

Tank Wars: Anniversary Edition

by Stefan Fleischer

Input Instructions

In addition to the standard GUI operation using mouse-clicked buttons etc., the shortcuts and controller bindings listed below can help streamline gameplay and improve overall convenience.

The instructions primarily focus on actual gameplay controls and do not cover menu navigation or other GUI interactions, except where game controller functionality extends beyond gameplay.

Helpful keyboard shortcuts:

- **Escape / Backspace:** Open main menu
- **Tabulator:** Show stats window
- **Left:** Rotate left
- **Right:** Rotate right
- **Up:** Increase power
- **Down:** Decrease power
- **1, 2, ..., 0:** Select weapons 1 through 10
- **Shift + 1, 2, ..., 8:** Select weapons 11 through 18
- **Shift + 9:** Toggle Homing Missile
- **Shift + 0:** Toggle Vertical Rocket
- **Page Up / Page Down:** Cycle through weapons
- **Space:** Fire weapon
- **Enter / Return:** Open or send chat¹

¹ Available during remote matches (LAN or Internet).

Helpful mouse shortcuts:

- **Middle mouse button (hold anywhere):** Show stats window
- **Right mouse button (drag left/right on world):** Scroll view²
- **Right mouse button (hold on Angle buttons):** Rotate left/right
- **Right mouse button (hold on Power buttons):** Decrease/increase power
- **Left mouse button (drag left/right on Angle indicator):** Rotate left/right
- **Left mouse button (drag up/down on Power indicator):** ... Increase/decrease power

² Only applicable when the world is larger than the visible screen area.

Controller mappings may vary depending on any custom controller profile you use (for example via Steam Big Picture Mode). The following layout reflects the default intended mapping (explained using an Xbox-style layout terminology):

- **Back / Start:** Cancel / open main menu
- **D-Pad (left/right):** Rotate left/right
- **D-Pad (up/down):** Increase/decrease power
- **Left analog stick (left/right):** Rotate left/right
- **Left analog stick (up/down):** Increase/decrease power
- **Right analog stick:** Move mouse pointer
- **Right stick button (RSB):** Show stats and input hints
- **Left trigger (LT):** Mimic right mouse button³
- **Right trigger (RT):** Mimic left mouse button³
- **Left bumper (LB):** Select previous weapon
- **Right bumper (RB):** Select next weapon
- **A:** Confirm / open or send chat¹
- **B:** Cancel
- **X:** Fire weapon
- **Y:** Toggle extras menu

Because the right analog stick can emulate mouse movement and the triggers/stick buttons can emulate mouse clicks, controller users can operate virtually the entire interface, including scrolling/zooming the world view² and interacting with GUI elements.

In many menus, the face buttons also act as shortcuts for certain actions, especially **A** for confirmation and **B** for cancellation (as briefly indicated in the mappings above).

¹ Available during remote matches (LAN or Internet).

² Only applicable when the world is larger than the visible screen area.

³ Left and right have been deliberately swapped in this mapping. The idea is not to mirror the physical placement, but to follow common controller conventions (right trigger: primary action; left trigger: secondary action).