SUPER
BATTLE POLYCARS

Player Manual
Updated : 6/28/2024

EPIC GAMES
ONLINE SERVICES

UNREAL ENGINE
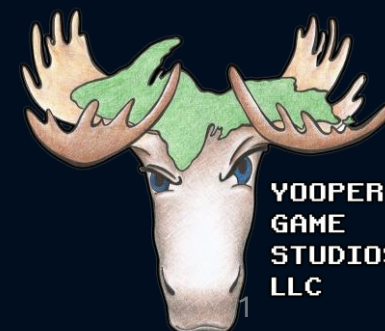
YOOPER GAME STUDIOS LLC

Contents

Startup

- Launch the game within your library on Steam after downloading.
- The game will initially prompt you to select your preferred language.
  - The selected language will replace all text within the game to that language.
  - This selection cannot be changed in-game.
  - To change your language, restart the game.
- There are currently 6 supported language
  - English
  - Simplified Chinese
  - Japanese
  - Russian
  - Spanish
  - German
- After choosing your language, the startup video will play and then redirect to the login menu.

Language

English

简体中文

日本語

Русский

Español

Deutsch

Login / Authentication

- Press the "Login" Button at the bottom of the login screen to login.

- An Epic Account is needed to login and authenticate with Epic Online Services
  - Epic Accounts are used to ensure cross-compatibility with the PC and Console full release

- If an Epic account is not found on the player's computer, a browser will popup prompting the Epic login.
  - If the Epic launcher is found on the computer, the Epic overlay will appear to login and authenticate instead

- A Steam account is not required to be linked to the user's Epic account but is preferred.

- Upon successful login, the user will be taken to the main menu.

- Close the application by clicking "Exit"

Main Menu

- [Matchmaking](#)
- [Parties](#)
- [My Garage](#)
- [Settings](#)
- [Progression Unlocks](#)
- [Shop](#)
- [Tutorials](#)
- [Leaderboards](#)
- [Radio](#)
- [Other](#)

Matchmaking

- To queue into matchmaking press the "Find Battle" option within the left-hand side panel.

- A list of available game modes will appear.

- Greyed-out game modes are either currently unavailable or only allowed to be chosen when in a party > 1.

- Once a game mode is selected the matchmaking manager at the top of the screen will display the currently selected game mode for all party members.

- The party host is then able to set the desired region and start matchmaking for a game.

- For public matchmaking, the game will only start once the lobby is full.

- Private matches will instantly match all party members and bring them into a server hosted by the party's host.

- The host will have the option to cancel matchmaking.
  - Due to the current limitations imposed by the EOS API being used, all party members will be disbanded and must re-join the party.
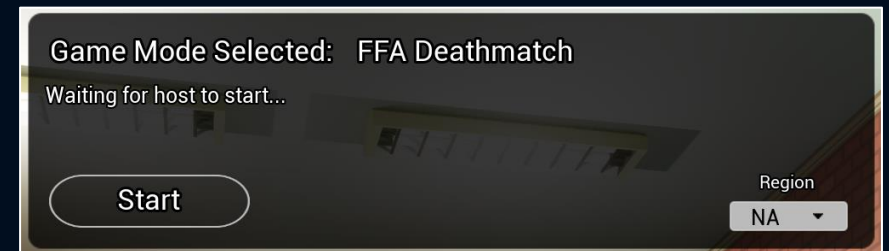
Parties

- After a player logs in and loads the main menu, a party for that player is automatically created.

- Players can invite and join other player parties only when all players are at the main menu.

- To join another player's party or invite them to yours, use the Steam or Epic in-game overlays.
  - Steam overlay: "Shift+Tab"
  - Epic overlay: "Shift+F3"

- The host of the party will be signified by the gold crown next to their username within the party window.

- The max size for parties are 3 players.

- The currently selected Polycar for each player is displayed to the right of each party member's username.

- The party host can kick other party members.

- Any member can leave the party at anytime by pressing the "Leave" button located below the party window at the bottom right-hand side.

- All party members are disbanded upon the host canceling matchmaking during search or at the end of a match.

My Garage

- Open the garage using the left-hand menu panel.

- Players can select which Polycar they would like to use and their unique abilities and items.

- Select the Plates text to customize the Polycar's license plate in-game.

- Outfit the chosen Polycar with unlocked customization options using the Accessories tab.

- Save the configured Polycar by pushing the Save button located in the middle of the menu.

