

P.T.O. II FAQ/Strategy Guide

by Sheepy99

Updated to v1.99 on Jun 16, 2004

P.T.O. II

Pacific Theater of Operations II for the Super Nintendo Entertainment System.

Copyright 6/14/2004 (Version 1.99)

Copyright 9/30/2003 (Version 1.9)

Copyright 5/18/2001 (version 1.8)

Copyright 3/19/2001 (version 1.71)

Copyright 2/22/2001 (version 1.7)

Copyright 2/21/2001 (version 1.6)

Copyright 2/19/2001 (version 1.2)

Copyright 2/17/2001 (version 1.0)

Created by Tim "Sheepy99" Maurer

Contact Info: Sheepy99@Yahoo.com

Special thanks to KC0AYG for proofreading

Special thanks to everyone who wrote me and told me of serveral things I missed.

Version 1.99

This will probably be the last update for a while.

To all the people who have emailed me about the German Ships. Stop already!!! I have updated the section.

Version 1.9

After 2 years I finally have another update, "Shocking"

Here's whats been added:

Rumors section (includes emails about tips and tricks)

Added more stuff to planes section.

Version 1.8

Yeah will I updated again, so what, anyway added some stuff to technology and the long asked question

"How do I make a customized warship?"

Version 1.7

Im pretty darn sure this is my last update.

Finally fixed that word wrap

Version 1.7

updated FAQs

fixed the Monthly Conference Guide word wrap

hopefully this is my last update

Version 1.6

added a lot to the ships section table wise

finally included my Monthly Conference Guide (IXa)

fix a few typos here and there

Version 1.2

hopefully fixed all the tables

fixed a few grammatical errors

spruced up the parts of each section

fixed another Koei mistake in the Cruiser section

Version 1.0

First version of FAQ released

Hello, everyone this is my first Guide/FAQ's I have ever done and I hope it helps out anyone who has ever got stuck in PTO II (or got the game without the manual).

INDEX

I. Intro
II. Campaigns
III. Bases
IV. Ships
V. Planes
VI. Technology
VII. Monthly Conference
VIII. Commands
IX. Strategies
IXa. Monthly Conference Strategies
X. FAQs
XI. Rumors/Unconfirmed
XII. Conclusion

I. Introduction

PTO II was produced by Koei in 1995 for the Super Nintendo (although it came out on the PC and Sega Saturn also). PTO II is about the war in the pacific that was part of World War II (1941-1945). World War II began when Adolph Hitler invaded Poland in 1939. Britain and France were allies with Poland and when Germany attacked Poland, Britain and France were forced to declare war against Germany. In 1939 the United States was still officially neutral and there was pressure from Britain to join the war on the side of the Allies. Then the Axis powers (Germany and Italy) signed a treaty with Japan to aid each other should either side be attacked. Soon other nations of Europe fell, Including France. Britain stood alone against the Axis power with a divided United States still debating to join on the side of Britain. But all that would change on December 7th, 1941.

The United States had a resource embargo on the nation of Japan due to the military nature of Japans actions in Asia. Japan needed resources to continue it's expansion in the Pacific and the only power that stood in it's way was the United States Pacific fleet, which was stationed at Pearl Harbor, Hawaii. Knowing that Japan's military would grind to a halt with out resources, the Japanese leaders decided that a surprise attack on the United States was the only recourse to keep Japan alive. On November 26, 1941, six aircraft carriers left Kure Harbor, Japan (Home port of the Japanese Imperial Navy) destined for Pearl Harbor, Hawaii. The plan of attack was to declare war on the United States one hour before the attack (which was international law that war must be declared before an attack can commence) The Japanese plan was to sink the United States Navy Aircraft Carriers and Battleships before the Americans could scramble for fighter cover, and giving the Japanese Navy enough time to secure their resources.

December 8th 1941, Japan sends the signal to it's Embassy in Washington DC to declare war against the United States. The six aircraft carries launch their planes on Pearl Harbor and exceeds total surprise on the pacific fleet and

sinks the battleships Arizona, West Virginia, California, Oklahoma, and damages almost all of the battleships in the harbor. But all the aircraft carriers are on missions and miss the attack. But because the International Date Line is between the Pacific Ocean, the message arrives on Dec 7th 1941, and 30 minutes after Japan launches it's successful attack on Pearl Harbor. The result enrages the American public and the next day the United States declares war on Japan. Thus America joins the Allies, along with the Soviet Union and fights the Axis until 1945.

