



# TANK MECHANICS OWNER'S MANUAL



[PlayWay.com](http://PlayWay.com)



# TABLE OF CONTENT

- 1** Table of content
- 2** How to be succesful restorer
- 3** Gameflow
- 5** Tank restoration process
- 8** Reputation
- 9** Interaction system
- 12** Extraction tools
- 16** Extraction vehicles
- 18** Workshop tools

# HOW TO BE SUCCESSFUL RESTORER

1

Accept contracts

2

Restore tanks

3

Profit



# GAME FLOW

1

Check mail for potential contracts



2

Accept or decline any contract



3

Types of contracts



Each job has a purpose restoration and repairs or repairs only.

**4**

Restore tank in workshop

**5**

Finish the contract



When contract is completed, restored tank depends of contract type is yours or it gets back to the contractor.

# TANK RESTORATION PROCESS

1

Disassemble all tank elements



Some of them might be blocked by rusted bolts. Use hammer or grinder to help with disassembling.

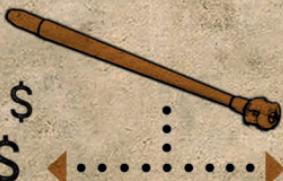
2

Repair tank elements





### Buy or craft missing tank elements



### Assemble all elements



### Remove rust from tank using RRT



How to use RRT can be found in the **Rust Removal Tool** section.

**6**

## Apply Primer / Paint / Camo



How to paint a part can be found in the **PAINTING** section

**7**

## Finish the restoration process



Finish the contract and the tank  
gets back to the contractor



Put the tank into the museum



Sell the tank



# REPUTATION

1

Low reputation



Small  
reputation gain



Small  
money



Long  
deadline

2

High reputation



Small  
reputation gain



Big  
money



Small  
deadline

# INTERACTION SYSTEM

1

Pick up interactable object



+



Aim at any object

Use LMB



2

Leave the object



Use RMB  
(while object is held)





### Selecting tank element



Aim at any tank element

Use LMB



### Disassembling tank element



Aim at any tank element

Use RMB





## Move the object



Hold **RMB**



## Interactive menu (radial)



+



**Aim** at any object

Use **RMB**





# SHOVEL DIGGING

1

Pick up Shovel



Use **LEFT mouse button** (LMB)

2

Dig



+



**Aim** at any point  
on terrain

Use **LMB**



# METAL DETECTING



1

Pick up Metal Detector



Use **LEFT** mouse button (LMB)

2

Detecting

While using metal detector keep a closer at  
pointer position and **detector sound**



No  
metal object around



Metal object  
detected



Metal object is  
very close

# MAGNETOMETER

1

Pick up a Magnetometer



Use **LEFT mouse button** (LMB)

