

BattleTanks II

User Guide

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Introduction

BattleTanks II is a combination action/strategy tank combat game where you can battle against up to 3 other teams of computer-controlled tanks, in one of 5 unique battlefields. BattleTanks II features three tank types to choose from, each with their own strengths and weaknesses.

There are many ways to winning a war in BattleTanks II. If you like being the commander of your army, you can sit back away from the action, directing your army's actions strategically. However, if you prefer action, there's nothing stopping you from helping your tanks out and join the fight. You can make sneak attacks, massive assaults, try weakening your enemy with artillery, and much more. With BattleTanks II, the possibilities are endless.

Menu Navigation

While the menus in BattleTanks II should be easy enough to understand without a manual, here is a short description of each option in case you need more information:



1. Quick Game

Clicking this will instantly begin a game, at a randomly chosen map. See *“Tank Controls”* below for information on playing the game.

2. Normal Game

Clicking this will go to the “Normal Game” menu, where you can choose a map, and other various game-play options (see below for more details).

3. Options

This goes to the options menu (see below for more details).

4. Help

Clicking this will minimize BattleTanks II and show this help file.

5. Credits

This shows information about the authors of BattleTanks II.

6. Exit Game

This exits BattleTanks II.



1. Volume

This vertical slider adjusts the game's volume, including music and sound effects.

2. Resolution

Clicking this will show a list of resolutions that BattleTanks II can run in. Lower resolutions are generally more blocky or blurry, but can provide much better performance on older computer systems.

3. Bit Depth

Like the resolution, lower bit depth modes can boost performance on old systems, although usually not much. Note: when using 16-bit mode, less colors will be used, and you smooth gradients and other images may appear more rough.

4. Special Effects

This option adjusts the amount of effort the computer will spend drawing effects, such as dust, smoke, fire, debris, water splashes, etc. Better special effects detail means these effects will appear more realistic, although higher levels may run slower, depending on you computer's speed.

5. World Detail

Like the special effects detail option, this can improve graphics, with a small performance penalty. Instead of adding detail to special effects, this option adds detail to the environment, including the trees, the terrain, and the tanks.

6. Tank Limit

By setting a limit on the number of tanks allowed in a game, you can ensure that your

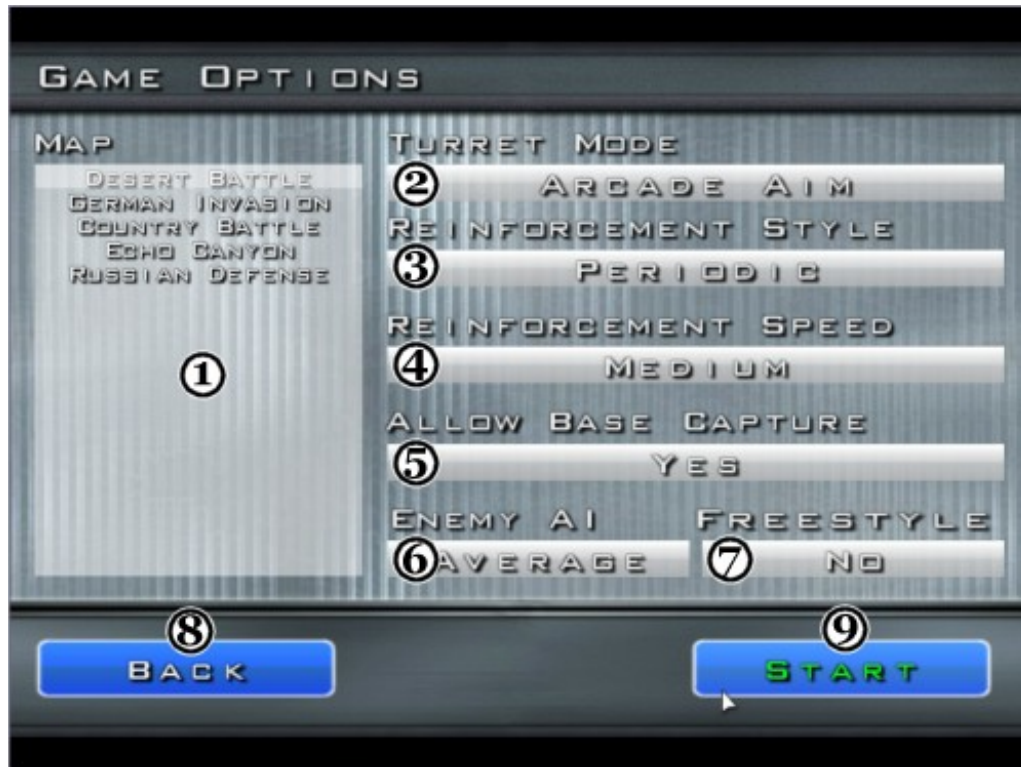
computer will not become overloaded with too many tanks to draw. By default, this is set to about 20 tanks per team.

7. Defaults

Clicking this will change all the settings to their default values.

8. Ok

Clicking this will save the changes you made to the settings, and return to the main menu.



1. Map

Use this list to select the “virtual battlefield” you want to fight in.