II. Campaigns

Although you have the option of fighting from the very beginning you have several options in which you may start in almost any part of the war. Below is the name of Scenarios and Campaigns in which to play:

(Scenario that can only be played from the Japanese side)

The Day of Infamy 12/08/41

(Campaigns, beginning, middle, and end of the war)

The Brink of War 11/26/41

Counter Offensive 05/27/42

Approaching V-Day 03/31/44

(The rest are Scenarios)

Southern Operations 12/09/41

Battle of Midway 06/04/42

US Australia Plan 08/07/42

Operation A-GO 05/03/44

Battle of Leyte 10/18/44

The Final Days 02/14/45

III. Bases

These are the bases you start out with the Campaign "The Brink of War" It should be noted that there are two kinds of "Bases". The first kinds are bases that can launch air cover and/or supplies for fleets, and are represented by squares. The other kinds are village/posts and only land forces (Marines or Army) can occupy them. They are represented by circles. It should also be noted that only a maximum of 4 land forces can occupy any base at one time. Bases also have natural resources (Ore or Oil) I am only going to name the square bases below for the United States:

Attu (Islands of Alaska)

Dutch Harbor (Islands of Alaska)

Palmyra (Island below Hawaii)

Midway (Island officially part of Hawaii chain)

Wake (Island beyond Midway)

Pearl Harbor (Part of Hawaii, Home Port of Pacific Fleet)

Manila (Capital of Philippines in today's world, cut off from supply lines)

Davao (Below Manila, city of the Philippines cut off from supply lines)

Guam (Island between Philippines and Wake, cut off from supply lines)

Panama (Base on North American Continent, maintains the Panama Canal)

United States (Many Bases make up the United States, too many to name here, but most costal cities are "Square" bases).

IV. Ships

Ships make up the fleets of the game. There are 5 types of ships (6 if you count transports) that are represented by the game. I will explain the naming

scheme of the naval ships that were part of World War II. Again, I am only going to list the United States ships (USS). First off I will explain the abbreviations the game uses to represent the ships on the screen. CV and CVL mean Aircraft Carriers and Light Aircraft Carriers. Carriers during WWII were named after other famous ships and famous battles. This is the class of Carriers represented in the game and to be a nice guy I included the maximum number of airplanes you can carry, speed in knots, vs Fleet statics , vs Air statics and the amount of Mat'l it can carry.

CV's	Max# Planes	Speed	VsFlt	VsAir	Mat'l
Lexington Class	90	34	36	48	85
Yorktown Class	99	34	12	48	96
Wasp Class	84	30	8	32	94
Essex Class	99	33	12	99	99
CVL's					
Independence Class	45	32	2	6	85
Sungamon Class	34	18	2	64	99
Casablanca Class	34	19	1	20	86
Commencement Class	34	19	1	76	86

Battleships were named after States of the United States of America with one exception. "BB" represents them in the game and to be a nice guy I included how fast they can go in knots, vs fleet statics, vs Air Statics and Mat'l it can carry:

BB's	speed	VsFlt	VsAir	Mat'l
*Texas Class	21	56	88	95
Oklahoma Class	21	60	80	98
Pennsylvania Class	21	68	80	95
New Mexico Class	21	72	96	99
*California Class	21	68	80	99
*Maryland Class	21	76	32	98
N. Carolina Class	28	74	80	90
S. Dakota Class	28	74	99	90
Iowa Class	33	74	99	86
! Alaska Class	33	43	99	98

(*Error made by Koei, Texas Class should be "New York Class", Maryland class should be "Colorado Class", California Class should be "Tennessee Class")

(! Although Alaska wasn't a state during WWII it was a very, very large cruiser and had the armament of a battleship and was for all practical purposes a battleship)

Cruisers are kind of like miniature battleships(cheaper) but scaled down and are usually faster then battleships. They were primarily escort vessels that provided good anti-ship and anti-air protection for the rest of the fleet. They were named after United States cities and territories. They are represented by "C" and light cruisers are "CL". I have listed the class of the US cruisers and the speed in knots, Vs Fleet Statics, Vs Air Statics, and Mat'l:

C's	speed	VsFlt	VsAir	Mat'l
Pensacola Class	33	43	32	61
N. Hampton Class	33	40	32	67
*Astoria Class	33	40	32	73
*Indianapolis Class	33	40	32	73
Wichita Class	34	40	32	66
Baltimore Class	33	44	99	68
CL's				
! Omaha Class	34	33	24	51

Brooklyn Class	34	53	32	58
! Atlanta Class	32	24	80	50
Cleveland Class	33	48	99	50

