

# BATTLEZONE<sup>®</sup>

## 98 REDUX

### An Introduction to Battlezone 98 Redux

#### Combat Exercises

Battlezone 98 Redux has some great beginner tutorials within the game.

**COMBAT DRIVING**  
**DEFENSIVE COMMAND**  
**BIO-METAL SCAVENGING**  
**ATTACK AND DESTROY**  
**THE PLAYGROUND**

To view them start the game. Tap **Singleplayer**, **Combat Exercises** and then **Archives**. You will see a list of training exercises to get you familiar with the game's basics.

<b>Combat Driving</b>	– Learn to drive your tank through an obstacle course with weapons testing.
<b>Defensive Command</b>	– Moving and placing structures with a defensive turret
<b>Bio-Metal Scavenging</b>	– Production and resource collection. Base management.
<b>Attack and Destroy</b>	– Unit Control with offensive manoeuvres and nav cameras.
<b>The Playground</b>	– Experiment in a safe environment. Huge base, lots of scrap and no danger.

#### Controls

##### Comm Port

Bail	– Eject, destroying your tank.
Hop Out	– Exit in front of your tank without destroying it.
Link	– Link weapons to be fired simultaneously, if available.
Pause	– Enter the pause menu.
Info	– Displays information for objects you are aiming at.
Brief	– Displays your mission brief.

##### Vehicle controls

Your tank movement control scheme can be altered in the Options menu.

Target	– Highlights objects and enemies in your crosshairs.
Weapon	– Your current weapon. Tap to cycle through.
Jump	– Activate thrusters to jump, or soften landings.
Auto Fire	– Fire your weapons when an enemy is in your crosshairs.

## Control groups

Tap Offence, Defence or Utility to see a list of available units.

- You can select individual units by tapping their names.
- To select multiple units within a category by holding Group and tapping the unit names.
- To select all units in a category, hold Group and then tap Offence, Defence or Utility.

Once units have been selected you will see a list of possible commands to issue.

## Nav Beacons

Tapping Nav Beacons will allow you to choose to view a camera from available nav beacons on the map.

## Satellite

Satellite toggles the satellite view. This is a wireframe overview of the map that can be panned by dragging.

## Recycler Options

If you wished to build something out of the Recycler, select it from the left hand category list.

In blue on the left you can see the cost in scrap that will be required to make that particular unit or item.

P indicates that a pilot will be needed.

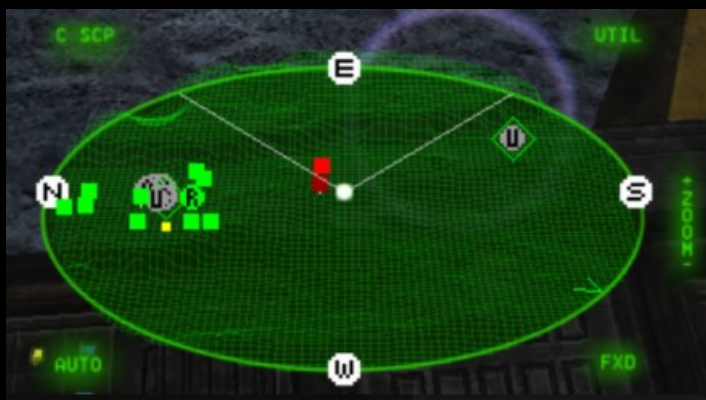
Greyed-out options indicate that we do not have enough scrap to make them currently.

## Scrap and Pilots



At the top of the HUD you can see how much scrap you currently have, as well as the amount of pilots you have free to use. This is very useful when making decisions on what to buy on the battlefield.

## Radar



Your radar is used to get a better understanding of your location in a more traditional Real Time Strategy view.

All **green** squares are friendly to you. All **red** squares are a threat. **Scrap** and other map details can appear on the radar.

The radar is also handy for navigation with North, South, East and West marked to help you navigate. Tapping the map will switch your radar to a full-map view.

## Hull and Ammo



On the left is your hull strength (health) and ammo. If you get damaged too much you will fly out of your tank – you will be very vulnerable and will either have to find another vehicle to pilot or continue on foot.

You can build hull repair and extra ammo from your recycler. Alternatively you can move your tank closer to a Supply building to replenish ammo, and a Hangar to repair your hull.