- To cancel the selection and revert to the previous Polycar configuration, press the X button.
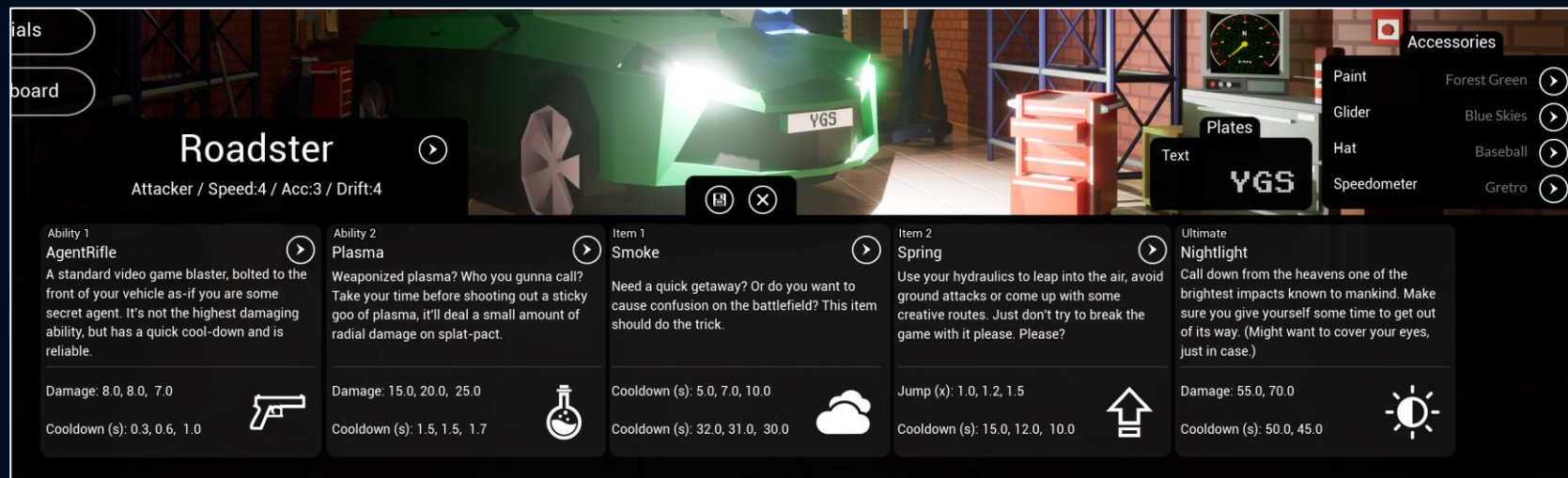
Settings

- To change the audio levels, graphics options, and view currently controller options, open the settings menu located in the left-hand menu panel.

- Press the "Apply" button to save your current selected settings, or "Close" to undo all changes and exit the settings window.

- Audio is automatically applied throughout the game when pressing "Apply".

- Video settings require a restart to take full effect.

- To view the current controls for both Mouse and Keyboard and Controller, press the corresponding button.

- Mouse and Keyboard controls can be re-mapped.
  - Choose the key you wish to rebind and then press the desired key to bind the action to.
  - Controller re-mapping is currently not available.
  - To save your key binds, choose the check mark button.
 - To reset all key binds to default, choose the X button.
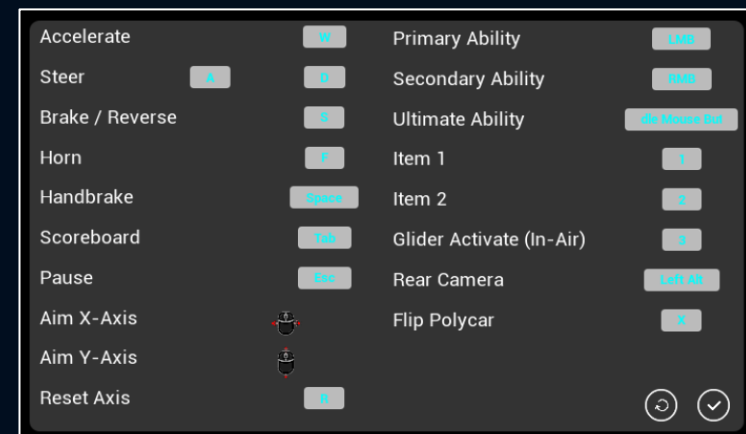
Progression Unlocks

- After completing a match, experience points are rewarded to each player.

- Experience points are automatically added to the main progression pass and one additional pass.

- View your progress of each progression pass by pressing the corresponding button at the top.

