

HEAVY WEAPONS

- Arrow VI - missiles fired from your shoulder packs, home in on nearest target and can fire over walls, fairly high damage (10 shots)
- Gauss Rifle - arm mounted weapon that fires a ball of energy in an arc which explodes when it hits the ground, capable of firing over walls, goes farther the longer you hold the fire button down, will blow your arm off if you over charge (20 shots)
- PPC - stands for particle projection cannon if you were interested, an arm-mounted weapon that fires a ball of energy at your target, travels farther the longer you hold down fire button, will over-charge and blow your arm off if you hold the button down too long (10 shots)

MEDIUM WEAPONS

- Inferno - the game claims these are missiles but it looks more like a flamethrower, sends out a constant stream of fire and eats ammo surprisingly slowly, poor range but very deadly to enemy Mechs (70 shots)
- Long Range Missile - LRM for those who savvy the lingo, fires a single missile out of your shoulder packs, no homing ability but good range and fair damage (40 shots)
- Thunder Mine - mine that drops from your Mech and explodes after a brief delay, hard to use effectively (50 shots)

LIGHT WEAPONS

- Large Laser - low firing rate but high damage (100 shots)
- Auto-Cannon - medium firing rate, medium damage (150 shots)
- Machine Gun - high firing rate, low damage (350 shots)

ITEMS

- Ammo - comes in three different forms corresponding to the three different weapons you're carrying, restores that particular weapon to full capacity
- Coolant - drops your heat meter (read: life gauge) to 0 no matter how much damage you've sustained
- Mission Items - various key items that you need to complete your missions, range from bomb parts to canisters of genetic material (yuck!)

3) USING YOUR RADAR

Shooting weapons is an obvious, uncomplicated affair in this game. You've got three weapons, you fire each one with a different button. Genesis and Super Nintendo controllers have at least three buttons. Next question please. However, interpreting the gibberish that shows up on your radar map when you pull it up isn't as open and shut, therefore, I feel the need to give you a slight crash course in how to read your map.

- You - Whenever you bring up your radar screen, it centers on your Mech. You are illustrated by a blue figure that looks kind of like your Mad Cat.
- Everything Else - If something is on the map and it's red, it's an enemy. Turrets are circles, tanks and hovercraft look tankish and hovercraftish, and elementals appear as small, red,

humanoid shapes. Enemy Mechs, in vein with your silhouette, look like red figures and are the same size as your Mad Cat on the radar so you can't miss them.

Items - Whether it's an item you need to complete a mission or a power-up to heal or restock your ammo, items are represented by blue squares.

Buildings - Structures, obstacles, and other things you can break are represented by green squares.

Targets - Buildings or other objects that are targets you need to eliminate appear as green squares too, but they have a dotted red circle drawn around them, marking them as significant.

That's all there is to it. Just be forewarned that there are two levels where you start off with your radar jammed, and hence, unusable at first.

4) ENEMIES AND OBSTACLES

Aero-Fighters - untouchable enemies, you can only see their shadows, attack by strafing

Buildings And Hangers - for the most part harmless objects that you can demolish to reveal items, sometimes though they produce an endless flow of enemies

Elementals - armored battle troops of which there are two kinds, the first walks slowly and fires lasers, the second is found only in the jungle and hops around and fires auto-cannons

Gun Turrets - fixed guns that fire lasers, auto-cannons and missiles, depending on their appearance and the level

Hazardous Terrain - from volcanic vents on level 2 to spike-lined walls on level 3, if it looks dangerous, don't touch it

Helicopters - flying pests that inhabit only the swamp level, will fall after one shot from anything, come out of the buildings marked with the "H" landing pad on top of them

Hovercraft - slow-moving tank-like vehicles that come out of hangers and buildings, fire either lasers or auto-cannons depending on the level

Marauder - fast, well armored, and armed with lasers, inhabit the jungle level

Mines - there are three kinds of mines in the game, the first appears with a click and will explode a few seconds later, the second appears with a sort of thunk and will drift toward your Mech before exploding, and the final kind is buried in the ground and leaves a crater when stepped on or destroyed

Stormcrow - second level Mechs, medium-grade armor and armed with lasers

Tanks - larger more durable versions of the hovercrafts, spawn from hangers and buildings, fire either lasers or auto-cannons depending on the level

Thunderbolt - the "boss" of the game, heavily armored, very quick, and armed with the best weapons

Wasp - level 1 enemy Mech, light armor and armed with machine guns, but fast

Wolverine - Mechs that guard the ice world, only armed with machine guns but very, very thick armor

Uller - armed with lasers as well as missiles, fairly quick, but lightly armored, these guys are found in the swamp

5) THE WALK-THROUGH

You begin the game with three lives. Once all three lives are gone, it's game over. Continuing or using a password will start you with a fresh trio of lives.

