

BATTLEZONE[®]

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

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

Keyboard Controls

Useful keyboard controls

R	– Repeat the last radio transmission.
O	– Bring up your current objectives in a mission.

Vehicle controls

Spacebar	– Issue a command to units you have selected or you are looking at.
Tab	– Cancel a comm. channel command and go back a step.
H	– Hop out of your tank. Useful when you are low on ammo or health.
L	– Some weapons can be linked together and fired simultaneously.

Control groups

Ctrl 1	– Select all your offensive units.
Ctrl 2	– Select all your defensive units.

HUD

Comm Channel



Keyboard Shortcuts

The comm. channel is where you will control the battlefield. Each number represents the numbers on your keyboard.

Notice the greyed-out selections. They mean we currently have no offensive units, defensive units or nav beacons.

Recycler Options

If you wished to build something out of the Recycler, hitting **5** on your keyboard would open up all the options the Recycler has.

In blue on the right 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. Pressing **Caps Lock** will switch your radar to a full-map view.

Hull and Weapons



On the right are your available weapons. Right-click to change weapon. Your selected weapon is marked in yellow.

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.