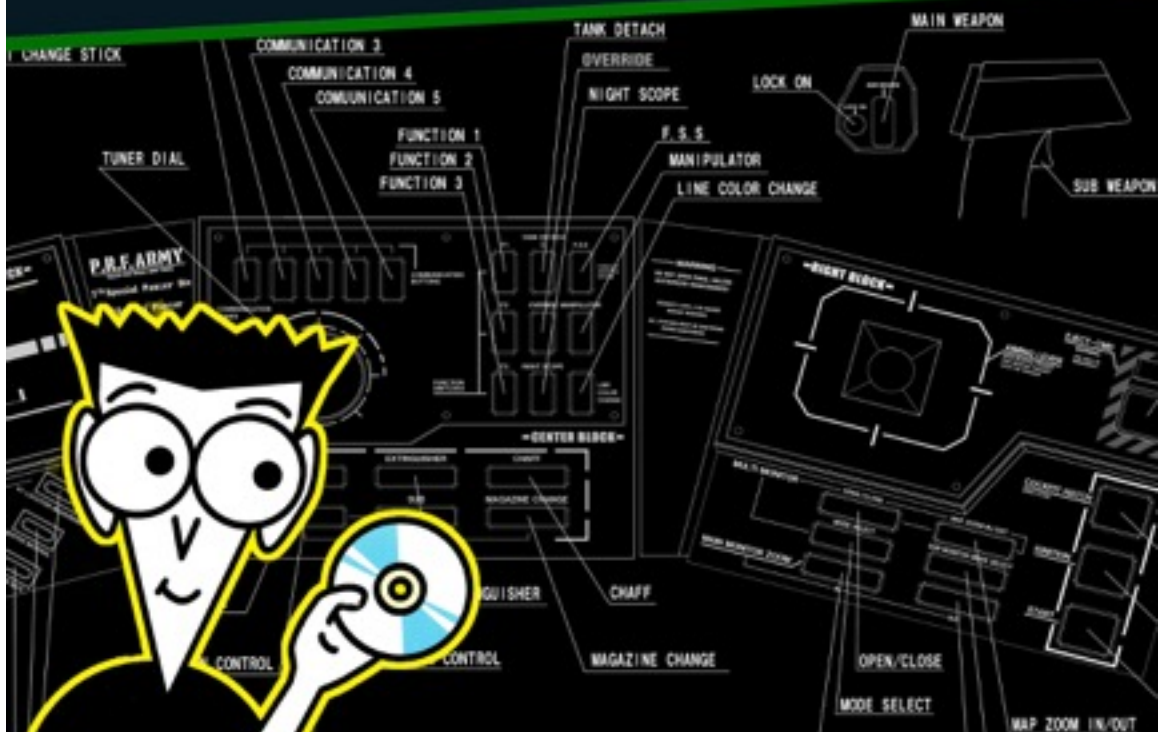


Steel Battalion for Dummies

*A Reference
for the
Rest of Us!*

STEEL BATTALION FOR DUMMIES[®]



Steel Battalion for Dummies

Welcome VT pilot!

You're sitting in what we call a VT, for Vertical Tank!

It's a giant robot with guns! It walks around and blows things up!

Your first startup

Press the HATCH button on the Right Block to close the hatch.

Press the IGNITION button just below to start the engine and boot the computer.

Flip up the 5 little TOGGLE SWITCHES on the Left Block to activate the various critical systems.



If they were already left flipped up, they'll need to be flipped down first.

