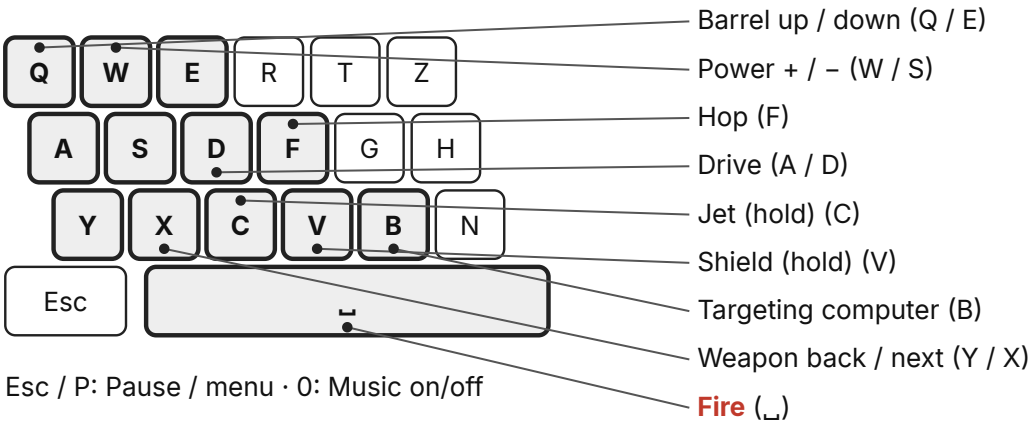
PANZERDUELL Quick guide 3.0 – controls and worlds

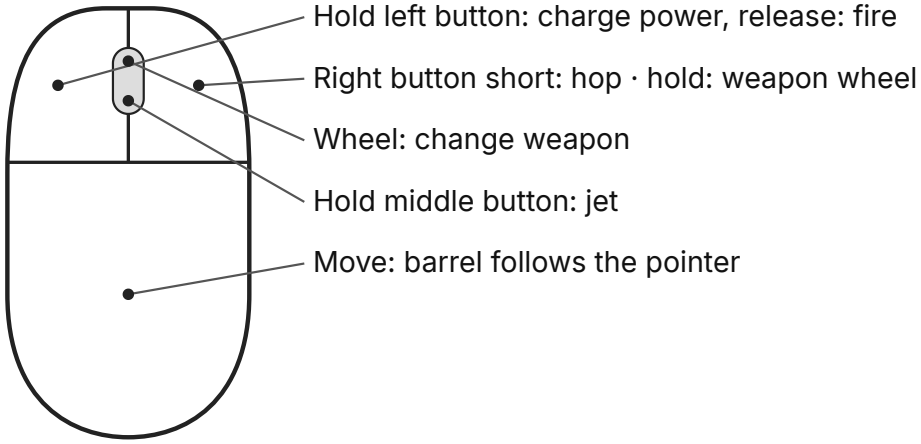
Print it and keep it next to you. All keys can be changed under Settings › Controls.

Mac and PC: keyboard and mouse – Player 1 (keyboard)



Esc / P: Pause / menu · 0: Music on/off

Mouse



Action	Player 1	Player 2	Player 3	Player 4
Drive	A / D	← / →	J / L	4 / 6
Barrel up / down	Q / E	, / .	U / O	7 / 9
Power + / –	W / S	↑ / ↓	I / K	8 / 5
Fire	␣	Enter	H	0
Weapon back / next	Y / X	ö / ä	N / M	1 / 3
Hop	F	ü	R	,
Jet (hold)	C	-	T	*
Shield (hold)	V	⇧ R	Z	–
Targeting computer	B	$	G	+

Up to 4 players on one keyboard – Player 4: Num. · Shown: QWERTZ (Swiss/German). On QWERTY, Y and Z are swapped – the game always shows the right keys.

Menus: arrow keys move · Enter selects · Esc back (in the shop: to DONE) · F11 full screen (Mac/Windows app)

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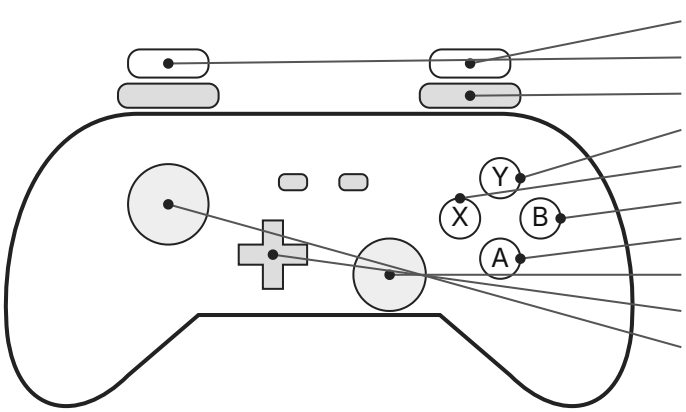
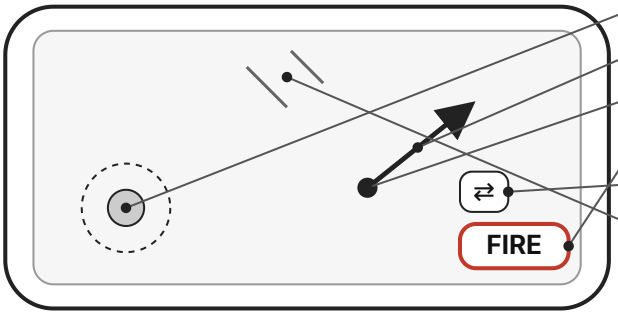
Controller (Xbox, PlayStation, MFi)



