Battle Tinker - Quick User Guide

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1 Welcome to Battle Tinker!

Build your own space ship and compete against your friends! You can either choose to fly a predefined ship or create a new one. Predefined ships are:

The Bee A small and agile ship

The Fast Fighter A fast ship without guns

The H-Tank A medium size H-shaped fighter ship with a shield

The X-Tank A medium size X-shaped fighter ship with a shield

The Bomber A large, heavy armored ship

In the Editor you can modify any ship and save and load it to and from your hard drive. In the Battle Arena you can test your ship. You win the round, if you get five kills. Be careful though, if you crash into the space station or commit suicide your kills decrease! You can choose from three different Arena difficulties:

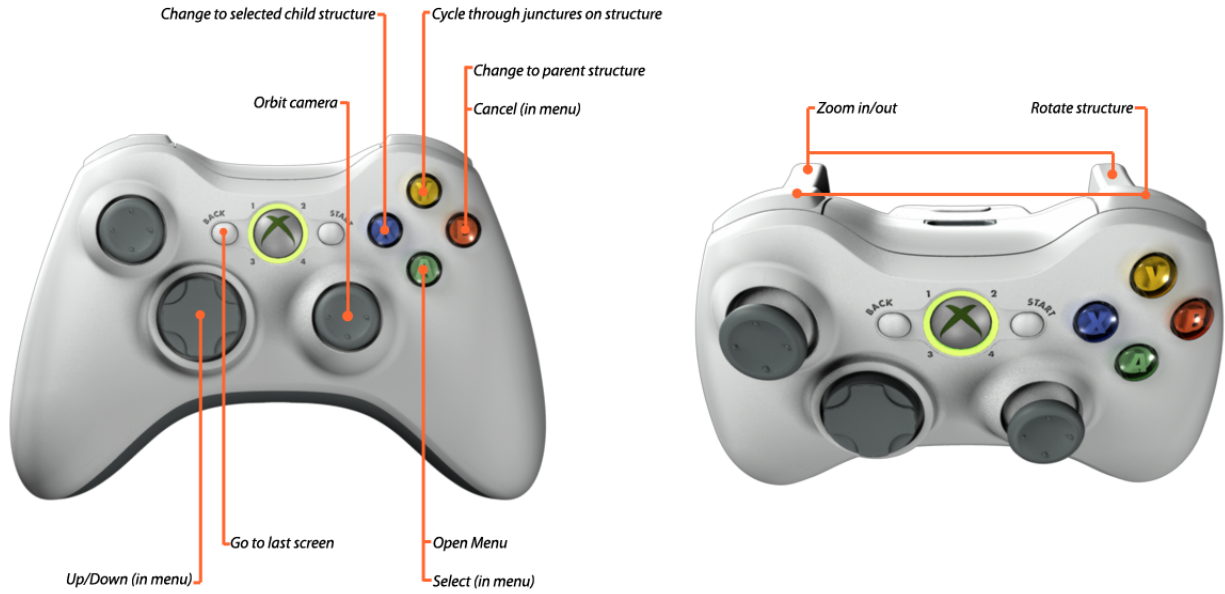**Real Space** Fly as in real space without any friction.

Medium Space Your ship experiences some friction and will sooner or later stand still.

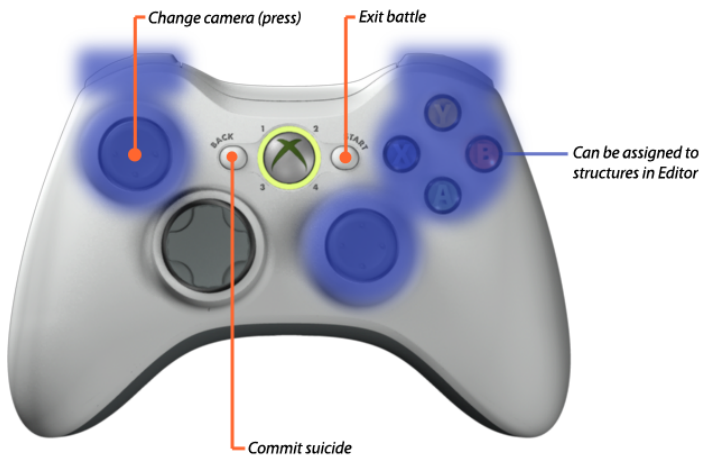**Easy Space** Your ship experiences much friction and will soon stand still.

Tips for building a ship

- Try to create a symmetrical ship that has its center of mass in the middle as it will be much easier to fly.

- Make sure you have enough energy! A ship with higher energy consumption than energy generation will not fly at all.

- Place a laser turret where its backstroke will not affect the balance of the ship too much.

- Always place some extra cube structures so your ship will remain easy upgradable.

- Think about the button assignment. An unfortunate assignment of buttons to engines makes a ship almost impossible to fly.

2   Controller Configuration Editor

Change to selected child structure

Cycle through junctures on structure

Change to parent structure

Orbit camera

Cancel (in menu)

Zoom in/out

Rotate structure

Go to last screen

Open Menu

Up/Down (in menu)

Select (in menu)

3   Controller Configuration Battle Arena

Change camera (press)

Exit battle

Can be assigned to
structures in Editor

Commit suicide

4   Battle Arena Ship HUD

Other players indicator   Cockpit Health   Ship Health   Velocity   Available energy   Player Statistics

STATS:
Kills: -1
Deaths: 1

HEALTH

Overall Ship Health: 210000
Cockpit Health: 8000
Velocity: 31 km/h

ENERGY

Energy Storage: 2220 MJ
Energy Consumption: -230 MJ s
Available Energy: 1139 MJ

Ship Attributes   Space Station indicator