



STEEL THUNDER™

AMERICAN BATTLE ★ TANK SIMULATION™

IBM/Tandy Keyboard Functions

BACKSPACE
Driver Backwards

ENTER
Fire Gun/Brake

ESC
Pause

↑
← **AIM/STEER** →
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- (1) Unused on M48A5
- (2) Unused on M3 Bradley
- (3) TOW-launcher Up/Down toggle on M3 Bradley
- (4) 25mm Chain-gun Fire Rate toggle on M3 Bradley

CTRL-S: Sound On/Off toggle
 CTRL-Q: Return To H.Q.
 CTRL-Q (with simulation "Paused"):
 Exit to DOS
 CTRL-E: Engine Sound On/Off toggle

KEY	FUNCTION	KEY	FUNCTION	KEY	FUNCTION
F1	Extinguish Fire	A	Turret Power	`	Master Power
F2	Engine Smoke	Z	Arm Smoke Grenades (1)	1	Engine Power
F3	Fire Smoke Grenade Salvo (1)	X	Auxiliary Power	2	Night Periscope
F4	Coaxial/Main Gun Select	C	Mini-turret Hyd. (3)	3	Time Compress
F5	Target Range (4)	V	Gun Stabilization (1)	4	Driver Station
F6	Ammo Select	B	Turret Hyd./Elec	5	Gunner Station
F7	Commander Gunsight Override (2)	N	Ballistics Computer (2)	6	Commander Station
F8	Commander Control Override (2)	M	Sight Filter	7	Damage Report
F9	Gunner: Identify Target	,	Sight Day/TTS (1)	8	Stores
F10	Gunner: Destroy/Cease Fire	.	Sight Magnification	9	Map
		/	Slew Rate	0	Driver: Next Goal/Go Straight
				-	Driver: Close On Target
				=	Driver: Circle