(* Error made by Koei, Astoria Class should be "New Orleans Class" and Indianapolis class should be "Portland Class".)
 (! Omaha Class carried torpedoes and could drop depth charges, so does Atlanta Class)

Destroyers were also escorts for the battleships and carriers but were scaled back from cruisers. They also had the unique function of hunting submarines that could cripple or sink battleships and carriers. Destroyers were named after people who contributed to the United States Navy. Destroyers are represented by "DD". I have listed the number of torpedoes, speed in knots, Vs Fleet statics, Vs Air statics, and Mat'l:

DD's	Torps.	speed	VsFlt	VsAir	Mat'l
Flash Deck Class	30	33	4	17	34
Farragut Class	20	37	8	20	38
Porter Class	20	37	12	32	38
Mahan Class	30	37	8	20	42
Craven Class	40	37	8	16	38
Sims Class	30	38	8	20	42
Benson Class	20	36	8	20	46
Livermore Class	20	37	8	20	45
Fletcher Class	25	37	8	30	48
A.M. Sumner Class	25	37	14	44	46
Gearing Class	25	35	14	48	48
J.C. Butler Class	8	24	4	16	48

Submarines were the silent hunters of fleets and useful spies to look for enemy fleets and sinking transports around bases. Submarines were named after famous ships and sea creatures. They are represented by "SS". The United States Submarine fleet was quite lacking till the end of the war. This was mostly due to faulty torpedo design. Below are the classes and armor, # or Torps, speed in knots and supplies (Mat'l).

SS's	Armor	Torps.	Speed	Mat'l
Old Type	1	10	15	20
Argonaut	5	8	15	64
Narwhal	5	12	17	36
Dolphin	3	12	17	32
Cachalot	2	12	17	28
Type P	2	12	19	50
New Type S	2	16	21	50
Type T	2	20	20	50
Gato	3	20	20	64
Tench	3	20	20	89

V. Planes

World War II began the age of Plane Warfare and ended the era of the battleship. Japan learned this too late and even tried to convert their remaining battleships into carriers with mix results (usually poor). America started off with weaker planes and by the end of the war had created planes that flew rings around the dreaded Japanese "Zero". Below are the types of planes and their power, range and armament.

Plane	Pwr	Rng	Armnt
F2A Buffalo	3	4	Guns

F4F Wildcat	4	4	Guns
F4U Corsair	6	4	Guns/Bombs
F6F-3 Hellcat	7	6	Guns/Bombs
SBD Dauntless	2	4	Guns/Bombs
SB2C Helldiver	3	5	Guns/Bombs
TBD Devastator	1	1	Guns/Bombs/Torps.
TBF Avenger	2	5	Guns/Bombs/Torps.
OS2U Kingfisher		3	Scout
The Two unconfirmed planes			
F8F Bearcat	9	6	Guns/Bombs
AD Skyraider	6	7	Guns/Bombs/Torps. Credit Joey. See section XI.

VI. Technology

Should you start at the beginning of the war as the United States. Technology represents the break through in science and research for both countries. If you have ever studied any history of WWII you should know that the Allies had Radar Technology and Japan had the highly accurate Oxygen Torpedoes designed especially for the raid on Pearl Harbor. So in the beginning all you have for technology is the Anti-air Radar. If you play as Japan at the beginning, all you have is the oxygen torpedo. To get more technology you have to allot funds during the monthly conference to research more. Below is a list of available techs you can get as the United States and a brief description of what it does. "*" indicates that you have to install that tech on the ship itself to use it:

Techs

- *Anti-Air Radar (Increases the strength of Air Escorts over fleets)
- *Sea-born Radar (Fleets auto-search for enemy fleets with in a give range)
- *Gunnery Radar (Ship hit % increases during a naval or land bombardment battle)
- VT Fuse (Ships Anti-Aircraft guns increase 2 fold)
- Cryptograph (Decodes enemy messages/ You can now see enemy objectives in the Mil Op. Goals menu)
- *ECM (Nullifies enemy Gunnery Radar)
- Incendiary Bomb (Damage from bombs increases)
- Flame Thrower (Ground forces become more powerful)
- *Shipboard Rockets (Disables depth charges/torpedoes, but VASTLY increases Land Base attacks)
- Oxygen Torpedoes (% of hitting targets VASTLY increases)
- Guided Missile (you have to "earn" this one by spending large amounts of \$\$\$ in technology. once you have this all ship and aircraft attacks increase, The enemy is pretty much screwed by this point anyway.)