- The Main and Early Access progression passes are automatically unlocked after purchasing the game.

- Once enough experience points are earned to level up, the rewarded customization item is added to the player's garage to equip.

- Unlocked items are highlighted.

- Polycoins earned within the progression passes can be used to purchase additional customization options within the Shop menu.

- The following customization items can be unlocked within the progression passes:
  - Paints
  - Gliders
  - Hats
  - Speedometers
  - Polycoins

Shop

- Open the Shop using the left-hand menu panel.

- The Shop contains special customization options that can be unlocked using the in-game Polycoins currency.

- Items will be rotated during future updates.

- The current number of Polycoins in a players account is displayed in the top-middle of the Shop menu.

- Polycoins can only be gained currently by leveling up the Main and Early Access Progression passes.

- The cost of the item is displayed in the top left corner of each slot.

- To purchase an item, click the shopping cart icon.
    - A chime will sound, and the item will be added to your garage if enough Polycoins are found in your account.
    - An error sound will ring if there are in-efficient Polycoins found in your account.

- Once an item is purchased, the unlocked item will be greyed-out.
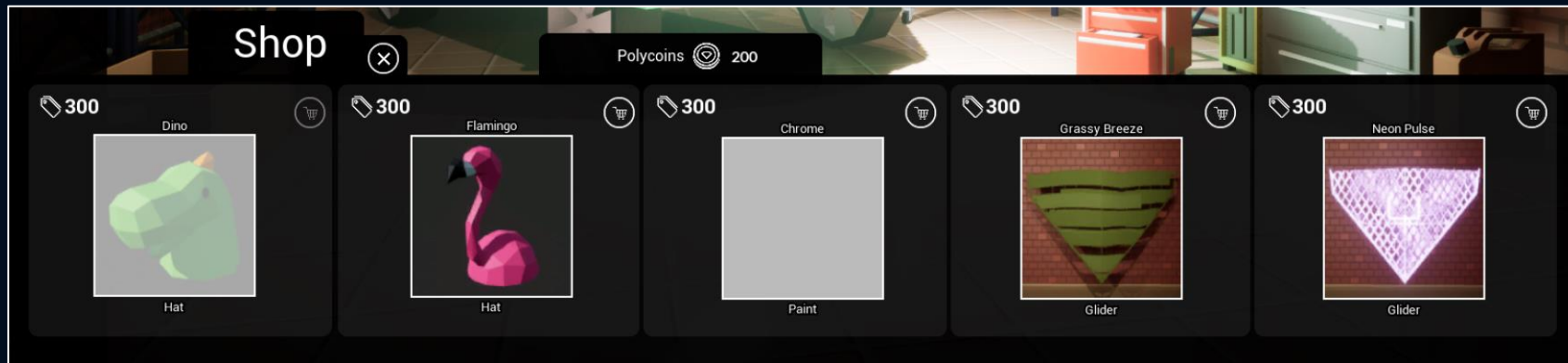
Tutorials

- In-game tutorials are available to learn the basics of Polycar combat.

- Choose the Tutorials option in the left-hand menu panel.

- Completed tutorials will have a checkmark.

- Each tutorial outlines a task that needs to be done to complete the tutorial.

- Tutorial information:
    - Driving: Use the Roadster Polycar to learn the basics of driving your Polycar through the honeycomb checkpoints.
    - Weapons: Learn how to fire your primary and secondary Polycar abilities with the Muscle Polycar. Hit the green boxes with your primary or secondary abilities to complete.
    - Progression: Learn how to level-up your Polycar's abilities during a match with the Truck Polycar. Destroy the 3 blue demo derby cars to complete.
    - Advanced: Get back behind the Roadster Polycar to race through a time-trial on "Scrub Town". Race through all yellow honeycomb checkpoints and hit each green box with an ability to complete. Your time will be submitted to the Advanced Tutorial leaderboards.

- Upon completion of the Advanced Tutorial, a special customization item will be rewarded.

Leaderboards

- The following stats are tracked and applied to global leaderboards.

- The following leaderboards are available:
    - Advanced Tutorial: Fastest time
    - Kills: Total player kills.
    - XP: Total player experience.

- The top of each leaderboard displays your current rank and score.

- Each leaderboard displays the top 15 players.

- Cycle through each leaderboard by choosing the corresponding button at the top of the leaderboard menu.

- Close the menu by pressing the X button in the top-right corner.

Radio

- The in-game radio cycles through the Super Battle Polycar's playlist provided by InAudio studios.

- Use the radio to pause, play, skip, and rewind tracks.

