HOW TO PLAY

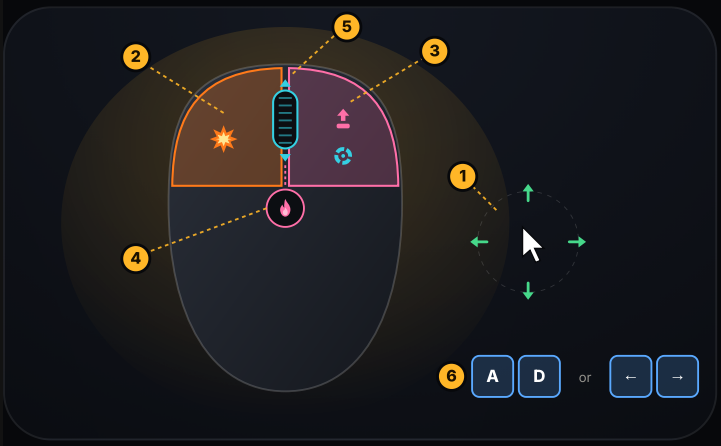
CONTROLS

Every key, every gesture, every button – with graphics for Mac and PC, iPhone, iPad, controllers and Apple TV.

MAC AND PC

KEYBOARD AND MOUSE

On computers, keyboard + mouse is the default: the mouse aims, the keyboard drives. Change it under Settings › Controls › Input (keyboard + mouse, keyboard only, Xbox, PS5).



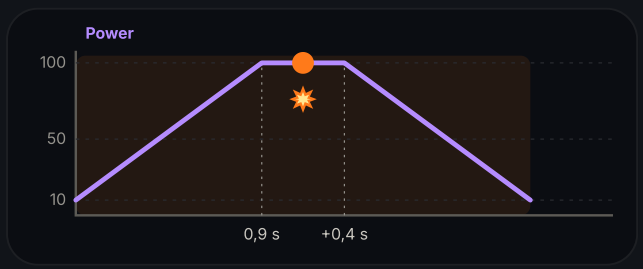
1. **Move:** the barrel follows the pointer. A guided missile gently turns towards the pointer in flight.
2. **Left button:** hold to charge power, release to fire.
3. **Right button short:** hop · **hold:** weapon wheel
4. **Middle button (hold):** jet
5. **Wheel:** switch weapon – up = previous, down = next
6. **Drive:** A / D or ← → on the keyboard

POWER AND FIRE WITH THE MOUSE – TWO WAYS

DEFAULT

Power: Hold button

Hold the left button: power rises from 10 to 100 in just under a second, pauses briefly and drops again. Release = fire. If the mouse leaves the window, the shot is cancelled.



ALTERNATIVE

Power: Mouse distance

The further the pointer is from your tank, the more power. Click = fire. Switch under Settings › Controls.



KEYBOARD – UP TO FOUR PLAYERS



Swiss keyboard (QWERTZ). The colour shows the action, the number in the corner the player. Player 4 uses the numeric keypad.

Drive · Barrel / aim · Power · Fire · Switch weapon · Hop, jet, shield, targeting computer · Pause, menu, music

ACTION	PLAYER 1	PLAYER 2	PLAYER 3	PLAYER 4
Drive left	A	←	J	Num 4
Drive right	D	→	L	Num 6
Barrel up	Q	,	U	Num 7
Barrel down	E	.	O	Num 9
Power +	W	↑	I	Num 8
Power –	S	↓	K	Num 5
Fire	Space	Enter	H	Num 0
Previous weapon	Y	ö	N	Num 1
Next weapon	X	ä	M	Num 3
Hop	F	ü	R	Num ,
Jetpack (hold)	C	-	T	Num *
Shield (hold)	V	⇧ right	Z	Num –
Targeting computer	B	$	G	Num +

On QWERTY keyboards (US, UK) Y and Z are swapped, and ; ' [/ \ take the place of ö ä ü - $. The game detects the layout itself and always shows the right keys in the game.

Your own keys: Settings › Controls › Assign keys … – tap an action, press the new key. “Reset all” restores everything.