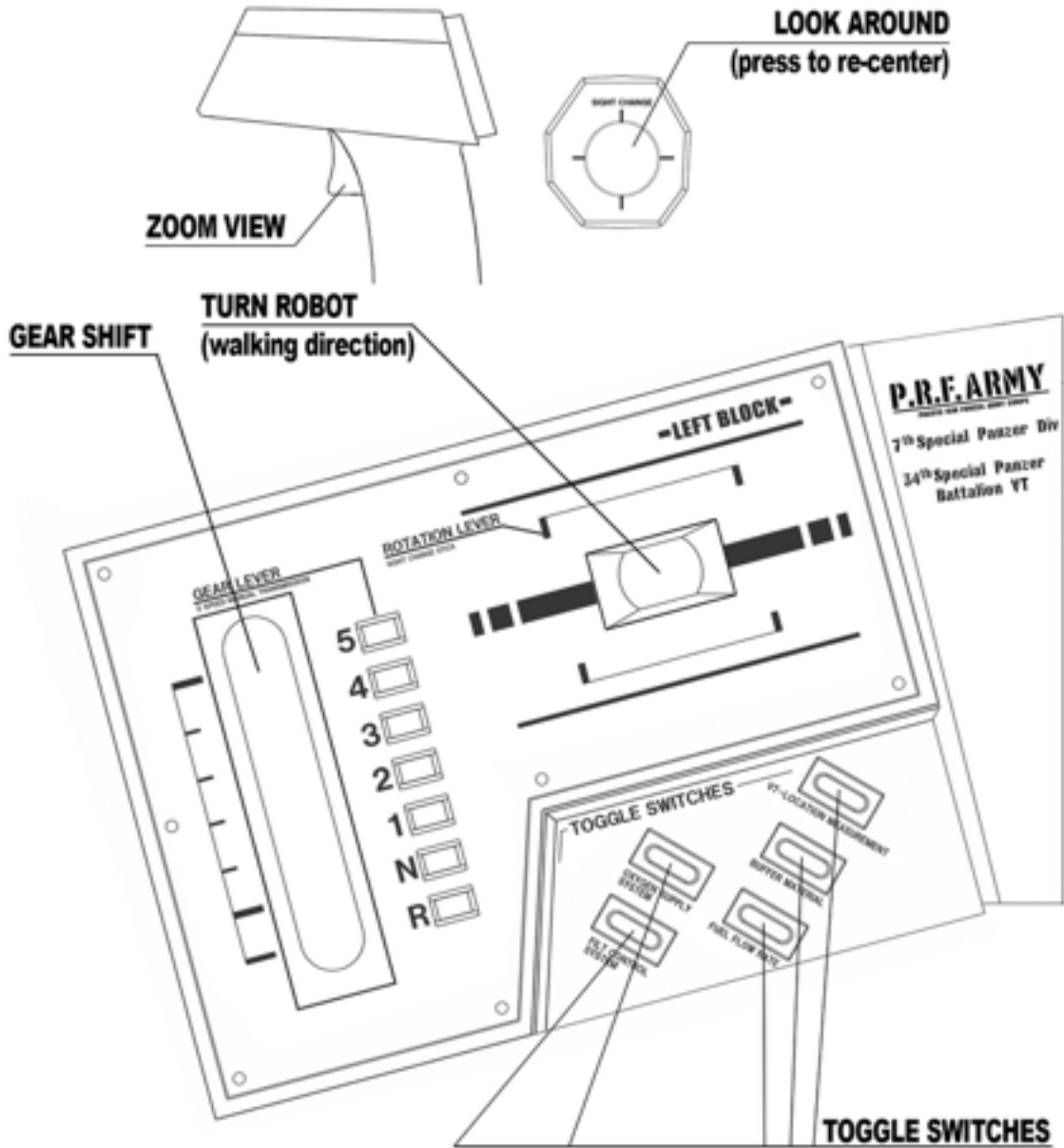
Lastly, to fire up this puppy, hit the START button on the Right Block when all 5 of the green meters are above the ~70% mark.



If you press START at the wrong time and stall out, just wait a moment and try again. It happens to everybody sometimes...

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Left block control highlights



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The **LEFT JOYSTICK** only moves side-to-side, and controls the direction the VT's body is facing, which is also direction it will walk.

The **LEFT JOYSTICK** has a **THUMB JOYSTICK** on it. This is for looking around with the VT's camera.



Where you're *looking* has no relation to the *movement* direction! The camera can be pointing one way, while the robot is walking another.