MISSION 1 - ALSHAIN

Objectives - Destroy Radar Site, Destroy Aerotech Hangers, Destroy DCMS Mech and Tank Bays, Rescue the Star Captain, Destroy the Shield Generators, Destroy DCMS Compound

Alright, let's get this crap over with. This level isn't hard at all, so pick any combination of weapons you feel like. Head due east from the starting point, shooting things as you go. Use the radar to navigate if you need to, until you hit the radar site. Blow it to pieces. There are mines planted around the site. You can either shoot them or ignore them, depending on how you're feeling. With the radar site in shambles, those little round turrets won't be able to fire at you as quickly as they could before (enjoy that; those particular turrets are going to be a pain in your ass for the entire game).

Now the briefing tells you that you should take out the Aerotech hangers next, but I personally prefer taking down the Mech and tank bays myself. Really, you can do either. It's mostly a matter of would you rather stop the aero-fighters from attacking you, or you'd prefer to deal with several more Mechs than you need to. Whichever you decide, you will be enjoying your first Mech-on-Mech action about now.

Mechs in this game attack by running around you in circles and firing their weapon repeatedly. Your Mad Cat auto-aims (for the most part) so that takes some of the guesswork out of fighting other Mechs. The best thing to do is attack an enemy Mech with a combination of medium and light weapon fire; heavy weapons are, by and large, better suited for long range combat, something enemy Mechs won't let you engage in unless there's a wall separating you from them.

Anyhow, all Mechs attack in this same way, so there's no real need to go into detail for every Mech fight that comes your way. Back to the game.

A couple of foot notes on the last two targets: the hangers have mines around them and the bay in the middle of the field, the big one, is the bay that makes the Mechs, so take that one out first. With those two targets terminated, head to the northwestern sector of the map. You'll find a large, pyramid-shaped structure here, guarded by several turrets. Bust it open and you'll have freed the captive Star Captain. He tells you that he can blast open the main compound's gate, but only after the energy shield is shut down.

That's your next target. There are four pyramid-shaped buildings surrounding the main complex. Walk around and destroy them all. While doing this, be careful not to touch the energy beams these structures create, as they're deadly to the touch.

Once that's done, head towards the main gate of the complex. It will explode as you approach it. There's nothing even remotely dangerous

guarding the main complex, so just stroll in and level the place and you're done.

MISSION 2 - STATALICE

Objectives - Destroy Launch Sites, Destroy Material Gathering Stations,
Destroy Main Assembly Plant

A couple of minor points about this mission before we get started. The lava pits that dot the surface of this world do heat your Mech up slightly, but as long as you keep moving, it won't effect you that much. There are vents that spew out eruptions of magma, however, and these are different matter. Standing on one when it goes off can kill you in a blink, so time yourself when passing these.

This mission is another one that you can complete with a minimum of fuss, so again go with any weapon scheme you feel like. When you touch down on the planet's surface, you need to move; the clock to the material launch is ticking and if time runs out before you take out the two pads you lose the mission. Head south from your starting point until you hit the southern end of the field. Swing east from there and you'll encounter the first of the launch sites. Waste it, and grab the coolant it leaves behind if necessary. From here, head northeast until you hit the eastern boarder of the playing field, then continue north. Shortly, you'll run into the second launch site, Smash it to the ground and breathe a sigh of relief: the hardest part of this mission is now over. Now you can take your time mopping up the gathering stations.

The stations are all clearly marked on your radar, and there's no real pattern to follow here, so go about and demolish them in any order you feel like. Two quick points of advice while you're wreaking havoc. First, there's a Stormcrow guarding a passage in the middle-northeastern area of the map. You never need to go over here for any reason, so unless you're simply feeling destructive that's a fight you can avoid. And second, speaking of avoiding things, stay away from the main assembly plant in the middle of the map until all of the gathering stations are dust. The main plant is guarded by a ring of turrets and another Stormcrow, and it's all too easy to hit one of the buildings during a firefight. If you do accidentally destroy one of the main plant's buildings at this time, it will set off a chain reaction which will destroy the planet (and you) and you will lose the mission.

