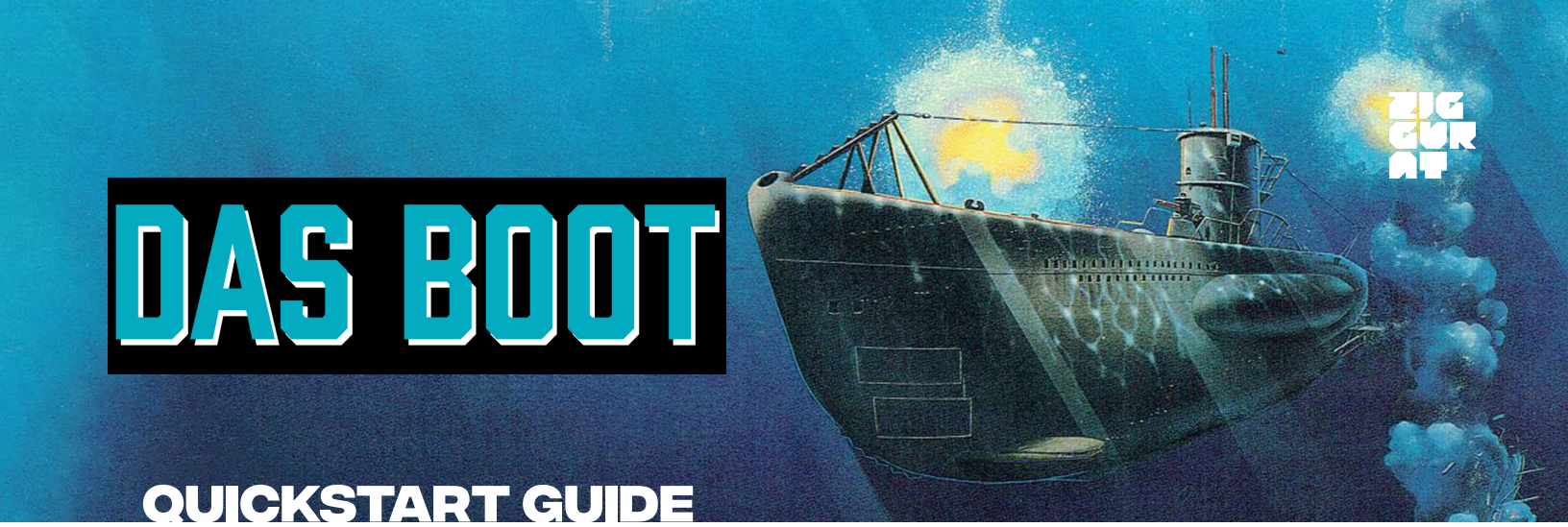


DAS BOOT

QUICKSTART GUIDE

Das Boot: German U-Boat simulator puts you in charge of your own submersible boat in the heat of WWII. Command your ship to take down different enemy aircrafts and sea vessels using torpedoes, anti-aircrafts, and encrypted radio communications from HQ.

We recommend that you read through the "Operations Manual" to familiarize yourself with the different game modes and controls of the game. Listed below are quick reference guides on the controls for using the U-boat in Baltic Training Missions or in the Campaign.

CONTROLS AND SHORTCUTS

◊ Navigation Controls
- Throttle
  - » Throttle is controlled with the [+] and [-] keys on the keypad.
  - » [Alt] + [1] - 1/3 forward engines.
  - » [Alt] + [2] - 2/3 forward engines.
  - » [Alt] + [3] - Full forward engines.
  - » [Alt] + [4] - Reverse (aft) engines.
  - » [Alt] + [5]- Engines stop.
- Direction
  - » The [Left/Right Arrow] keys and the [4] and [6] arrow keys on the keypad will steer the boat left and right.
- Diving and Surfacing
  - » The [Up/Down Arrow] keys and the [8] and [2] arrow keys on the keypad control the forward diving planes, causing the boat to dive and surface
  - » When using the diving planes to change depth, remember to bring them back to zero, or your diving/surfacing maneuver will continue.