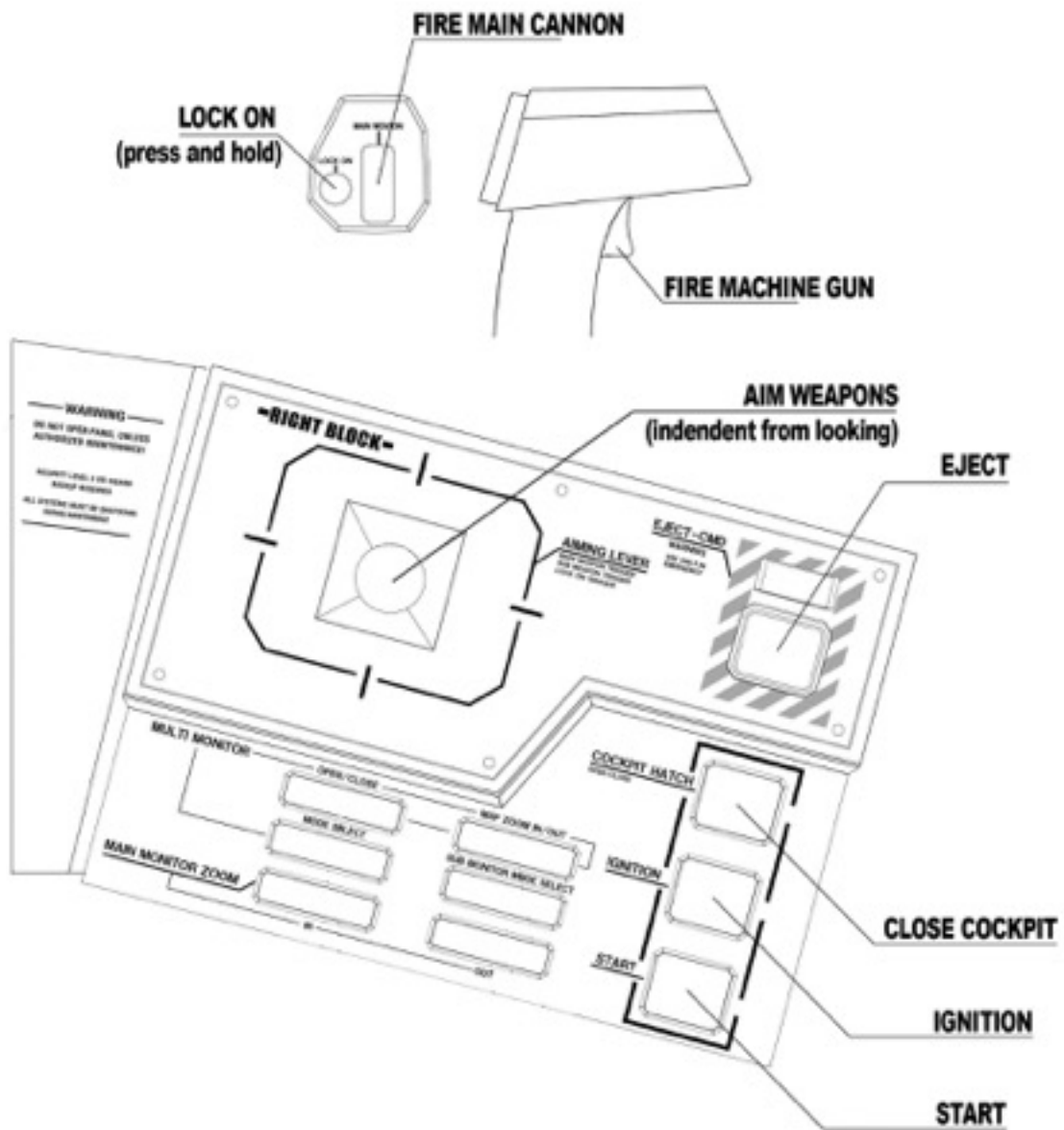


Press the **THUMB JOYSTICK** in like a button to re-center the camera view and look directly forward.

The **TRIGGER** on the **LEFT JOYSTICK** is a rocker switch. Rocking up and down will zoom the camera view in and out.

The **GEAR SHIFT** has five gears, neutral, and reverse. To start moving it should be in 1st gear.

Right block control highlights



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The **RIGHT JOYSTICK** is used to target the weapon crosshairs. The position of the crosshairs is independent of both the camera view *and* the way the robot is facing.



You could absolutely be walking forward, while looking left, while the guns are aiming right!



Lost your crosshairs? To get oriented, center the **RIGHT JOYSTICK**, and press the **LEFT THUMBSTICK** in like a button. Now everything is facing forward!

The **TRIGGER** on the **RIGHT JOYSTICK** fires the Machine Gun. It's weak and for smaller targets (trucks, tanks, etc.).

The **LARGE THUMB BUTTON** on the **RIGHT JOYSTICK** fires the Main Cannon. It's for taking out enemy VTs.