VII. Monthly Conferences

This is the most complex part of PTO II and its quite frustrating for newbies. Monthly Conferences happen at the end of each month where the leaders of the war effort meet in Washington DC or Tokyo, Japan and plan the coming months missions and budget. I'm going to describe the United States Conference. The players in the conference are the President (7 cards), The Chief of Staff (5 cards) You, as Chief of Naval Operations (5 cards), Secretary of the Treasury (4 cards), and Secretary of State (3 cards). So how does this work exactly? Well I will do my best to explain what's going on here. It's best to think of this as a Political Poker Game gone aria. Cards represent ideas and political backstabbing. The cards you use:

Plan: Make up a new plan cause someone took out your plan with one of their cards.

Refuse: Refuse to go along with someone's plan.

Plead: Ask someone to go along with your plan (take away their plan from the

table)

Direct: This is the advance Plead, This make the opponent support you when the time runs out.

Bide: Create a distraction to make the time on the clock run out.

Pass: Skip somebody in the meeting for a full turn.

Unify: The ultimate card, this makes every person on the table to look at your plan and if everyone doesn't have any Refuse cards left, then everyone agrees with your plan and you win that round. KEEP these for sticky situations.

Extend: Ask the President to allow more time for this meeting.

VIII. Commands

When you start a campaign or scenario you are taken to a large map with the pacific nations, from Alaska and N. East Soviet Union to Australia and S America. You should see seven buttons on top of the screen:

Order - control Fleets, Submarines, Base Air Forces, and Marines.

Assign - Fleet, Base Air Forces, and Marines.

List - Fleet, Navy Air Forces, Marines, Submarines, Base, Post, and Army.

Mil Op - Goals, Intel, Personnel.

Info - (takes you to game info, from ship specs to national relations mostly for the history buff.)

Assets - Net, Ore, Oil, Mat'l, Navy, and Army.

Options- Save, Load, Quit, and Set-Up.

The lower buttons on the map:

Fleet - display your fleets on the map

Subs- display your subs on the map

Marines - display your Marines on the map

Enemy- display any Enemy units on the map

(Light blue represents orders, Dark blue represents no orders)

The Super Nintendo Controller.

X button - activate the curser on the maps and buttons on the large map.

A button - once the curser is activated use A to zoom in on the map, or base, or fleet.

Also confirms all orders and buttons.

Y button - once zoomed in on the map use the directional pad and Y button together to move from grid to grid.

B button - cancel out of screens and to end phases.

Select button - once zoomed in hit select to see weather conditions.

L Button - speed up text messages

R Button - slow down text messages

Commands you can give to fleets that have no orders During the Move Phase:

Sail - move to a location manually within the highlighted circle.

Org - Organize ships within two fleets that are close to each other, or organize formation, etc.

Escort - Create an air escort above your Carrier fleets.

Re-Arm - Change armament on your airplanes from, guns, bombs, or torps.

Order - Assign orders to the AI of the fleet (the Admiral of the fleet).

Info - General info about this fleet and ships within it.

If your fleet has orders already:

Order - Assign a new order to the AI of the fleet or change their current order.

Cancel - Take manual control over this fleet cause the AI is rather stupid.

Info - see above.

Commands you can give to Bases during the Move Phase:

Fleet: Give orders to the fleet at this base.

AF: Give orders to the Base Air force.

LF: Give orders to your land forces.

Sub: Give orders to your Submarines.

Base: Give orders to your Base Personnel. (Which is basically order more transports/materials, build a new harbor, build a new Dry Dock, build a new Airfield, lay anti-sub mines).

Commands you can give to Fleets without orders during the Plan Phase:

Search - Search for enemy fleets.

Shell - Shell enemy targets (Bases or Fleets)

Strike - Launch an Air Attack on enemy targets (Bases or Fleets)

Re-Arm - see Move Phase for Fleets without orders.

Order - see Move Phase for Fleets without orders.

Info- see Move Phase for Fleets without orders.

IX. Strategies

I'm going to talk about some basic concepts and strategies I missed. First, the game moves in Phases. Three Phases for every single calendar day. They are the Move Phase, The Plan Phase, and the Attack Phase/Battle Phase.

Movement points. Movement points are based on the speed of the naval vessels in your fleet. Doing anything to your fleet eats up movement points. Just remember to keep an eye on your points so you still have some options by the time the Attack Phase comes up, You need at least one point to attack a target.