After all of the gathering stations are no more, head to the assembly plant and destroy it to finish the mission off.

MISSION 3 - RIDDERKERK

Objectives - Destroy Radar Jamming Sites, Destroy Research Facility,
Destroy Main Base

This level does indeed, per the briefing, have ice on it. The ice does indeed make it hard for your Mech to maneuver. What the briefing doesn't tell you is that firing a weapon while on ice will send your Mech sliding backwards. All of the icy areas are ringed by spiked walls that do high damage to your Mech, so this is something you need to be aware of when fighting on ice.

Choose any light or medium weapons, but take the Arrow VIs for your heavy choice. There's a lot of opportunity to fire over walls on this world, allowing you to take out several enemies that you'd otherwise have to face directly.

When you hit the surface, head east, hugging the southern wall. When you can go east no more, head south and enter the opening on your left. Maneuver your Mech down this icy tunnel, wasting or avoiding the mines that pop up as you go. Your first jammer is in here, so demolish it and come back out.

Once you're back to the snow, head north and waste the next two jammers which are located kind of close to each other in a large snow field at the northern end of the playing field. Go all the way west from here, and then south into another icy area. Blast the jammer located inside, back out and head south.

Hereabouts you'll run into the first Wolverine. The Wolvies are only armed with machine guns but their armor is very, very thick, so they can inflict some heavy damage on your Mech by simple virtue of staying power. Waste the Wolverine. There's coolant in the passage above the icy area here, so go and grab it if you need to after your Mech battle.

Now head into the icy area and smash the final jammer. Now you can use your radar map again. Call it up and have a look. See the red-tinged area of wall, not far from your current location? That's the entry point for your assault on the research facility. Go to that area, knock down the wall, and annihilate every building in sight.

Once done with that, head back out and go north. At the northern boarder go east to the final ice area. Fight your way down the icy path towards the main base. Eventually, you will come to an island of snow with some coolant near it. Creep slowly over to the right-hand wall. Very frequently, this will alert the other Wolverine. Fire your Arrow VIs over the wall to soften him up. There's a reload to your missiles at the end of the ice area, so go grab them when you run out, then come back to the island for some more cheap shots. Congratulations, you've just made your second Mech battle ten times easier.

Scoot around the corner at the bottom of the icy area, waste the Wolvie, mash the base and you're done.

MISSION 4 - AVON

Objectives - Collect 4 Bomb Parts, Destroy the Main Gate, Destroy Dropship Facility

This level is a very ammo-conscious one. You can complete it with lasers, but you'll probably be better off picking auto-cannons or machine guns. Also, pick the gauss rifle for your heavy weapon. There is a large, hidden mine field you'll need to cross, and the rifle is the perfect weapon to destroy it with.

As you land, one of the bomb pieces will be to your immediate left. Ignore it for now, opting instead to head north. Two of the bomb pieces are located in the northeastern sector of the map, very close to each other. There are lots of mines in the vicinity, so go slowly, and one piece is guarded by a Marauder.

The Marauders are tough. They're fast, well-armored, and they've got lasers. Deal with him as quickly as possible. There is coolant in an unguarded path to the south of this area for you to heal yourself with if the Mech-on-Mech action leaves you more beat up than usual. The path does have mines in it, so proceed with caution.

With the first two pieces of the bomb in your possession, head south almost

to the starting point and then east for the third one. After wading through tanks, elementals, and more turrets than you can shake a stick at, you'll come to a field that runs north-south and is dotted by those big rock stalactites. This is that mine field I was talking about earlier. Use your gauss rifle to sweep the ground, detonating the mines. Then cross the area by stepping only where there are craters.

Now there are two walls to blast through to reach this bomb piece. Once you've opened the area with the building housing the third piece, stand on the spot where the second wall once stood. Fire at the building from here; you should be able to hit it. When the building explodes, take a deep breath, then dash in, grab the bomb piece and scurry back out before the Marauder can come after you.

Now head back to the starting point and grab the final bomb piece. You've got 34 seconds to make it to the metal wall now before the bomb goes off and blasts you to itty bitty chunks. That wall is directly west of where you're at now. Hurry over and drop it, then get clear so that when the bomb goes off you don't go up with it.

Once the facility is accessible, march in and raze it to the ground. There is one more Marauder guarding the area in here. You can out maneuver him, but count on dealing with him in the old fashioned way.

