne Radar	Detects enemy fleets in the area.
Gunnery Radar	Increases accuracy of gun attacks.
ECM	Jams the enemy's Gunnery Radar.
Rockets	Rocket bombs that are effective in destroying base facilities and land forces.

AIRCRAFT ARMS

Arms you may select depends on the type of aircraft. Use the Air Force Command RE-ARM to change arms on your aircraft.

Guns	Effective to attack aircraft and base facilities.
Bombs	Effective to attack ships and base facilities.
Torpedoes	Effective to attack ships.

CRYPTOGRAPH

A cryptograph allows you to decipher the enemy's code. When you succeed in developing a cryptograph, you may view information on active enemy warships using the Main Command ARMAMENT-IN SERVICE.

BASES AND POSTS

Base

There are Navy bases and Army bases. Bases may have harbors, docks, and airfields, and be occupied only by land forces. Occupying bases connected with the Home Port will expand your supply routes.

Some bases produce oil and ore, which are valuable resources in a war. Natural resources will add to the base's materials and be transported to the Home Port once a month by transports or trucks. Allocate materials and transports to bases with the Main Command ASSIGN-BASE OPERATIONS.

Base Yield

Each base has a different productivity which affects the base's monthly income. When the total yield of all the bases under your control surpasses 1,800, you will win the war.

Harbors

Harbors are used to re-supply fleets. The number of harbors determine the number of fleets that may stay at the base. To construct a harbor, use Main Command ASSIGN-BASE OPERATIONS. You may build a maximum of 8 harbors per base.

Docks

Docks are used to repair damaged ships. To build a dock, use Main Command ASSIGN-BASE OPERATIONS. Docks are built by converting existing harbors.

Airfields

A maximum of 4 base air force units may be stationed per airfield. You may build up to 2 airfields per base. To build an airfield, use Main Command ASSIGN-BASE OPERATIONS.

Post

You may station your land forces at your posts. Each post has terrain, which affects the defensive abilities of defending unit at the post. Terrain's protective effect is

Towns > Mountains > Jungle > Plains

SUPPLIES

Supply Routes

You may transfer materials, land forces, and air forces to bases connected via supply routes. When the occupied base or post is connected to your Home Port, a new supply route is formed. Transport ships will automatically transfer base income and materials every month from your bases to the Home Port.

When there are no transports at the base, the supply route to the base will be severed. Once the supply route is cut, you are no longer able to send money and materials from the base to the Home Port. Your land and air forces will not be able to move out of the base.

Transports

Transports are necessary to transport materials between offshore bases. The number of transports affects the monthly income at the base. To increase the number of transports, use the Main Command ASSIGN-BASE OPERATIONS [Transports]. Destroy enemy transports with the Main Command ORDER-SUBMARINE-SABOTAGE.

Trucks

Trucks are necessary to transport materials between inland bases. The number of trucks affects the monthly income at the base.

Materials

Materials include fuel, food and ammunition. The amount of a nation's materials is determined by the income from the bases it controls. Materials are allocated for the Navy, Army, and domestic use at the monthly conference. Transfer Navy materials to each base with the Main Command ASSIGN-BASE OPERATIONS.

Once a fleet runs out of materials, it will not be able to execute orders. Lack of materials at a base immobilizes base air forces and halts supply and repair activities.

HOME PORT

Home port is the center of activities for the Navy. If the home port is occupied by the enemy, a new home port will automatically be selected from other bases. At the beginning of the game, Hawaii is the home port for the U.S. Navy, and Kure is the home port for the Japanese Imperial Navy.

GNP

GNP, gross national product, indicates the nation's capacity of production. The sum of GNP and base yields determines the monthly income for the nation. GNP fluctuates depending on the budget and materials for domestic use allocated at the monthly conference. Drafting soldiers and damages to the capital city will lower GNP. When your nation's GNP falls to zero, you will lose the war.