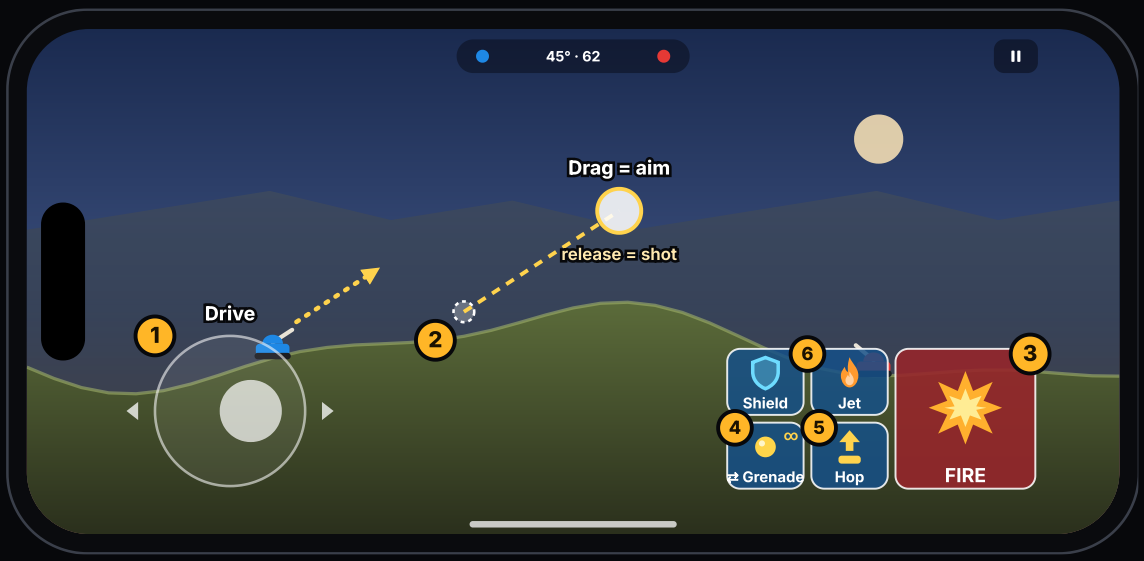
MENUS AND GAME

Move in menus ↑ ↓ ← →	Select Enter Space	Back · in game: pause Esc
Pause P	Music on / off 0	Full screen (Mac and Windows app) F11

IPHONE

TOUCH: FREE DRAG

The default on iPhone and iPad. Your left thumb drives, your right one aims like a slingshot – and the FIRE button waits at the bottom right.



iPhone in landscape, touch controls “Free drag”.

1. **Drive:** put your thumb down on the left – the joystick appears there. The further you push, the faster.
2. **Aim:** touch anywhere in the middle of the screen and drag. Direction = angle, length = power – you see the arrow and values at your tank. Release to fire.
3. **FIRE:** shoots without dragging, using the last angle and power. With the machine gun: hold = continuous fire.
4. **Weapon:** tap = next, hold = weapon wheel, swipe = next or previous.
5. **Hop:** a small jump – always in the same spot.
6. **Shield** and **jet:** hold. The targeting computer only appears once you have bought one.



Portrait: FIRE wide at the very bottom, above it weapon, hop, shield and jet.

GESTURES AND TRICKS

Cancel 01

Slide your finger back to where you started and let go there – no shot is fired.

Machine gun 02

As long as you drag, it fires continuously in the direction you pull.

Guided missile 03

In flight, drag in the direction you want – in any direction. Your left thumb keeps driving.

Zoom and overview 04

Spread two fingers to zoom in (up to 2.6×), double-tap to jump to your own tank.

Magnifier and fine-tuning 05

Drag close to your tank and a magnifier shows the barrel and the pull line. Tap and hold on the tank: power and angle change only half as much.

Remembered per weapon 06

Angle and power are remembered per weapon – switch back and they are just as you left them.

THREE TOUCH CONTROLS – ALL WITH A FIRE BUTTON

Switch under Settings › Controls › Touch controls. In all three, your left thumb drives and the FIRE button is always there.



DEFAULT

Free drag

Drag in the middle = aim, release = shot. FIRE shoots with the current values.



FIRE button

Hold FIRE or anywhere free on the right: power rises and falls, the same finger fine-aims, release to fire. Jet and shield fold out under “Extras”.



Classic

Separate buttons for driving ◀ ▶, barrel ↺ ↻ and power + −, plus FIRE, weapon, hop, jet and shield.

