

# BattleTanx FAQ

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\*\*\* BattleTanx: The FAQ \*\*\*

Version 1.0

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Revision History

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1.0 - Began the whole guide.

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I. Introduction

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Hey everyone! This is my 3rd FAQ and I just want to tell you that it is short. I know it's out, but there weren't many FAQs on this game, so I decided what the heck! Why don't I write my own?

I hope you like the format (it's something new I came up with).

If you want to use this FAQ on your site, or anything, skip down to the bottom. I would also thank Nintendo Power for alot of the information used in this FAQ.

Enjoy the FAQ!!!

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## II. Information

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These are just some options to look at:

### Control -

You should setup the controls to suit your needs before going on to play.

#### Easy Control

With the Easy control setup, your gun turret is locked facing forward. The big drawback to this setup is that turning around to face an enemy takes time and leaves vulnerable.

#### Arcade Control

The arcade setup lets you move both your turret and your tank with the Control Stick. Holding R locks the turret into its current position, allowing you to strafe targets as you roll past.

#### Gunner & Driver Control

These control setups allow you to move your turret and tank independently of each other. With the Gunner setup, you move the Control Stick and drive the tank with the C buttons. These controls are reversed in the Driver setup. All setups can be customized to your likings.

#### Switching Tanks

In some stages, you can switch between your default tank and a massive Goliath tank that's guarding your base. The Goliath is mounted on a rail and can move back and forth along it very quickly. It can leave the rail, but its speed is greatly reduced.

### Multiplayer -

There are four multiplayer games for one to four tank commanders. In Multiplayer games, you can either go solo or team up with one or two of your different gangs and tanks, even if they're on the same team. You also have a choice of arenas, difficulty and control setups.

#### Annihilation

The first of the four multiplayer games is Annihilation. In Annihilation, each combatant battles until his or her tank is destroyed. The last surviving warrior wins.

### \_BattleLord\_

BattleLord is the tank version of "capture the flag." You must find your enemy's base and destroy it to find there QueenLord inside. You then take that QueenLord back to your base. In the meantime, you must also protect your base from enemy raiders.

### \_Deathmatch & Family Mode\_

In a Deathmatch, the first player to destroy seven of the enemy tanks wins the game. The Family Mode rules are the same, but the controls are simplified. In Family Mode, your main gun turret is disabled, and you must collect power-ups to gain weapons.

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## III. Power-Ups

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You can upgrade your tank with a variety of items and special weapons. Power-ups can be found in plain sight or by blowing up buildings and enemy tanks. If you collect three Swarmers, Lasers, Mines, or Guided Missile icons, press A and B simultaneously to fire a super version of that weapon.

### Star -

When tanks are destroyed, they often leave a star behind. They're worth a random amount of health and ammo. They disappear after only a few seconds, so try to pick them up as quickly as possible.

### Bonus Points -

This power-up is worth 1,000 bonus points. As your score goes up, you're awarded extra tanks for hitting certain high marks. every little bit helps, so don't pass these up.

### Radar -

Once you have a radar, enemy tanks will be marked by red triangles, which can be seen from far waway and through buuildings. A radar map will also appear to give you a bird's-eye-view of the stage.

### Swarmers -

One volley of Swarmers is usually enough to take out anything but the Goliath. These missiles spread out in a V-shaped pattern as they fly, so they're more effective at close range.

#### Guided Missiles -

These are the weapons of choice against Goliath tanks. Press and hold A to fire, then use the Control Stick to steer. Guided missiles have an extremely long range and are moderately powerful.

#### Laser -

Lasers fire high energy pulses and are the most powerful weapon, next to the Nuke. If you're brave (or foolhardy) enough to attack a Goliath head-on, you might want to have these.

#### Nukes -

Nukes will literally level the buildings and enemy vehicles in the stage. You'll also take some damage, so put as much distance between you and ground zero as possible.

#### Health -

Health icons repair damage to your tank. If your vehicle is at full strength, any health you collect is stored for later use. Scroll through your items until the icon appears, then press A.

#### Ammo -

If you find yourself running low on ammo for your regular gun, pick up one of these babies. You'll receive 30 rounds of ammo if you're driving an M1 or a Goliath, and 70 if you're in a MotoTank.

#### Shield -

Shields protect you from all damage temporarily and are great for head-on assaults against enemy bases. They can withstand only a few hits, though, and they fade away on their own after a short time.

#### Extra Tanks -

The more tanks you have in reserve, the farther you'll go in this game. It's a long way between New York and San Francisco, even without hordes of crazed mutants trying to stop you!

#### Grenades -

Grenades are very useful for clearing out minefields. If you use them against enemy tanks, remember that they have delayed fuses and will bounce off of objects.

Mines -

Mines are very powerful and are great for defending your bases. Just remember that they don't discriminate between friend or foe, and you can be damaged by your own mines.

Cloaking Device -

the Cloaking Device makes you invisible to radar as well as to the naked eye. Be warned, though, that you'll reappear for a moment when you fire or when you're hit.

Gun Buddies -

Gun buddies are one of our favorite power-ups. When you activate the, they drop auto gun turrets on the ground. The Gun Buddy attacks any enemy tanks that come in range until they're destroyed.

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#### IV. Characters / Tanks

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Each character will have a ranking for their Speed, Firepower, Armor, and Intelligence. 1 is the worst and 10 is the best.

Urban Decay -

After the government fell, the street gangs of New York organized and took over the island of Manhattan. Despite their horrific appearance, these gang bangers are highly intelligent.