2

Scan area in search of a potential tank



# DRONE



1

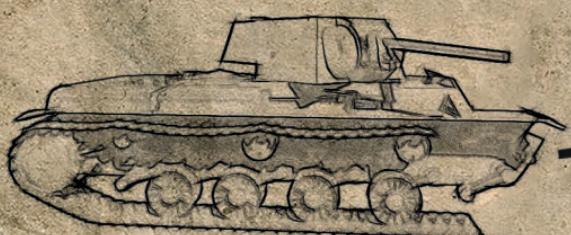
Use Laptop to control Drone



Click on map to send Drone to position

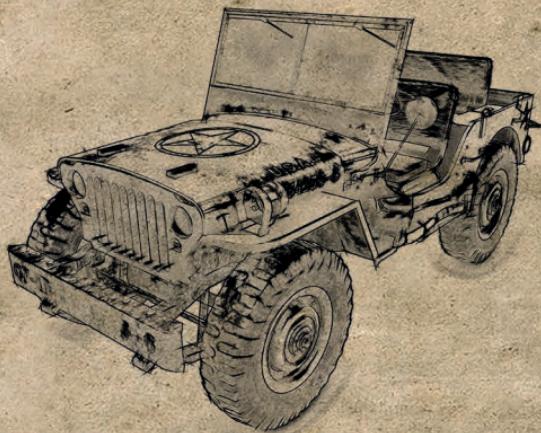
2

Use Drone to scan area to find tank





# OFFROAD VEHICLE



## Legend



Metal Detector



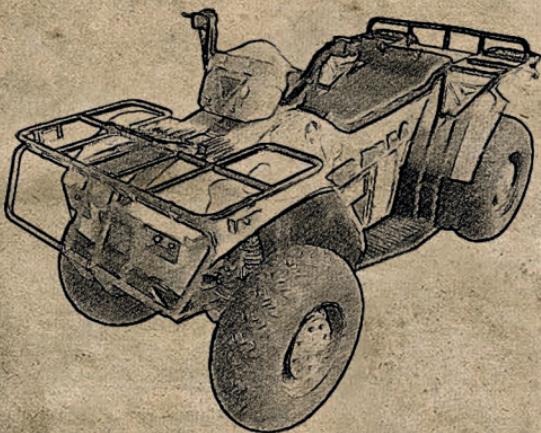
Shovel



Magnetometer



# QUAD



## Legend



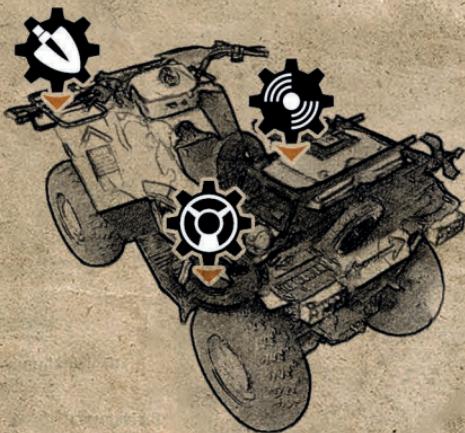
Metal Detector



Shovel



Magnetometer



# FLASHLIGHT

1

Unlock it in Upgrade Panel to use it



Use **LEFT** mouse button (LMB)

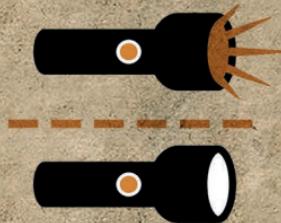


2

Use / Hide a Flashlight



Press **L** button  
to toggle the flashlight



# GRINDER



1

## Pick up Grinder



Use **LEFT mouse button** (LMB)



2

## Grinding

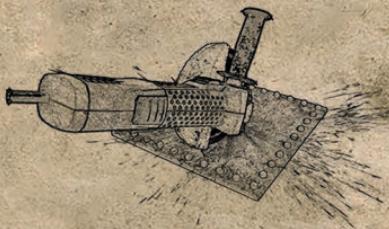


+



**Aim at**  
tank element

Use **LMB** to start  
grinding process



3

## Switching grinding mode



Press **X button** (by default)  
to switch grinding mode



Cutting

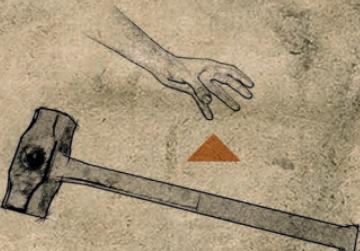


Grinding  
Removing rust

# HAMMER

1

Pick up a Hammer



Use **LEFT** mouse button (LMB)

2

Hammer time

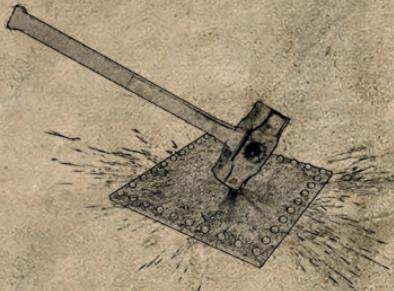


+



**Aim** at rusted  
element

Use **LMB**  
to hit it!



3

Hit until the element falls off

# RUST REMOVAL TOOL

1

Unlock it in Upgrade Panel to use it



Use **LEFT** mouse button (LMB)



2

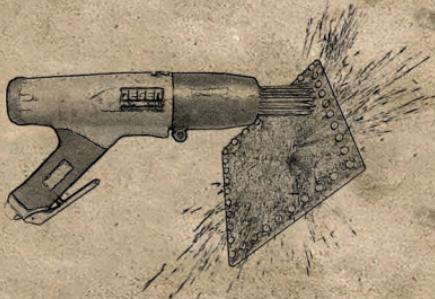
Brushing



Aim at  
tank element



Use **LMB** to start  
grinding process





# WRENCH PISTOL

1

Pick up a Wrench Pistol



Use **LEFT** mouse button (LMB)



2

Removing the screws

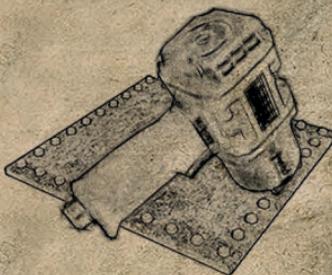
While the **tank element** is selected



**Aim** at  
the screw



Use **RMB** to  
remove a screw



With a Wrench Pistol you can remove the screws **faster**

**Rusty bolts** can also be unscrewed



[PlayWay.com](http://PlayWay.com)



DEGENERALS

Tank Mechanic Simulator. Developed by DeGenerals S.A. Published by PlayWay S.A.

© 2019 PlayWay S.A. Wszelkie prawa zastrzeżone. All rights reserved. This program is protected by copyright and international agreements. All names, titles and trademarks are reserved by their owners.

[WWW.TANKMECHANIC.DEGENERALS.COM](http://WWW.TANKMECHANIC.DEGENERALS.COM)