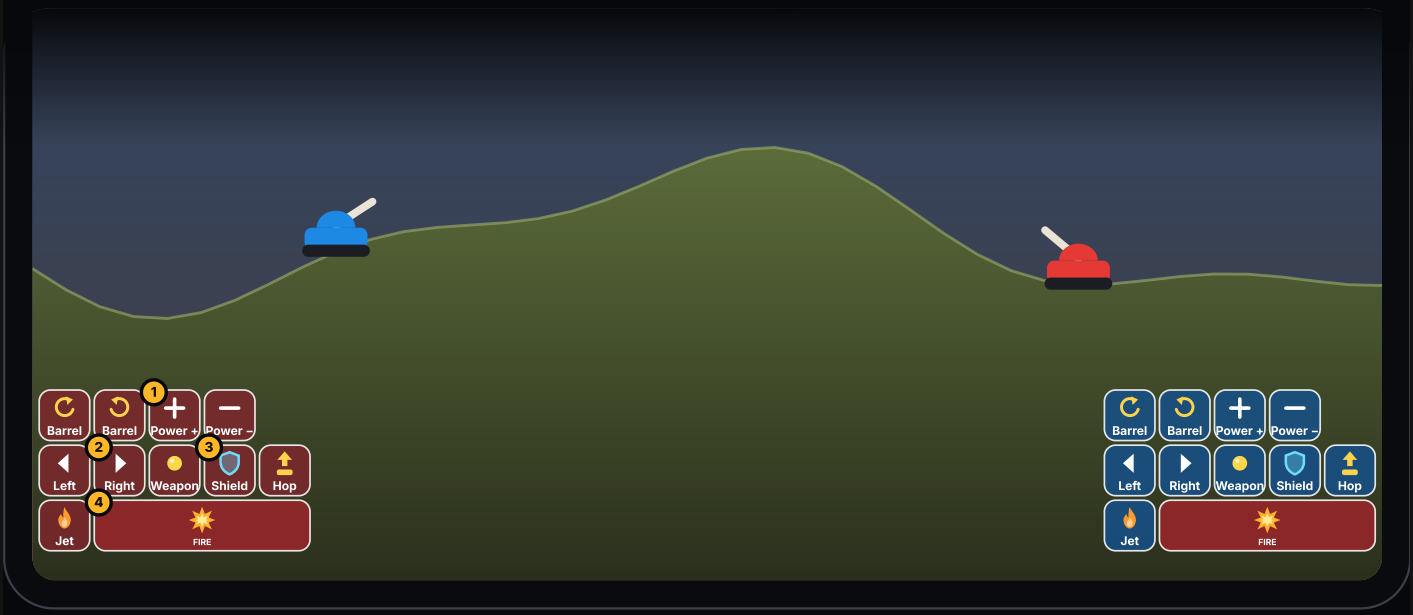
MORE SETTINGS

- **Left-handed:** buttons and joystick swap sides (Settings › Controls › Handedness).
- **One-hand mode** (portrait, FIRE button): the “Drive / Aim” button switches, the lower half of the screen belongs to your thumb.
- **Weapon bar:** shows only the weapons you own along the edge – tap to pick one directly.
- **Touch tutorial:** Settings › Controls › “Watch touch tutorial” shows everything step by step.
- **Shop in portrait:** tap to select, double-tap to buy.

IPAD

MORE ROOM - EVEN FOR TWO

On your own you play just like on iPhone – Free drag, FIRE button or Classic. When two share one iPad, each gets their own button field in their colour.



iPad in landscape, two players on one device: each has a button field in their own player colour.

1. **Barrel** ↺ ↻ and **power** + –
2. **Drive** ◀ ▶
3. **Weapon**, **shield** (hold), **hop**
4. **Jet** (hold) and a wide **FIRE** button

Mouse or trackpad on iPad

Just like in the browser: wheel = switch weapon, right button short = hop, hold = weapon wheel, middle button = jet. This also applies to the iPad app on the Mac. Finger touch stays the same.