MISSION 5 - COMSTAR

Objectives - Destroy Radar Jamming Sites, Collect 10 Genetic Canisters,
Destroy Thunderbolt Mech

This level is the one area where I'd recommend going in with a specific weapon configuration. Choose Arrow VIs (the homing capabilities are invaluable), auto-cannons (you won't have enough ammo with lasers and machine guns are too weak) and Infernos (there are a fair amount of Ullers around, none of which you can avoid, and this will help you deal with them quickly). Also, don't get your hopes up for the swamp helping you stay alive by keeping your Mech cool. The swamp's water really doesn't help all that much.

There is a specific order in which you should deal with this level. Charge out of the starting point, using your cannons on minor enemies and your Arrow VIs on turrets. There's plenty of Arrow ammo around, so don't be afraid of running out of missiles. The first genetic storage building is near the starting point on the left. Bust it open, grab the gunk, and keep moving.

Continue north bound and you will eventually come to a small clearing that has the next genetics building as well as your first encounter with an Uller. Waste them both, collect the canister and move out, heading west.

Take the upper path at the second fork in the road; that will bring you face to face with the next Uller as well as lead you to the first of the jamming stations. Destroy them both, then double back to the main road.

Heading immediately west from here nets you your third canister, and going to the right-hand fork south from this point will take you to the fourth. After that, continue in along the main road in a southwesterly direction. Soon enough, you will hear the warning that another Mech is approaching. Deal with that Uller accordingly, then head north into the clearing that it was guarding. There's your second jamming site.

You're not radar blind anymore, so pull up your map and have a look. 5 of

the final 6 genetic buildings can be tackled in any order, but save the one on the far western side at the dead-end for last (and do watch out for the final Uller lurking by the canister in the northwestern area). When you grab that final canister, the Thunderbolt will appear in the clearing to the right of where you're standing.

You'll have a moment or two to chuck some of your Arrow VIs at him, but this Mech is a touch more intelligent than the other ones you've been dealing with. He'll move out of range and then start closing in on your location via the paths through the swamp. Wait for him and hit him with everything you've got when he shows up for the party. Congrats! You've won! (Sadly, the T-Bolt's intelligence level does not extend to a different attack pattern than all of the other Mechs you've met, and he'll fall to the same light/medium weapon combo that you've been using since level 1).

6) 2-PLAYER MODE

This game is host to the most bizarre simultaneous 2-player mode I've ever seen. Player 1 gets to control the Mad Cat's upper torso and weapons. Player 2 gets to control the legs. This makes for semi-interesting game play that might keep you and a friend entertained for about 10 seconds or so.

7) LEVEL CODES

	Super Nintendo	Sega Genesis
Mission 2	65C816	STJNNN
Mission 3	B1GBND	GRBCHV
Mission 4	FSPRNG	BBYLND
Mission 5	YHWX11	BMBRMN

8) SECRETS

GENESIS

Unlimited Ammo - Enter the code BRN521 at the password screen

SUPER NINTENDO

Invincibility - Enter each stage code (BMBRMN is the code for Mission 1, though why in the hell you NEED a code for the first mission is beyond me) and the Unlimited ammo code. Then enter the code MKWFLL at the password screen.

Play As Enemy Mechs - At the Tiburon Entertainment logo as the game loads press Down, A, X. Then go to the password screen and enter the code XTRM3K. This will bring up a list of the Mechs in the game. Highlight the one you want to control (you still get to pick from your regular weapon selections, but you also acquire your new Mech's speed and armor abilities).

Unlimited Ammo - Enter the code M1R0G3 at the password screen.

9) GAME DIFFERENCES

1 - 3050 has more codes and secrets than Battletech does. I believe this is due to the fact that, while they are the exact same game, 3050 was

actually released a year after Battletech was, allowing the programmers to "refine" their product.