2. Turret Mode

This drop-down list has two options: “Arcade Aim”, and “Realistic Aim”. In arcade mode, bumps in the terrain and your tank's roll or pitch will not affect your aim; wherever you point the cross-hairs, the computer will do it's best to point your tank's turret in that direction. In realistic mode, you control the actual motion of the cross-hairs. Bumpy terrain, recoil from your cannon, and impact from shells hitting your tank will all influence your aim in realistic mode. While it takes more skill to master aiming in realistic mode, it provides a more realistic and exciting experience to skilled players (for example, you can almost “feel” every shot, impact, and bump). Note: In arcade mode, your cross hairs will occasionally change to a gray “X”. This means that the turret cannot physically point in the direction you want. In this case, try re-orienting your tank until it can reach.

3. Reinforcement Style

This option allows you to choose from 3 game-play styles. In “Periodic” mode, reinforcements will arrive periodically (the time between reinforcements can be changed with the “Reinforcement Speed” option). In “When Clear” mode, reinforcements arrive only after all enemy tanks have been destroyed. In “No Reinforcements” mode, no additional tanks will arrive (this is ideal if you want to play a very short game).

4. Reinforcement Speed / Reinforcement Quantity

This option basically adjusts the amount of reinforcements that will arrive each time reinforcements are due.

5. Allow Base Capture

This enables/disables base capture. If base capture is enabled, any tank(s) can move to an enemy or neutral base to capture it. If the tank is able to hold off the enemy in the area of the base long enough, the base will belong to the player's team (and reinforcements can arrive at this spot). Note: Base capture is only allowed for some “Reinforcement Style” modes. See “Playing BattleTanks II” below for more information.

6. Enemy AI

This sets the intelligence of the enemy. Three progressive levels are included, which you can use to adjust the difficulty of the game. In “Rookie” mode, you can win most games without using any strategy at all. However, in “Average” mode, you generally will. In “Veteran” mode, you will need to be an expert tank pilot, and use strategy extensively to win.

7. FreeStyle

Setting this option to “Yes” will enable FreeStyle mode. In this mode, you will be able to select *any* tank in the game, including enemy tanks.

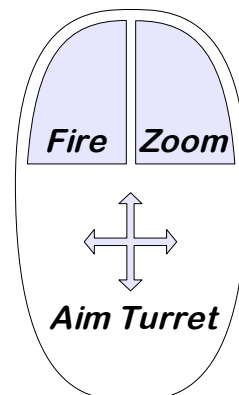
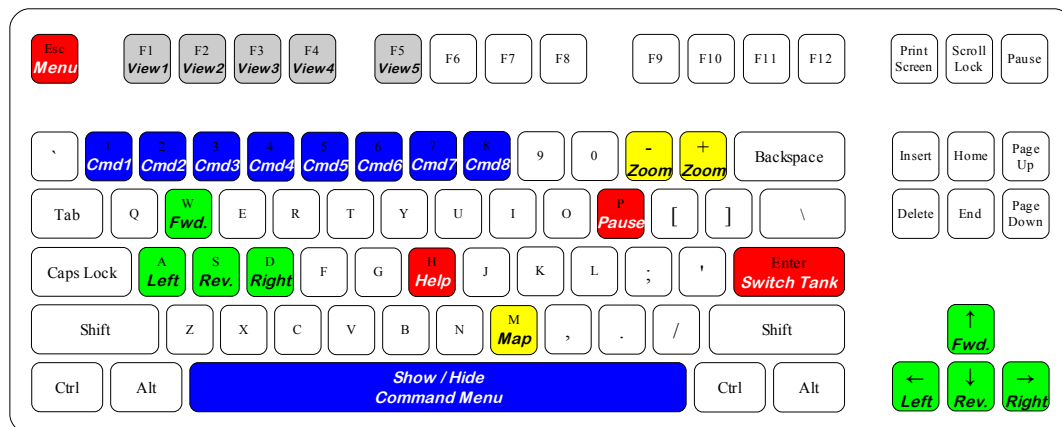
8. Back

Clicking this will return to the main menu.

9. Start

Clicking this will begin the game. See “*Tank Controls*” below for information on playing the game.

Tank Controls



Legend	
	Movement Controls
	Turret / Cannon Controls
	Team Commands
	Game Menus / Options
	Map Controls
	View Controls

Key List	
Arrow Keys / WASD	<i>Tank movement (forward, left turn, reverse, right turn)</i>
Left Mouse Button	<i>Fire tank cannon</i>
Right Mouse Button	<i>Zoom in</i>
M	<i>Show / hide large map</i>
+ / -	<i>Adjust map zoom</i>
Enter	<i>Switch tank</i>
Space	<i>Show / hide command menu</i>
1 / 2 / 3 / 4 / 5 / 6 / 7 / 8	<i>Issue command #1-8</i>
Esc	<i>Return to main menu</i>
P	<i>Pause / resume game</i>
H	<i>Help</i>

Playing BattleTanks II

Introduction

When you first start a game, you will see a map, with several tank and flag icons. The flag icons represent friendly or enemy bases, while the tank icons represent the location and orientation of tanks. To identify a tank, simply move the mouse over it, and the panel to the left will show it's information. To begin the game, click on any tank icon, and you will immediately be controlling the selected tank. *Note: For information on controlling you tank, see "Tank Controls" above.*

If your tank is ever destroyed (or you press "Enter" to switch tanks), you will return to the tank selection screen. Here you can re-enter the game by selecting one of your tanks. You may notice that you can no longer select tanks from any team (if FreeStyle mode is off); once you choose a tank, you may only fight for the selected tank's team for the duration of the game

In BattleTanks II, your goal is to conquer the virtual battlefield with your army of tanks. Depending on the game options settings, this can be done differently. Basically, there are two modes of game-play: base-capture, and no base-capture.