Understanding how resources work. Resources are what your ships and Governments run on. If you run out of resources your Gross National Product (GNP - the amount of stuff your country makes in one year) goes way down. If it hits 0 your automatically lose the game. Resources come from certain bases and you can see which ones on the big map under assets. Oil is the fuel that ships run on (Mat'l) and what keeps Governments running. Ore is the metal that represents cash (I guess the nations sell the ore for money), it lets you buy new equipment for your war and helps your budget at the end of the year (Ore and Oil are used for more then this I just cant name them all here)

Understanding Experience. When New Ships and Planes are created they have 0 Exp (Planes have a minimum of 20 Exp, flight school must have paid off). Ships with 0 Exp won't be able to hit much when it comes time to attack and planes with 20 exp will miss their targets (scouts get lost and never come back) and have a high casualty rate. The way to combat this is to train your ships and planes with the "Patrol" command underneath the "Orders" command. It takes a while but you can bump the exp to 60 (or planes and ships will hit their targets roughly 60% of the time). The more battles surviving ships and planes take part in, the higher the exp will become.

Understanding Weather. Weather can make or break your attack on a target. Carrier fleets and Bases under rain, storms, fog, or snow can't put up escorts and are sitting ducks to any air or ship attack. Clouds lower the percentage of successful hits for Anti-Air Guns on board ships and bases. To see what the weather is like, zoom in on an area of the map and hit select to see the weather. Hit select again get out of the weather window.

Understanding Transports. So what's so great about transports? Well there are some important things to know about them. One is you can't do much with out them. Transports carry fuel and troops with your fleet. And taking out fleet transports with ships or planes is a good way to hinder an incoming enemy fleet. Cause if a fleet runs out of fuel they disappear from the game. (The captains of the ships probably scuttled them to keep them out of the hands of the enemy) Also, transports ferry troops from friendly base to friendly base.

So you should always keep one transport at each base just incase you need to call in reinforcements. Lastly transports carry supplies to and from bases so if the enemy cuts off your supply lines to your base you are sunk.

Understanding Personnel. You may remember that button on the large map called "Mil Op". And underneath that it lists Goals, Intel, and Personnel. What on earth does Personnel do? Personnel represent the Admirals and Commanders that can take charge of your fleets. Why would you want them in charge of some fleet? Well a couple of reasons. One if you are manually controlling your fleets your commanders will tell you some interesting stuff like "A enemy fleet may be present" or "Sailing into hostile waters, recommend escorts" They give you helpful advice on your missions. They also have one more helpful use. The more battles they take part in the higher their naval exp and air exp go up. What does that mean? Well if you put an experienced Admiral on a New Ship like a carrier or a battleship. Those ships will gain experience faster then if there was no Admiral (with exp). The same goes for Airplanes on the Carriers.

=====

IXa.Monthly Conference strategies

=====

Monthly Conferences. Like I said above, this is a political game that the big wigs of the war play at the end of each month. You are the Chief of Naval Operations and your job is to secure as many resources for the navy as possible. The Chief of Staff is the head of the Army and his goal is to get as many resources for the Army (and often stiffing the Navy in the process) The President more or less looks out for everyone's interests. Sec. of Treasury and Sec. of State are usually too weak to be a real problem at the table(use this to your advantage).

When you get started, everyone shows their plan first then you draft up your own using the commands the computer gives you. Generally try to be reasonable when picking next months targets (targets that are close to your bases or just defending your base) and when dealing out the resources make sure everybody gets something (especially technology)

- * Keep atleast 1/3 to 1/2 of the allotted resources in the US (for the economy so the GNP wont go down)
- * Try to weaken the Chief of Staff with Pleads and Directs early in the game (to take out his Refuse cards)
- * Focus on one part of the Conference so you can use most of your good cards and get atleast one thing you wantout of it
- * If your out of good cards pick somebody else (lesser of two evils) plan and support it
- * NEVER TOSS out Unify Cards
- * The first part of the Conference debates international relations, use this part of the Conference to get rid of your useless cards (Once your at war this part is meaningless)
- * Try to keep a balanced hand at all times (a couple Plan cards, a few Refuse and a few pleads or Directs)
- * Dont worry if the conference didnt pick mission objectives you wanted (Your really under no obligation to follow those missions)
- * You gain or lose more cards each month (or keep the cards you have and gain nothing) base on how many ships/bases you lost, how many enemy ships were sunk, and how many mission objectives that were met.

X. FAQ's

When I first played this game I didn't have any manuals, and the guides I had were very pathetic and left me with many questions. I have tried to think of as

many questions that I had when I first started playing.

Q: On the large map underneath the Fleet button I see some of my fleets are yellow, what does that mean?