- The album art, song name, and artist is displayed for each song.

- Adjust the music volume within the Settings menu.

- The radio can be accessed in-game at the bottom of the Pause menu.

- Tracks will be added and removed during future updates.
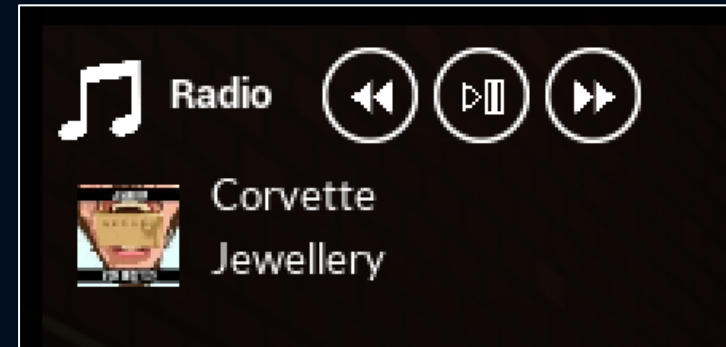
Other

- News: Reread the startup window contains updates, bug fixes, and miscellaneous news about the game and its development.

- Credits: Look at who helped bring you Super Battle Polycars!

- Quit: Exit the game.
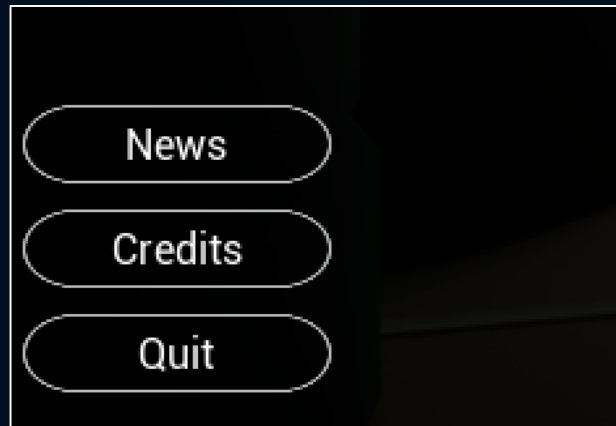
Combat

- Use the aiming reticle to aim bullet and rocket type weapons. The reticle will snap onto an object the overlaps the trajectory of the Polycar's hit scan line.

- Use the ability bars to throw grenade-type projects farther or closer to your polycar.

- When taking damage, a player's health bar will appear above the player's Polycar in-game.

- Once all health is depleted, the Polycar will explode, and points will be awarded to the last player who hit them.

- If a Polycar is destroyed by an area hazard or knocked out-of-bounds, the last human player who applied damage during that life will be awarded points.

- When destroying other players, AI Polycars, or completing objectives, in-game experience is awarded to the player.

- When enough experience is earned to level up, the "Level Up" banner will appear above the ability hot bar in the bottom-left corner of the screen, and each eligible ability to upgrade will turn into a shopping cart icon.

- Click the corresponding button for the ability you wish to level up.

- Abilities and items can be leveled up 2 times, ultimate abilities only once.

- A maximum level of 7 can be reached for each match.

- For a more in-depth explanation of in-game combat and progression, play the "Weapons" and "Progression" tutorials found within the in-game Tutorial menu.
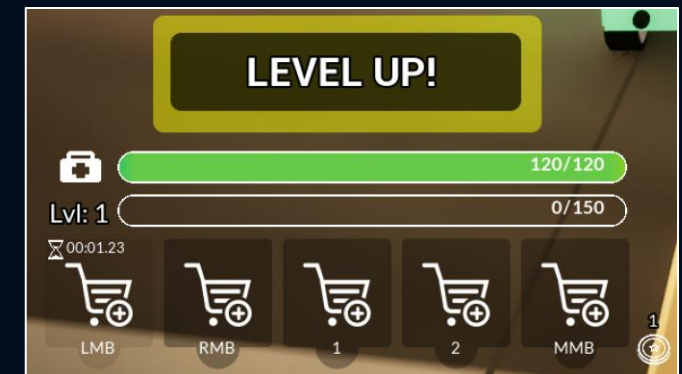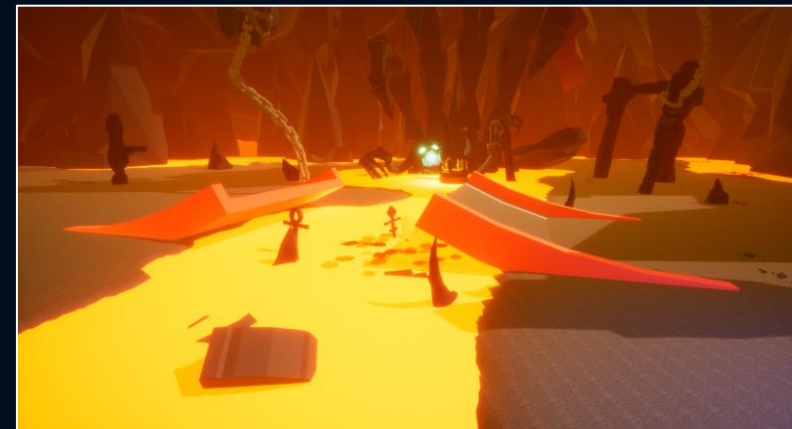
Polycars