Base Capture

When base capture is enabled, you must capture all of the enemy's bases, cutting off their reinforcements. After that is done, it is generally easy to destroy any remaining enemy tanks, and win the game. In base capture mode, you can only win when you have captured all enemy bases *and*

destroyed all enemy tanks.

Capturing a base is simple; when a team's tank stays near an enemy base for a certain amount of time, the enemy flag is lowered, then the invading tank's flag raised. After the invading team's flag has been completely raised, the base belongs to it.

However, bases aren't usually this easy to capture. When there is any conflict in the area of a base, the flag cannot be lowered/raised. For example, if a German tank tries to capture an American base with 3 American tanks nearby, he must first destroy the 5 tanks before the base is captured. For this reason, it generally takes a small army of tanks to capture most bases, as they are usually well guarded. Even if not guarded, there are usually a number of tanks in the area which will rush to a base's defense.

It is crucial to own the majority of the bases in a map, since reinforcements arrive only at friendly bases. This way you can effectively surround the enemy, closing in slowly.

In some games, your team will be the one surrounded by the enemy. In this case, it's best to stick together (use the command menu to order your tanks to follow you, or hold their position), and fight off the enemy as long as possible. Hopefully, you'll receive enough reinforcements to fight off the immediate enemy tanks before the enemy's reinforcements reach you (see "Tips" below for more hints).

No Base Capture

Without base capture enabled, however, you must win simply by surviving or outnumbering your opponent. These games are usually very simple. Because of this, the strategy you can use is limited to combat tactics; since there are no bases to capture, your only goal is to destroy all enemies in sight.

Technically, you win a non-base-capture game by surviving 10 "waves" of reinforcements from the enemy. Although a game like this could be won by simply hiding and running from the enemy, your odds from never being found are very small. The best way to get ahead of the enemy in this mode is to gain as much skill piloting your tank as possible. The more tanks you can destroy, the better the odds for your team. In a non-base-capture game, you lose when your team has been eliminated.

Aiming

When aiming at another tank, you must remember that the shells fired by your tank are very heavy and do not travel perfectly straight; they fall slightly during their flight. Because of this, hitting another tank at long range requires you to aim slightly *above* your target. The farther the target is, the higher you must aim to successfully hit it. Destroying targets at long range is very difficult, and takes a lot of practice, but it is possible. To fire across long distances, you usually should:

1. Judge the elevation
2. Fire
3. Observe where the shot lands
4. Correct the elevation
5. Fire again
6. If target was not hit, repeat steps 4, 5, and 6

Moving targets brings another complication into aiming. Because the tank shells move relatively slow over a long distance, a moving tank will have moved far out of the way before your shell reaches it. To compensate, you need to aim for a spot *ahead* of the tank's position, so the shell will optimally land right on the tank when it reaches that point. Like long distance shots, hitting moving targets takes practice.

Tips

Note: Some tips do not apply when Base Capture is disabled.

- Remember to use the command menu to issue strategic orders to your tanks; good strategy can give you a definite advantage over even veteran computer-controlled tanks.
- In maps with many enemy bases, use light tanks to sneak up and capture unguarded enemy bases.
- If outnumbered, order your tanks to follow you, so you are in a tightly packed group. Dense groups are usually more difficult to destroy, although it is nearly impossible to protect multiple bases this way.
- In large maps (such as “Country Battle”), it sometimes is best to wait for more reinforcements before attempting an attack on a well-secured enemy base.
- If your map has a armor station (a open ended brick building), focus on capturing territory near it. Armor stations are priceless when surviving (to repair your armor, simply drive into an armor station and wait.
- Never hesitate to call for backup. Even if it's too late and your tank is almost destroyed, your tanks will at least know where the enemy is.
- Shooting from inside an armor station can be very effective when only a few of your tanks remain. The building's walls provides protection, in addition to providing constant repairs.
- Be careful when driving near water. Your tank will be immobilized if you enter water too deep.
- Try picking off the enemy from the top of a tall mountain or hill. When you or your artillery is positioned at the top of a hill, you have a good advantage over the enemy.
- Make an artillery battery by ordering your tanks to a certain position, then ordering them to hold their position. When tanks are stopped, they can concentrate more on aim and will target tanks very far away. This can be very effective to hold off a large force of enemy tanks even before they reach you.
- If several enemy tanks (from multiple enemy teams) are fighting each other, it's sometimes best to wait until they thin themselves down before attacking.