◊ Time Compression
- [Alt] + [6] = normal time
- [Alt] + [7] = 2X normal time
- [Alt] + [8] = 3X normal time
- [Alt] + [9] = 4X normal time
- In the Map Room, press [F3] once to compress time by a factor of 2, twice to compress time by a factor of 3, and three times to compress time by a factor of 4. Press [F3] a fourth time to restore the normal flow of time.

◊ Station Shortcuts
- [5] - Binoculars
- [F1] - Periscope
- [2] - Deck Gun
- [4] - Anti-Aircraft Gun
- [M] - Torpedoes
- [T] - Torpedo Room
- [W] - Control Room
- [E] - Engine Room
- [R] - Radio Room

◊ External Camera
- NOTE: When you choose the Realistic difficulty level for one of the missions, the external camera is disabled.
- To rotate the camera from left to right, up and down, press the [Shift] key while using keys [4], [6], [8], and [2] on the keypad, or the [Left/Right/Up/Down] arrow keys.
- To zoom the camera in and out, press the [Shift] key with [+] and [-] on the keypad.
- To reset the camera, press [Alt] + [Home]

CONTROLS AND SHORTCUTS (CONT'D)

- Alt Functions
  - [Alt] + [B] - Gives report of radar detection by the Biscay Cross/Metox.
  - [Alt] + [C] - Reports course in degrees.
  - [Alt] + [D] - Reports damage, if any, and probable repair times.
  - [Alt] + [F] - Turn the U-boat towards the target or view in binoculars or periscope - a fast way to turn!
  - [Alt] + [G] - Turn the digitized graphics on and off.
  - [Alt] + [H] - Gives a hydrophone report.
  - [Alt] + [I] - First Officer identifies a ship in periscope or binocs, if it is close enough.
  - [Alt] + [K] - Gives speed in knots.
  - [Alt] + [M] - Set torpedo range (only in periscope and binocular views).
  - [Alt] + [O] - Gives report of radar detection by the Hohentwiel radar system.
  - [Alt] + [P] - Adjusts dive planes downward automatically and takes the U-boat to periscope depth.
  - [Alt] + [R] - Gives radio direction finder report.
  - [Alt] + [S] - Adjusts dive planes upward automatically and takes U-boat to surface.
  - [Alt] + [V] - Turn the sound volume on and off.
  - [Alt] + [W] - Reports location of waypoint, if one has been set.

DOSBOX TIPS

To make this game playable on modern systems, this version of Das Boot is played through DOSBox. Launch options from Steam are included for full screen and multiple windowed resolutions.

USEFUL DOSBOX SHORTCUTS

- Exit the application at any time with Control+F9.
- In windowed mode, Control+F10 toggles locking the mouse to the window. The mouse is not used for gameplay or menu navigation in Das Boot, but using this to prevent the mouse from wandering outside the game window may still be helpful to ensure the game does not lose focus while playing.
- Use Alt+Enter to switch between windowed and full screen mode while in any resolution view.
- If you feel the game is running too fast or too slow, you can adjust the CPU speed by decreasing the number of CPU cycles with Control+F11 or increasing them with Control+F12.

DOSBOX OPTIMIZATIONS (RECOMMENDED FOR ADVANCED USERS)

You can make adjustments to how the game runs at each configured resolution by editing the .conf files in the DOSBox\Configuration directory of the game's install folder. General emulation settings can also be adjusted in the dosbox.conf file, which affects all resolutions. We recommend backing up any .conf files before making edits, as changes to these files could produce undesired effects.

FULL SCREEN MODE

If you are having trouble running the game at full screen, you may want to change the fullresolution parameter in the fullscreen.conf (and any other .conf files you use to launch the game). We found that most systems run best with this parameter set to fullresolution=desktop, so we made this the default value, but we have seen some configurations (like the Surface Pro X) where changing this parameter to fullresolution=original was necessary for the game to run properly.