A: It means the command you gave the fleet is no longer valid (i.e. ran out of planes cause there were all shot down, or the target you are shooting at is in your hands now) or you need to re supply your fleet with oil (Mat'l). BTW this holds true for the Sub button as well.

Q: I put up an air escort for my carrier fleet and the enemy still attacked my fleet and sank all my ships, what happened?

A: Several possible things. First if you have a weak type of plane (beginning of the war) the Japanese Zeros are gonna make mincemeat out of them. If you don't have a lot of Escorts (at least 1 squadron (20 planes max)) the enemy can over whelm you and start sink your ships. I always assign 2 squadrons (40 planes) to my carriers. Also you should probably change your fleet organization so you keep your valuable ships inside (carriers and battleships) and escorts around them.

Q: I have a fleet of fast Destroyers and Cruisers and a few Battleships and I'm still only doing 21 knots. What's going on?

A: Well just like a chain is only as strong as it's weakest link, a fleet is only as fast as its slowest ship. Battleships are (Especially early Battleships) notoriously slower then their escorts of DD's and C's. But the Trade off for slow ships is Power in attacks. Use the early Battleships for land base attacks and later Battleships (South Dakota, N. Carolina, Iowa and Alaska Class ships) as escorts for Carriers.

Q: How do I equip the radars on my ship?

A: You need to do it in the Move Phase of the game and be at a base with a dry dock. Once you go to the base, click on the fleet you want to equip radar (or Rockets later on) and cancel their orders if they have any. Click on the "Fix" button and then the Equip button. Highlight the radar you want to equip and equip it and the ships you want it on. Your ship's well spend a couple days in dry dock, BTW you would use the following steps to repair damage to ships but instead of "Equip" you would use "Total or Quick" commands to do total repairs or quick repairs.

Q: Why is it unwise to have a fleet of just one kind of Ship, i.e. all destroyers, all cruisers, and all battleships?

A: Each kind of ship has a different role to play. Destroyers hunt submarines, are cheap (compared to anything else) to make, are extremely fast and make good escorts for any other ship. If you put a fleet of 8 DD's together (a fleet can have a max of 8 warships and 8 transports) they are vernalbe to air and ship attack by any other fleets. I only put 8 DD's together to hunt submarines in my home waters. Having 8 Cruisers together are a problem because they are sub and plane target and wouldn't survive for very long. NEVER EVER put 8 Battleships together. They are the easiest to hit with a submarine (and the Japanese sub's have almost "Godlike" torpedoes that never miss and can sink a BB in 4 hits) and they cost a whole lot of money to make. You will never have 8 Carriers till almost the end of the game so you can't have a fleet of 8 carriers for a long time, but don't do it anyway, same reason as the battleship.

(side note: yeah, 8 battleships rock except YOUR PUTTING all you eggs in one basket. Hello SUBs Please shoot me, I have no defense, Lets hope somebody is ASubing around your fleet. Oh sure don't listen to me, but don't say I didn't warn you) (another side note: below is an email I recieved about the 8 bbs in a fleet. I would have stuck it here but I wanted the email in full context which was mainly speaking about the German ships)

Q: How do I invade a base?

A: There are 2 ways basically. One way is the enemy has no ground forces and you just take your fleet and hit "Shell" in the Plan Phase or "Land" in the "Orders" Menu in the Move Phase. If the enemy land forces aren't at the base, then when your troops land it's yours. Otherwise you have to launch several air and ship attacks on the base until the enemy land forces = 0.

Q: How do I get troops on my transports to go invade some base?

A: You have to get them on your transport (duh). Ok first you need to have your fleet at a base that has some land forces their usually Marines because you have direct control over marines (the Army is controlled by the AI). You also need to have atleast 4 transports in one transport group. And it needs to be the Move Phase. So go to the base your fleet is at and click on the base. Ok click on land forces (LF). Find your Marines and if they have orders cancel them with the cancel button. Click the "Board" button and the game will ask if they should board your fleet when you hit yes it asks if they should board the 1st transport or 2nd transport (assuming you actually have the maximum 8 transports) Well pick a transport group and hit ok. Congrats your Marines are now with your fleet and ready to kick some tail.

Q: Why are the US subs so pathetic in this game?

A: Well like I mentioned in the Sub Class list above, it was due to faulty torpedo design. In the beginning of the war the US was still using World War I subs, and these subs couldn't carry very many supplies and had weak armor. Subs are better put to use as spies and sinking transports around enemy bases. Later US Subs become deadly but that is at the end of game.

Q: I'm getting royally hurt by the Japanese Air attacks and those nasty torpedoes they keep firing at me. How on Earth did the United States ever win this war?