- Each Polycar currently in the game is explained below alongside their special abilities.

- Roadster: The fastest Polycar with the highest acceleration. Abilities are meant to use as escape tools or to out-range your opponents. Has a max health of 75hp.
    - Agent Rifle: Fire out a lightning-fast light bullet that does low damage. It is good at range and can hit across large maps. Upgrades for this ability changes this weapon into a burst-fire.
    - Purple Waste: Lobs blinding purple radioactive waste canisters onto the field. Enemies who run into them take a high amount of damage. Upgrading this ability fires out multiple canisters with each attack. Good for losing people who might want to chase you.
    - Plasma: A slower moving bullet projectile that does radial damage. Upgrading this ability increases its effectiveness.
    - Nightlight: Ultimate ability that triggers a large orbital flash bang, blinding all you happen to be looking in that direction. Does moderate radial damage to those trapped inside.

- Muscle: A chunky alternative that has a slower top-speed and is harder to use. Abilities are slow but do heavy damage. Has a max health of 100hp
    - Rockets: Fire a slow-moving rocket that does high impact radial damage. Good for slowing down opponents that happen to get in the way. Upgrading this ability does more damage on impact.
    - Cluster: Sends a cluster of 3 fireballs out the front of the vehicle for good close-range damage.
    - Bomber: Lob out a heavy low-arching bomb that does good radial damage.
    - Kinetic Strike: Ultimate attack used to call down missiles from the sky onto the green marker placed on the ground in front of you. A high damage, but high cooldown intensive attack for clearing out a group.

- Truck: The slowest vehicle with good acceleration. The Truck is best when it can get close and personal to the action. Has a max health of 120hp.
    - Slash: Unleash a close-range sweep attack that bounces your enemies up into the air. Upgrading this ability allows for longer sweep distance and damage.
    - Grenade: Chuck high-arching grenades to take enemies by surprise. Upgrading this ability awards shorter cooldowns and greater number of grenades fired.
    - Poison: Throw out a poison bomb that does tick damage to those caught inside driving through. Upgrading this ability awards longer poison cloud duration and tick damage.
    - Barrier: Ultimate attack used to block incoming attacks and push other Polycars around by spawning the barrier.

Maps

- Scrub Town (Featured during Steam Next Fest) Map Size : Large
  - Located in an undisclosed area within a secluded mountain region
  - Large open track circles around an interior prop town and forest area
  - Lose opponents by gaining speed and ramping off the side jumps into the night sky
  - Turrets, cannons, and a neutral enemy tower spawn at set times throughout play

- Polygon Island Map Size : Medium
  - Battle it out on an ancient island in the middle of the ocean
  - Use the docks to gain the high ground, or climb the track to jump over the map
  - A lone highway surrounded by palm trees is your only place to hit the gas
  - Weave around palm trees and ruins to evade or chase opponents
  - Don't fall in the water!

- The Pit Map Size : Small
  - Fight off your enemies surrounded by the underworld's charred lava landscape
  - Navigate around the molten river or find a different way to cross over to the other side
  - Duck and drift through other-worldly artifacts and obstacles
  - Be careful not to get thrown into the lava!

Early Access Roadmap

* Subject to Change

Early Access Release 2024　　　　　**Early Access Development 2024**　　　　**Full Release PC/PS5 Q1 2025**

| May Playtest 05/25-26 | | Early Access Release 06/28 | | MOVA game mode release 08/16 | | Steam Planes, Trains, and Automobiles Fest 09/16-23 | | New Vehicle Update 11/22 |

Full Release Jan 2025

| Steam Next Fest 06/10-17 | | Onboard MTU Students 09/02 | | Shop update 10/18 |