TANK COLOR: Golden Gray

WEAPON: Swarmer Missiles

SPEED: 5/10

FIREPOWER: 6/10

ARMOR: 5 / 10

INTELLIGENCE: 10/10

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After Shocks -

The After Shocks hail from southern California, but they're expanding their territory northward. They prefer the open road to urban combat zones, and speed is their signature skill.

TANK COLOR: Dark Orange

WEAPONS: Grenades & Mines

SPEED: 8 λ /10

FIREPOWER: 3/10

ARMOR: 2 λ /10

INTELLIGENCE: 3/10

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Nuclear Knights -

A product of genetic engineering, the Nuclear Knights are a band of homicidal super soldiers. They're armed with stolen Nukes and are one of the most feared gangs.

TANK COLOR: Brown

WEAPON: Nuke

SPEED: 1 λ /10

FIREPOWER: 10/10

ARMOR: 10/10

INTELLIGENCE: 7/10

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Skull Riderz -

Made up of former outlaw bikers, the Skull Riderz now roam the highways in blood-red tanks equipped with guided missiles. What they lack in defense they make up for in speed.

TANK COLOR: Blood Red

WEAPON: Guided Missile

SPEED: 10/10

FIREPOWER: 2 λ /10

ARMOR: 1/10

INTELLIGENCE: 4 λ /10

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Griffin's Army -

As Griffin Slade, you begin each Campaign mission with no power-ups. In multiplayer games, you begin with a random power-up. Your army is one of the most balanced groups.

TANK COLOR: Steel Gray

WEAPON: Random

SPEED: 5/10

FIREPOWER: 5 λ /10

ARMOR: 6/10

INTELLIGENCE: 10/10

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Charlie Co. -

Charlie Company is made up of remnants of the U.S. Army. They're highly disciplined and have an edge on you in fire power and armor. They may be your most formidable foes.

TANK COLOR: Olive Drab

WEAPON: Laser

SPEED: 4 λ /10

FIREPOWER: 9 λ /10

ARMOR: 8/10

INTELLIGENCE: 9/10

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Dark Angels -

The Dark Angels battle not for money or political power, but to appease their dark god. Equipped with Cloaking Devices, they strike without warning, then fade into the shadows.

TANK COLOR: Black

WEAPON: Cloaking Device

SPEED: 8 λ /10

FIREPOWER: 6 λ /10

ARMOR: 3 λ /10

INTELLIGENCE: 10

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Mech Maniacs -

"Paranoid" is the world that best describes the Mech Maniacs. Members of the various extremist groups, they trust no one. They shoot first and never get around asking questions.

TANK COLOR: Dark Gray-Green

WEAPON: Gun Buddy

SPEED: 5 λ /10

FIREPOWER: 4 λ /10

ARMOR: 4 λ /10

INTELLIGENCE: 2/10

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Psycho Brigade -

When the government collapsed, so did the prison system, releasing thousands of viloent felons. With little direction, these Psychos loot and pillage at at random.

TANK COLOR: Light Blue

WEAPON: Shield

SPEED: 9/10

FIREPOWER: 4 λ /10

ARMOR: 4 λ /10

INTELLIGENCE: 5/10

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#### V. Codes and Secrets

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Thanks to Nintendo for the following codes:

##### WEAPON UPGRADE

To improve the firepower of your weapons in a multi player game, collect 15 or more of a certain type of weapon, then press A and B simultaneously. The weapon will shoot ALL it's ammunition at once, so make sure you want to do this before trying it....

##### GANG SELECT DURING A CAMPAIGN

To select your gang during a Campaign, type L7SL7SGNGS in the input code screen.



GIRL POWER

Type WMNRSMRTR to unlock the Storm Ravens gang. It's an all-woman gang and the game has the cloaking and laser powerups.

STATE STREET

CJSKPFLGMH opens up the State Street, Chicago level. You'll have 10 lives, 5 goliath tanx and a nuclear weapon when you start this game. This code is not compatible with a Controller Pak.

MSTSRVV--invulnerability

CRSTLCLR--invisibility

FRGZ--plague of frogs

TDZ--Queen Lords are replaced by toads

Well that's it....

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VI. Legal Stuff  
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This is just some stuff that most people won't even bother reading....

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Hey, you're reading this, aren't you?

Ok, I just want to say three things:

- 1) You cannot use this FAQ as profit.
  - 2) You cannot replace my name with yours (isn't that something called stealing?)
  - 3) If you want to use this FAQ on your site or something, e-mail me at rkraja@yahoo.com or rkraja2000@aol.com (both would be nice...) and ask for permission before using. Say what you want to do with the FAQ, where you are going to put it, and most likely I'll say yes (Notice the use of the words "most likely." I don't mean that I WILL say yes).
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## VII. Other Stuff

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This is a real short section, and I don't even know why I put it up...

....yet.

Ok.....

If you have Fighting Force 64, or Banjo-Kazooie, you can see my:

Fighting Force 64 FAQ/Movelist

Banjo-Kazooie World Location Guide

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And if you're thinking about buying Fighting Force 64, check out my review.

Also, I hope to contribute more reviews to GameFAQs.com, and watch out for my Nightmare Creatures FAQ. Heck, I \*might\* even make a Rampage 2: Universal Tour FAQ.

I know these games came out a while ago, but I'm bored (and there aren't many FAQs out there covering these games).

Ok, go away now!

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Wait a minute, that supposed to go in the next section.....

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## VIII. Ending

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And that about wraps it up. I'm not really good with words, so get out, now! (heheh)...

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Whaddya still doing here?

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If you don't get off now, I'm gonna \_\_\_\_\_

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Hey, I warned you

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Now you're just being \_\_\_\_\_

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You're scraing me!

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Ahhh!!!

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--- R. K. Raja (rkraja@yahoo.com)

You're still here?
Well, have fun staring at these words.....