RT / R2 hold: charge, release: shot
LT / L2: cancel charge
LB / L1 · RB / R1: weapon back / next
Y / △: jet (hold)
X / □: shield (hold)
B / ○: hop
A / ×: fire now
Right stick: aim, steer missile
D-pad ↑↓ fine aim · ←→ power
Left stick: drive

Menu / Options: pause · hold View / Create: weapon wheel · R3: targeting computer

iPhone and iPad (touch)



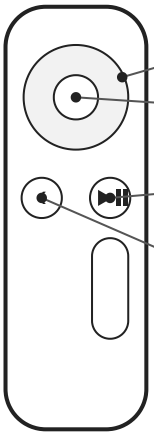
Left thumb down: joystick to drive
Drag on the right: direction = angle, length = power
Release: shot · back to the start: cancel
FIRE: shoots with the current values
Weapon: tap = next · hold = wheel
Two fingers: zoom · double tap: own tank

Short drag = full power · tap and hold at the tank = fine
iPad for two: each player gets their own button panel in their colour.

iPhone Duo: play closed on the outer screen, unfold – the game carries on on the big screen. Half open, it stands like a book – fully in the game.

Targeting computer (shop, $100): on automatically after buying – while aiming it shows the whole flight path up to the impact with a marker, until the end of the next round, only for you. Off/on: B · controller R3 · touch: crosshair button.

Apple TV: Siri Remote



Swipe clickpad ←→: drive · ↑↓: barrel
Click and hold: charge, release: shot · short: fire now
Play/Pause: short = next weapon · hold = hop/jet
press twice and hold = shield
MENU ‹: pause and back

More players on Apple TV: up to 4 controllers.

All 18 worlds at a glance

Classic (1–8) is always available. You discover worlds 9–18 in Campaign 2 (round in brackets) and can then play them under Local play › «Landscapes». Photo or classic: Settings › Graphics › «Landscape».

#	World	What is different – tip
1	**Gentle hills**	Gentle waves, little cover. Ideal to warm up: watch the wind, fine-tune the power.
2	**High mountains**	High peaks between the tanks. Shoot steeply (over 60°) or go through the mountain with drill and earthquake.
3	**Desert**	Soft dunes and heat. The wind is often strong – flat shots are more predictable.
4	**Canyon**	Deep canyon in the middle. Down there you are protected but hard to get out – keep the jet ready.
5	**Twin peaks**	Two peaks, one valley. From a peak you see far, but you are a target too.
6	**Jagged land**	Jagged rocks cause splinters and ricochets. Short distances – machine gun and missile pay off.
7	**Islands**	Islands in the sea. Falling into the water costs lives – don't drive too close to the edge.
8	**Volcano**	A volcano in the middle, often at night. Shoot high and steep; ash and smoke show the wind.
9	**Moon** (R 5)	Gravity 25 % · no wind · tanks jump high. shots fly just as far but take twice as long – a hop carries you far.
10	**Mars** (R 3)	Gravity 38 % · thin air · dust storms. watch out for dust storms – they suddenly turn the wind.
11	**Super-Earth** (R 9)	Gravity 160 % · dense air slows shots · two suns. dense air slows every shot – use more power and aim flatter.
12	**Storm Coast** (R 11)	Storm · gusts shift the wind · cliff into the sea. the windsock blinks before every gust – wait it out. Sliding into the sea costs 40 health.
13	**Magnet Mountains** (R 17)	Magnetic poles bend shots · a hit flips the pole. the crystals pull shells and bombs. Hit one and it repels for 5 seconds.
14	**Glacier** (R 7)	Slippery ice · crevasses · snow and aurora. on the ice your tank keeps sliding – brake early. Shots into a crevasse explode deep below.
15	**Bog** (R 1)	Soft ground · big craters · fog · tanks sink in. the soft ground gives way – craters get bigger and you drive slowly. Stand still and you sink in.
16	**Deep Sea** (R 15)	Water drag · current · buoyancy · bubbles. the water slows every shot a lot and the current keeps changing. Use more power!
17	**Drifting Dunes** (R 13)	Sand trickles after every impact · the wind shapes the dunes. after every impact sand trickles down – craters fill up and tanks slide along.
18	**Lava Field** (R 19)	Lava rises · hot updraft · the finale. the lava starts rising after 15 seconds. Hot updraft lifts shots above it – stay up high!

New in 3.0: Glacier, Bog, Deep Sea, Drifting Dunes and Lava Field; photos for all 18 landscapes; Campaign 2 with 20 rounds and a finale on the lava field. Online, sand and lava are the same for everyone.