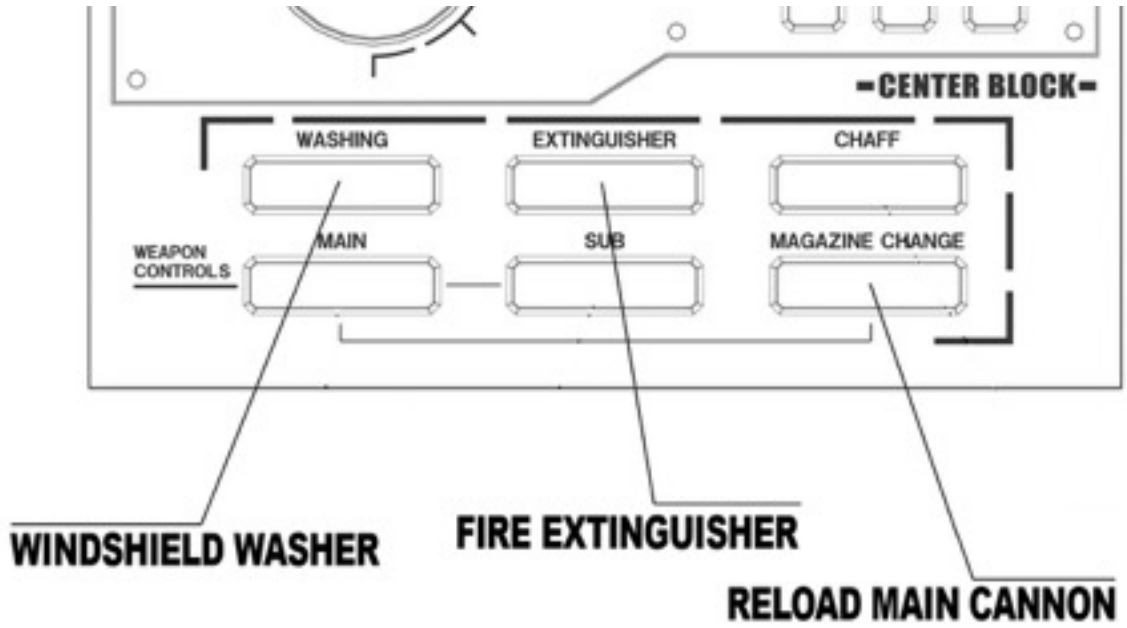
The **SMALL THUMB BUTTON** is to *lock on* to a target. Once locked on, all weapons will shoot at that target, regardless of where the camera view is and where the **RIGHT JOYSTICK** is positioned.



You can only lock on to large enemy targets like VTs. The crosshair will change shape and beep when it's possible to lock on.

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Center block control highlights



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The **WASHING** button will clean dirt off the camera view screen if it's dirty from taking hits.

The **EXTINGUISHER** will put out a fire in the cockpit, indicated by a strobe light.

The **MAGAZINE CHANGE** button is to reload the Main Cannon when the current magazine is low or empty.