A: Well the war was nasty on both sides but the United States (in the first 6 months) was at an almost critical disadvantage against Japan (that was the Japanese plan after all) for the early part of the war. So how did the US come out on top? Three things. They had a large Industrial base. The US was able to make up it's loses from Pearl Harbor in almost one year due the huge amount of natural resources on the mainland and our Industrial might. The second thing to remember is that the Battleship was starting to lose its importance in warfare. Japan had a huge Navy full of Battleships and weak Carriers all pretty slow and vulnerable to air attack while the US had good Carrier design that could hold large amounts of mediocre planes and not to mention Carriers were easier to build then Battleships and at almost half the cost of them to. The third thing to help the US win the war was Technology. The US started the war with WWI veteran ships that were slow and underpowered and sitting ducks for air attack. The attack on Pearl Harbor destroyed a lot of the ancient vessels and really didn't damage us at all. With the development of radar on the allies side, Japan was losing the element of surprise because while they could attack us, they had to find us first, while the US Ships could find the Japanese ships even in the deepest of Fog banks and take out the Japanese carriers before they knew what hit them. Eventually the Technology of Planes, Weapons and Ships became so great that Japan was reduced to hiding in their home waters near the end of the war and Suicide attacks started becoming common. So in conclusion you should develop air technology and start building many carriers.

Q: When I took over a base, the computer said it belonged to the army. Why doesn't it belong to the navy?

A: Surprise, The Army took over your base , and you put in all that hard work too. Well when ever you land troops make sure you land Marines (then when you take over the base the Marines give control to the Navy). If you land the Army they take over the base when it gets conquered and robbing you of the pleasure of launching air strikes on fleets and bases.

Q: How do you assign new ships, base airforces marines and replace aircraft that were destroyed on the carriers?

A: Remember that big map with the 7 buttons on top and 4 buttons in the corner? Get back to that map and click "Assign". You can assign reserved ships to fleets stationed at Pearl Harbor only, or create a new fleet made up of reserve ships. To assign anything you have to be in the "Move Phase" of the game. Assign Marines at Pearl Harbor just like ships (can only have a Max of 20 Marine Units and can only have 4 ground forces stationed at any base) Assign Base Airforce at any base that navy is in control of. You can only replace carrier airforces at bases with airfields in the move phase.

Q: I found an error in your Guide/FAQ.

A: Please let me know about it and if its historic info let me know your source so I can correct my mistake.

Q: You still didn't answer my question.

A: You can email me at Sheepy99@Yahoo.com, and if enough people ask me I'll put it in my next update.

Q: I want to play as the Japanese side when are you going to make a Guide for that?

A: I really haven't had a lot of experience with the Japanese. I will need to play more but I will probably do one for the Japanese side soon.

Q: Are you going to be making more guides?

A: If this guide makes it to Gamefaqs.com all right then I probably will. I will probably make a campaign or scenario strategy guide sometime after this.

Q: Where can I obtain a copy of PTO II?

A: Well It is going to be tough since Koei doesn't make the game anymore but you might find a copy of it on Ebay or another online auction. If your thinking about the ROM I don't recommend it since it doesn't capture some of the game (like the music) very well and it feels watered down. You should only own the Rom if you have the game yourself.

Q: I read some where that you can build/customize your naval ships, how do I do that?

A: YES it's true. You already have the power to name your new ships anything you want simply by hitting the "B" button when choosing a default name for a ship (up to 12 characters). But how do you custom make your own ship? Well your best chance to customize your own ships is during the (Counter Offensive 05/27/42) part of the game. During the conferences your asked to stick some money in the budget for technology. You always want to stick in as much as you can (but without screwing the economy so dont stick it all in there). Once you set aside some money you have to allot it to different areas. Focus on sticking it in Industry, Naval Tech and Weaponry. It will take a serveral more monthly conferences to get all the money you need. Once you have all the money you need the computer will say at the start of the next confrence "The new warship design is complete". Proceed with the confrence as usual and then at the window that lets you build new ships you can now proceed to the INC area and there you will get to build serveral different types of warships. Most of it should be self- explanitory.