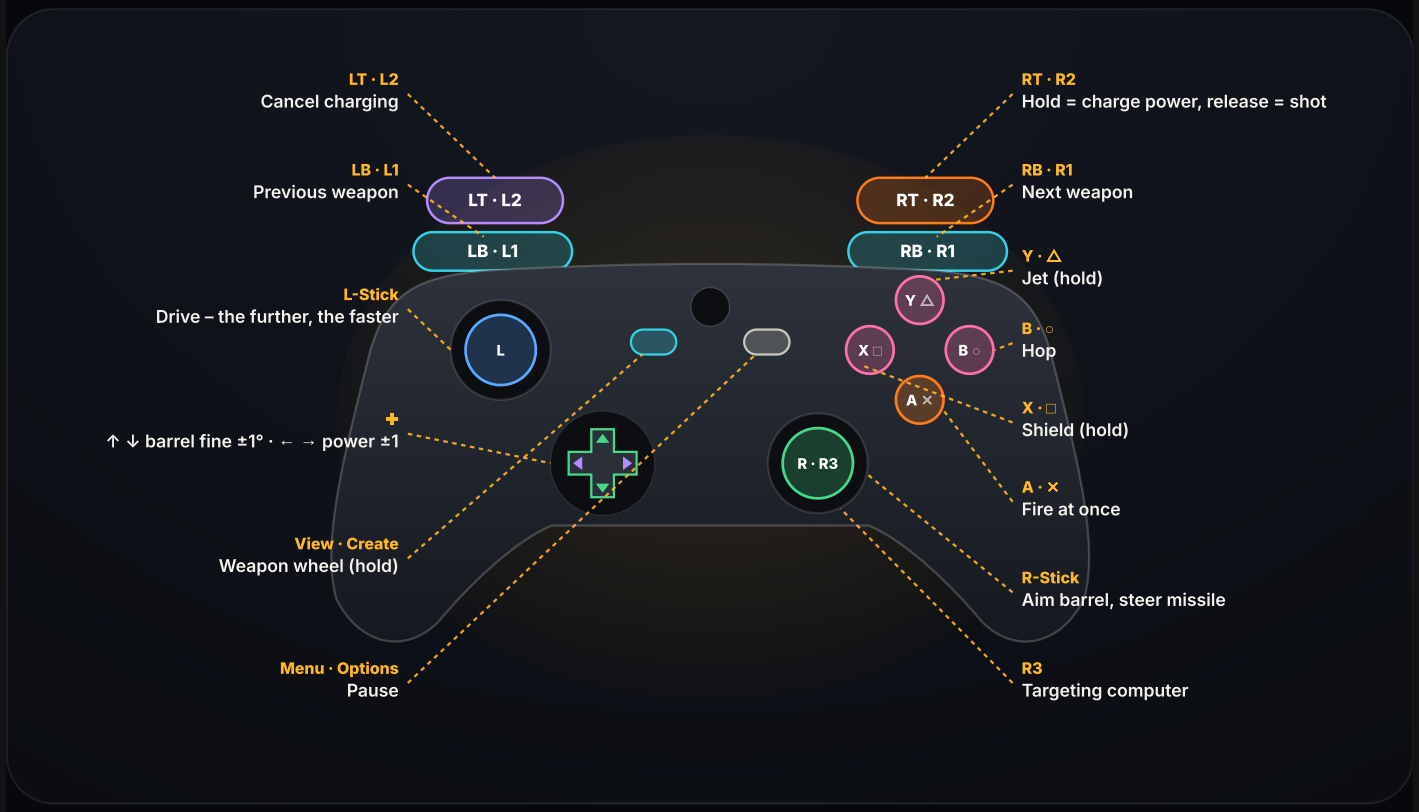
Controllers on iPad

Xbox, PlayStation and MFi controllers work too – up to four on one iPad.

CONTROLLER

XBOX, PLAYSTATION AND MFI

Connect a controller, press a button – done. Up to four controllers on one device, with rumble on hits. On Mac and PC, iPhone, iPad and Apple TV.



Default mapping – Xbox name first, PlayStation name second.

XBOX	PLAYSTATION	ACTION
A	✕	Fire at once (with the set power)
RT	R2	Charge power (hold, release = shot)
LT	L2	Cancel charging
LB	L1	Previous weapon
RB	R1	Next weapon
B	○	Hop
X	□	Shield (hold)
Y	△	Jet (hold)
View	Create · Touchpad	Weapon wheel (hold)
R3	R3	Targeting computer
Menu	Options	Pause
Left stick		Drive – the further, the faster
Right stick		Aim barrel, steer missile
D-pad ↑↓ / ← →		Barrel fine (±1°) / power (±1)

- **Menus:** D-pad moves, A / ✕ selects, B / ○ goes back.
- **Remap:** Settings › Controls › Map controller … – duplicate buttons are swapped.
- **Pairing:** guide in the game under More › Help & controls › Connect.

APPLE TV

SIRI REMOTE OR CONTROLLER

The whole game on the big screen – with the Siri Remote or up to four controllers on one Apple TV. Controllers are ideal for several players.



1. **Swipe the clickpad ← →:** drive – the further, the faster. Also steers the missile.
2. **Swipe ↑ ↓:** barrel steeper or flatter.
3. **Click and hold:** charge power (ring above the tank), release = shot. A short click fires at once with the current power.
4. **Play/Pause:** short = next weapon · hold = hop or jetpack · press twice and hold = shield.
5. **MENU (‹):** pause and back. In the main menu, MENU takes you to the Home Screen.

Siri Remote in the game. It counts as a player of its own; controllers are automatically assigned to the next free player.

- **Menus:** swipe to jump to the next item, click to select.
- **Online:** there are no online games on Apple TV – instead, up to four players in front of one screen.
- **Help › Apple TV** in the game shows every gesture and controller button.

EVERYWHERE

PAUSE, MUSIC AND HELP

Pause

Esc or P, Menu / Options on a controller, MENU on the Siri Remote or “II” on screen. The pause menu has the settings – the game then carries on unchanged.

Music

The “♪” button next to “II” or the 0 key turns the music off and on. Sound effects stay on.

Help and tutorial

In the game under More › Help & controls – with pictures for every device. New here? More › Tutorial explains everything in about two minutes.

More at uphofficial.com/panzerduell – the game is free.

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