- 2 - The ice in level 3 interacts differently with your Mech, depending on which cart you're playing. In 3050, movement is sluggish and slow, like your Mech can't get any traction. In Battletech, you slide around.
- 3 - Also on the snow level, in 3050 you leave footprints whereas Battletech has you kicking up clouds of loose snow powder.
- 4 - At the end of the briefing for level 4 in the Genesis cart, Ward simply tells you that nobody knows what's out there and to be ready for anything. In 3050, however, he warns you that the enemy Mechs in the area are equipped with jump jets and will attempt to fly away from a losing engagement. (This is bogus, by the way; the Marauders can do no such thing).
- 5 - The SNES cart tends to slow down considerably when there's a lot of action going on, a fault that doesn't affect the Genesis cart much at all except in the swamp.
- 6 - At first I thought that the enemies in the Genesis cart could shoot farther than their SNES counterparts, but then I realized that the camera in 3050 is actually zoomed in a little closer than in Battletech. This affects the game play, making Battletech the more challenging of the two titles.
- 7 - The large stills and overall graphical quality of 3050 is slightly better than Battletech (there's nothing new about a SNES game having better graphics than its Genesis counterpart though).
- 8 - The SNES cart lacks the clouds of smoke that hover over destroyed buildings and turrets that the Genesis provides.
- 9 - On the whole, enemies in the Genesis cart behave slightly more intelligently; they will still circle you endlessly, but sometimes they will actually try and retreat from a fight as well. The exception to this is the Thunderbolt. In 3050, the T-bolt will come right at you whereas in Battletech, it tends to run around aimlessly like an idiot before attacking.
- 10 - Battletech features a brief, hyper-sounding bit of music whenever your objectives update. 3050 lacks this feature.
- 11 - The cover art for 3050 features the Mad Cat/Timber Wolf (different names for the same Mech in the actual Battletech universe) that your stalwart Mechwarrior pilots throughout the game. Battletech, for some reason, has a Vulture/Mad Dog on its cover, a Mech which doesn't even appear in the game.

10) IN MY OPINION...

I've said it before, I'll say it again. I'm an old-school Battletech junkie. But, until the advent of Mechwarrior 2 on the PC and PS-One, Battletech video games by and large sucked. Take the SNES conversion of the first Mechwarrior for instance. Strange Mechs, ridiculously powerful homing missiles that made any other weapon pointless to use. You get the picture. Anyhow, 3050/Battletech kept things going in the groan department for the FASA's attempts at a video game.

First, the good. The game does have some pretty spiffy graphics for a 16-bit cartridge game. Your Mad Cat is superbly detailed and the animation of it walking has got to be some of the smoothest I've ever seen for games of this era. Enemy Mechs are less detailed and have fewer frames for their walk cycle, but they're still fairly impressive. There are some very nice still shots throughout the game, including but not limited to the title screen, the ending screen, and several cut scenes during the game itself. Nothing to say about the controls either (other than the people who thought

up the two-player mode were on crack). Your Mad Cat goes where you want it to and shoots when you ask it to. And the inclusion of Star Captain Craig Ward, a fairly prominent figure in the pencil/paper world of Battletech, was a nice touch for geeks like myself.

Now for the bad. 3050/Battletech has a complete lack of soundtrack except for during the briefings, during the intro, and during the ending. I intensely dislike it when designers decide to omit level music. Games should be played with a memorable musical score playing in the background to either get your blood pumping or to stick in your brain and annoy the crap out of you. When there's nothing but sound effects to listen to, no mater how good those sound effects are, something seems to be missing to me, and judging by the number of websites devoted solely to game music these days I'm not along with this opinion. So points off for that. As stated in the walk-through, all the enemy Mechwarriors apparently have cerebral palsy because they all attack exactly alike and can all be beaten the same, easy, boring way. This gets old after the first level, and since the enemy BattleMechs are the stars of the damn game, this is very, very bad. And finally, the game is only five levels long, far, far too short. This isn't an Atari 2600 game. There's no reason the programmers couldn't have found it in them to make at least two or three more areas for you to punch through.

Still, I guess the game isn't all that bad. Being a Battle-nerd, I like it because it puts a lot of the things I've been doing with since I was 13 with dice and metal figurines onto a screen so I look like a cool gamer rather than a hopeless geek. But to be honest, 3050/Batletech probably is only going to generate the mildest interest in someone who isn't as into FASA's fictional battle-verse as I am.

4 out of 10.

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11)ACKNOWLEDGEMENTS AND LEGAL STUFF

I suppose I must grudgingly thank Activision, Extreme Entertainment, and FASA. Nice try, good effort, bt we'll move on to Mechwarrior 2 and beyond, thanks.

The game play info of the walk-through and the level codes were all acquired by me, through copious note taking and more than one wasted hour in front of my TV.

Codes found in the secrets area were gleaned off of the Cheat Codes and Secrets page for this game on GameFAQS.com, and therefore I must commend Retro and MI4 REAL for their work in making these cheats available.

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Comments, questions, corrections and other forms of feedback in general are all welcome.

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Bye for now.

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