Battle Isle Manual

by Fenris

1 Controlls

All available actions are integrated in your cursor.

1 Standard cursor

By pressing **spacebar,** he will change into an **X,** the Exit cursor**.** The **X** means, that if you release the **spacebar**, no action will take place and you will return to the standard cursor.

2 Exit cursor

The use the other functions of the cursor, you will have to push the cursor buttons into one of the four directions. You will see that the symbol of the cursor will change according to the direction you have chosen. Every symbol means a different action and the cursor will only change to a certain symbol, if the according action would be possible. It is also possible that you will get a different action for the same direction, because you have selected something else. I will give you a short overview of all available cursors.

1.1 Minimap
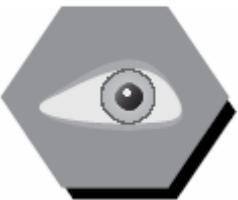
3 Eye cursor

The eye is the symbol for the minimap. You will get an overview of the battlefield and all units and buildings on it. This also includes those controlled by you enemy. The minimap is also useful for quick navigation on the battle field.
You can enter the minimap by pressind **spacebar** and **right**.

1.2 Inventory

4 Inventory cursor

The inventory is only available, if you place your cursor above a building (headquarter, Facility, Depot) or a transport unit. Through this action you can access the inventory menu of the selected object. I will refer to the options within an inventory later. To access the inventory press **spacebar** and **left**. To leave inventory press **spacebar** and **right**.

1.3 Information

5 Information cursor

Using this cursor you can get information about a selected unit or, if you have no unit selected you will gain information about the general situation on the battlefield like the number of your units and buildings and those of your enemy. Get all the information you need by pressing **spacebar** and **down**.

1.4 Move
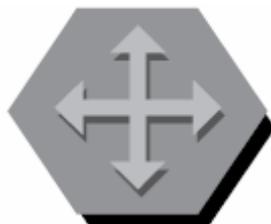
6 Move cursor

Use action is only available, if you have selected a unit and if you are in move-mode. By using this Icon, you tell the selected unit to move. Release the spacebar and the range within you can move your unit will be displayed on the map. Just select the target hexagon and press space to see the calculated path. Pressing spacebar a second time will order you unit to move. To abort a move order, select a target out of range and quickly press space twice. To move a unit, select it and press **spacebar** and **up**.
To move a unit out of a building or transport, open the inventory, select the unit and press **spacebar** and **up**. If your unit is in range of a building or transport, it will be highlighted as possible target. After a unit has entered a building it will be displayed in its inventory.

1.5 Action

7 Action cursor

The action cursor is similar to the move cursor. It is only available if you are selecting a unit and only while you are in action-mode. This tells the unit to perform a specific action, which is in most cases to attack. Like with the move action, all possible targets will be highlighted on the map. The tell a unit to perform an action, press **spacebar** and **up**.

1.6 Change Mode
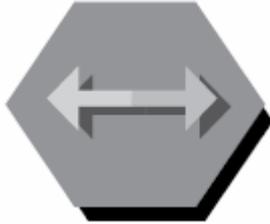
8 Change Mode Cursor

Once you have given all commands you have to change the mode. Activate the change mode cursor to signal your enemy that you want to end the turn. If both players activate the change mode cursor, press F1 to exchange move and action modes. To access the cursor press **spacebar** and **left**. This won't work if you have selected a building or transport unit.

1.7 Repair
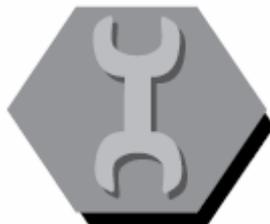
9 Repair cursor

This icon is only available while you are in inventory of a building. To repair a unit, select it and press **spacebar** and **down**. This is only possible in action mode.

1.8 Build

10 Build cursor

Like repairing, this is only possible while in action mode. To produce a unit press **spacebar** and **left**, than select the desired unit and press the spacebar again.

2 Minimap
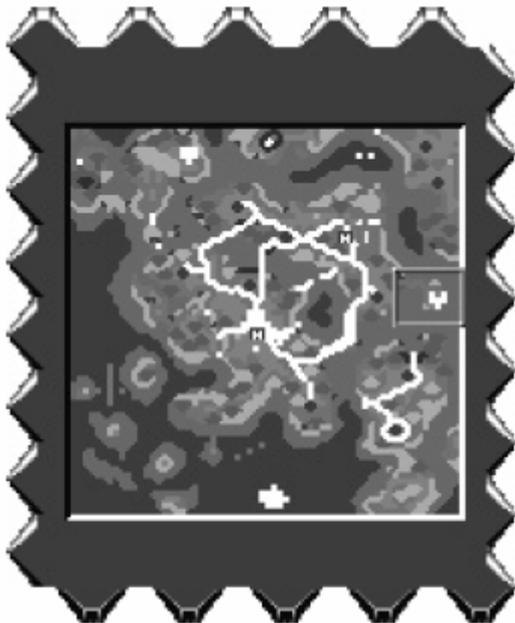
You will gain a lot of important information from the minimap. All units are displayed in the according color. Once a unit became an order it will turn into a blak dot, so it is very easy to find unused units on the map.

All roads are displayed in white. This is quite important, because you units will move much faster while using them.

Use your cursor buttons to nagivate on the minimap. Press space to center the selected are on your tactical map.

3 Make your turn

3.1 Turn modes

The battle system is divided into two modes. Some actions are only possible while you are in the right mode, like moving in move mode or repair in action mode.

The move mode is equal for all units while the action mode is different for some units. Some units like the transport aircraft can't attack, but it will defend itself while being attacked. The depot builder is a very special unit. By order it to perform its action it will build a depot.

3.2 More about units

Attacking a unit does not mean, that it will be destroyed. Every unit is on the tactical map is a placeholder for one group of max six units. The exact number of units will be displayed on the bottom left, while a group is selected. Beside the number of units you will find the experience of your group. While blank at the beginning, your unit will gain experience with every destroyed unit. Experienced units are significantly stronger and even weaker units will crush better but inexperienced units.

Bear in mind, that you are only planning you turns. Every action planned during a turn will be performed by ending the turn. An example:
You are in move mode. You order your unit A to move the road to the north.
Meanwhile, your enemy orders his unit B to attack you unit A. then you and your enemy end the turn. Now all actions will be performed. First your unit A will be attacked by unit B. Unit A is an infantry group with no experience standing on a road with no hiding. Unit B is a heavy battle tank platoon with 3 experience points. Unit B is able to destroy 4 infantry units and unit A is not able to destroy a single tank.
Next turn, your infantry group will be at the point you ordered it to move. On the lower left you will see a 2, which stands for two units left within the group.
Selecting the enemy tank you will see that he has still 6 units and his experience raised to 4 because he destroyed your units. By destroying one or more units of a group a units experience will raise by one. Destroying a whole group will raise the experience by two.

3.3 Aren't there more keyboard commands

Of course there are, lots of them.

3.3.1 Quit

Pressing **Escape** at the tactical map and you will be asked to leave the game (press **Y** to accept).

3.3.2 Save

To save a game, both players have to activate the change mode cursor. Now press **D** followed by a number from 0 to 9 to select a save slot. You may load a game from the main menu screen.

3.3.3 Some more…

F2   Music on / off
F3   Sound on / off

4 Important Notes

I hope this brief introduction will help you getting started with Battle Isle. If you have any suggestions, commendations or critics for further versions of this guide you may contact me at
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All images used for this manual are taken from the original manual from Blue Byte.