Q. Why are the German WWII Ships in the game and can I play as them with the Japanese?

A. According to many sources, there are two main ways to get the German into the game. According to Andy :

"Hi! My name is Andy, and I stumbled upon your FAQ at gamefaqs.com. I don't know if your even going to update it, since it's an old game, but if you are, I would like to inform you of a couple of mistakes. First, I have seen the

German ships enter the game. I was playing as Japan, and Hitler appeared with a monologue similar to the ones you have probably seen before ("The Motherland will never fall", and the other one where it shows a German pride parade.) Anyway, to get the German ships, you must occupy ALL of the Asian part of the map, including the outposts. I do mean all of them, the Russian areas, the English areas, the Chinese areas, and all of the Dutch areas. Basically, it is a result of you destroying Germany's opponents in Asia. After that, they appear just west of Columbo.

However, it's essentially worthless. You only get three ships (I think it's the Schnarhorst, Bismarck and Prinz Eugen cruiser.) Also, I disagree with your assessment of not having a fleet comprised of 8 battleships. This is the ultimate invasion unit in the game. All you have to do is get some troops, and lie outside the area of search for an opposing force's air squadron. Once it rains, shell the base and destroy the airfields. Once this is done, you can continue to stay in the area and blast the base until all of the forces are gone. Then, you land your force and repeat the process again at the next base.

Also, another good strategy to have with this fleet is to leave it at the current base the enemy is attacking. Because Battleships have the greatest range, you can attack your opponent without fear of taking damage. Measly, little destroyers and cruisers will be chewed up quickly.

If you use these two tactics enough, eventually you'll end up with a commander that is maxed out in the Naval stat, and 8 battleships that are so experienced, they never miss. "

John concurs with this:

"If you play the Japanese side, and hold enough negotiations and the military pacts, you'll eventually get a scene with Hitler (or some other German looking guy) and then you're given a small German fleet. It appears near Colombo (Sri Lanka)."

(Guide note: I have received word that if the Americans underfund the war effort in Europe the Axis will win and send in the same 3 ships to Japan in Colombo. I forgot who sent this to me so email me and I will credit you)

Q. I need Army stats. Why aren't they included in your guide?

A. Simply because you have no control over the Army and posting stats for them would be useless simply because you cannot build, play, or research as the Army. The best you can do is transport them to the front lines.

XI. Rumors and Unconfirmed Areas

Over the past few years I have discovered and been told a few things by people who have emailed me about things I didn't include or things they discovered. Now since I haven't encountered them yet that doesn't mean they don't exist. So I made this section.

-The Japanese Suicide Speech -

Ok what is that? Well this is a little in game monologue that I found once (and I didn't bother to try to get again) that I found while playing the game on 2 player. Here is what I recall doing:

Play Counter Offensive Scenario, or the Midway Scenario (as I do not recall which one)

Find the Japanese Fleet that contains the Aircraft Carriers "Hiryu and Soryu"
Move them out to Midway.

As the Americans send over any fleet you have over to the Japanese fleet and pick Shell as an attack.

What you want to do shell or torp the Hiryu or Soryu (I don't recall which one to blow up).

Once you sink one, Yamaguchi (commander of the fleet) will give a speech about an honorable death (this really happened during the battle of Midway) and will go down with the ship. Credit to Sheepy99, Status Unconfirmed.

Missing Planes.

Email from Joey:

"Hi, I don't know if your still writing faqs for P.T.O. 2 but if you are I'd just like to let you know that there are 2 more aircraft for the USA, they are the (F8F-Bearcat FF) and the (AD Skyraider FA)

At-8 Rng-8

At-6 Rng-7

The US Army also develops The (P-51 Mustang) and (B-29 Sfortress) for aircraft and as far as tanks go the Sherman M4 not the last tank the army also develops the (?? Pershing) I Can't remember it's Designation It's stats are same as the sherman but it seems to get the job done better. your faqs don't include the army but thoought you like to know if your a die hard fan you might wanna play to see if you can developpe these AFTER time trust me it takes time. The Japanese also have many many developments both navy and army alike but there are so many I don't wanna take up your time, but I'll give you just a taste the last aircraft that I was able to developed when I played it as japs was a jet fighter(AT-9 Rng-1) those jap names are difficult to remember soo sorry bought the name i think it was an army fighter though thats was long ago so can't be sure". Credit Joey, Status Confirmed by Vince Gambill

XII. Conclusions

I want to thank everyone who helped me with this guide.
Special thanks to KC0AYG for proofreading this.
Thanks to Joey for the report on the Planes.

I don't care if someone here uses this for their website as long as they follow the rules laid down by Gamefaqs.com and give me credit for this (This is Copyrighted Material). Also don't be chargin anybody for this guide it's intended to be a free bee. I would also like to thank Gamefaqs.com for putting this up and Koei Co. for making such a wonderful and strategic game. It is the best Pacific war game I have played to date and I only wish the would still make the game for the PC or another system.