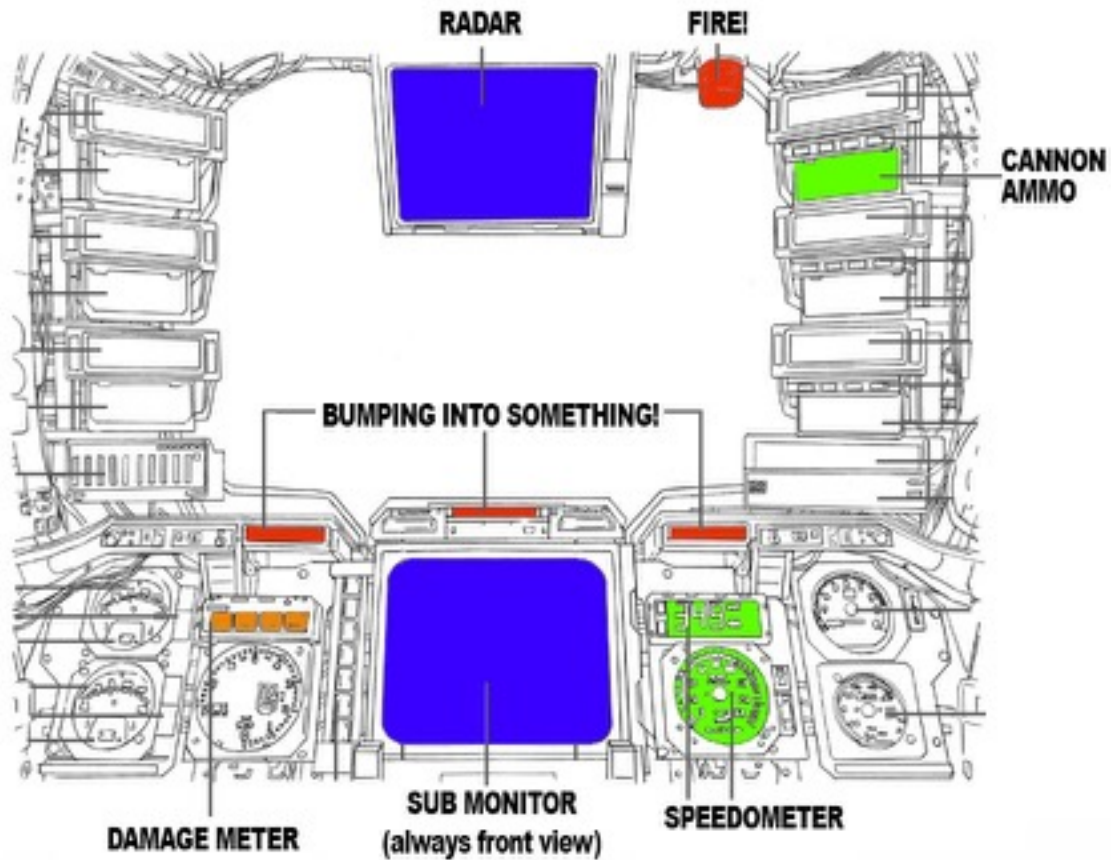


The Machine Gun does not need to be reloaded.



Everything in the upper portion of the Center Block is for advanced pilots. Don't touch that shit, you're not ready.

Cockpit view highlights



Cockpit rundown

The RADAR shows the map around your VT.

Friendly VTs are **blue**.

Enemy VTs are **red**.

Enemy tanks, trucks and other small targets are **yellow**.

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The VT's *walking* direction is always *up* on the radar!

The SUB MONITOR always shows a frontal camera view of what's right in front of you.



This is great for not walking into things when the main camera view is looking left or right.

The PROXIMITY WARNING LIGHTS indicate when the VT is bumping into an object (which you may not be able to see at your feet). There's one for the left, center, and right of your VT.



When you first start out in the hangar all three may already be flashing, just because the walls of the hangar are close. Don't panic!

The DAMAGE METER consists of four orange lights. They will go out one by one as the VT takes damage. Only other VTs can do appreciable damage to your VT.



When the last DAMAGE METER light goes out and shit starts to explode, you have only a second or two to hit EJECT or die!

The CANNON AMMO shows how many rounds are left in the Main Cannon magazine. If it's running low, press the MAGAZINE CHANGE button on the Center Block to reload.

The FIRE alarm shows that the cockpit is on fire. A strobe light will go off as well. Press the EXTINGUISHER button on the Center Block to put it out.

Your first steps

Okay! Let's take this baby for a spin! Press the **RIGHT PEDAL** to the metal!

Use the **LEFT JOYSTICK** to steer the walking direction of the VT.

As you get moving, shift into 2nd or 3rd gear.



If you get disoriented, press the **THUMB STICK** on the **LEFT JOYSTICK** in like a button to look the same direction as you're walking.

HUD display tips

The HUD (or Head-Up Display) is the green lines that appear over the main video monitor.

Square boxes in the HUD indicate objects in the field.

Blue boxes are friendly VTs.

Green boxes are small enemy units (tanks, trucks, etc).

Red boxes are enemy VTs.



The most important thing to know about the HUD is that it will be turning red and beeping at you all the ding-dong time—even when you're only being shot at by harmless little pea shooters. Don't stress.

Engaging the enemy!

Use your Machine Gun (TRIGGER on the RIGHT JOYSTICK) to take out the smaller targets that litter the battlefield (yellow indicators on the radar, green boxes in the HUD).



The little guys and gun emplacements can't hurt you, so just blow them up for fun and to feel powerful. Only targets that are red are a danger!

When you spot an enemy VT (red both on the radar and in the HUD), bring your cross hairs over it, and to *lock on* press and hold the SMALL THUMB BUTTON on the RIGHT JOYSTICK.

Then press the LARGE THUMB BUTTON on the RIGHT JOYSTICK to fire the Main Cannon! Ba-BOOM!



The Machine Gun won't do any damage to enemy VTs, but it does make a cool sound.

Ejecting

When the last light on the DAMAGE METER goes out, the red beacon will light in the cockpit, and everything will start to blow up.

It's time to hit EJECT or die!

Go get 'em champ!

Enjoy! Don't die!