











in this shed literally on top of a radar power-up. Once you get out, turn left, and watch out for the submarine (shoot the conning tower twice to sink it, but don't waste your time on it). Turn and watch out for the inferno (scary!) tank and go in the tunnel. Turn left at the first turn and you can catch the inferno off guard. Use the grenades that you picked up earlier (if you didn't, just shoot them) on the different-looking wall section, and around the next corner to get rid of the puny inferno tanks. After you get out of there, just go as fast as you can to the blue circle (don't worry about the boats).

DIFFICULTY (No Stars)

### L E V E L 3 - A R I Z O N A : T R U C K S T O P

This level is not particularly hard, its just extremely annoying. Run over the white car to get the turbos (you probably wont need them but get them anyway) and jump over the concrete and turn right. Destroy the mototanks and the bunker (weird-looking greenish thing) and then get the two gun buddies on the other side of the railroad. Go in the building and get all the power-ups. Go to the other side of the building and destroy the M2 (watch out, he has guided missiles) and any other tanks that may be there. Go around and shoot the other bunker. (Don't blow up the gas stations unless you are a good distance away, trust me on this one.) On the other side of the railroad, all the bunkers are easy to find, so I wont tell you where they are. Be careful crossing the railroad tracks because if you get hit by a train you will die, so don't spend too much time crossing. \*A tip: you can shoot right through the wall next to the last building on the left side of the railroad, good glitch if you have radar, useless if you don't. After you have destroyed all of the bunkers, get rid of the tanks. At the end of the road, there is a hornet tank on the right. Don't freak out, he probably won't even get a chance to fire if you just shoot him (swarmers are good!). If you didn't go slow taking out the bunkers you should have about 15 kills. This is the last of the easy levels (for now), so get ready to rumble.

DIFFICULTY \* (One Star)

### L E V E L 4 - T E X A S : S L A V E F O R T R E S S

This level is semi-difficult, and if this is your first time playing, you will probably die at least once, so don't panic. I have seen many strategies for this level, and they all fail, so I'll do my best to keep you from hurting yourself over this not-too-hard level. You will start out on top of a radar power-up, and that's good because you will need radar in this level. If you die, there is another radar power-up on the right. Be careful with those boxes, because the explosions that they make are huge. When you go out, take out the big gun buddy at the end of the road, but don't bother taking out all of them (aren't those things ANNOYING??!) because you will just get killed. Try to take it out from as far away as you can go, because if you don't about a hundred or so gun buddies will start shooting at you. Cross over the tracks and use the trains as cover (that means DON'T SHOOT THE BOXCARS!!) from the very pesky gun buddies. Blast the fortified door to the building (if you're playing with two people there will not be a door) and kill the (gasp!) mototanks inside and free the prisoner. Get all the rest of the prisoners on this side of the railroad, and then go to the other side. Move back and forth continuously to avoid gun buddy fire, and take out any gun buddies that you can. Remember the place where you blasted the first big gun buddy? There are lots more bigs in there so those should probably be the last prisoners you get. After you get across the railroad tracks, RIP LOOSE!!! There are eight prisoners to rescue

in this level, and there are about five of them just on this side of the tracks, so don't waste your time! Things to look out for: Those little cone thingys sticking out of the ground are bombs, so don't shoot them unless you're far away. Also, the things that look like bunkers except they're orange are fortified bunkers. You cant destroy them. Don't try.

DIFFICULTY \* \* (Two Stars)

#### L E V E L 5 - R O U T E 6 6 : D R I V E - I N

This level is actually rather easy, if you ask me. Two items that you will need in this level are grenades and plasma bolts, and there are plenty of them around, so I'm sure you can find them without my help. A few tips for this level: Don't waste your time looking for bunkers, because it wont make any difference. If you see one, blast it, if not, don't worry. Also, don't waste your grenades on minefields because it isnt worth it. Last, there are lots of turbos in this level, and they are a good way to get up and down the main street more quickly. The first thing you should do is find some grenades. Go to the theatre on the left first. Go in and get the plasma bolts. At the entrance to the actual theatre is an opening one wall section wide. Shoot all of your plasma bolts through it from an angle that the tanks inside cant see you from (and be careful not to hit yourself.). Once you have used up all of the plasma bolts, go in and throw a grenade at the projector building. There will still be enemy tanks left, but if you move around enough, you wont take too much damage (note that I didn't say that you won't take any damage; you will still take some.). Next, go to the other drive-in and destroy the mini gun buddy. Do this the same way that you did the last one, but be more careful. There are one or two goliath tanks that your plasma bolts probably won't kill. If you threw the grenade and then died, but the grenade still hit the projector building, don't choose another tank because it will only waste tank bucks.

DIFFICULTY \* \* (Two Stars)

#### L E V E L 6 - W A S H I N G T O N D . C . : M A L L

This is another easy level. All you have to do is grab the three CD thingys and get back to the boat. Don't worry about shooting every enemy tank that you see; your friendlies will take care of that. The first data thing is in the castle-looking building to the right (my friends say that it's the Smithsonian). The second one is in a building on the left with pillars (I have no idea what this one's called.). The last one is in the capital building. For all of you poor people trying to get in through the front..... I pity you!!! A lot!!! Turn left and go as fast as you can over the jump. Grenades are a good thing here. DO NOT blow up the boxes in the yard because you will EXPLODE in a LIVING BALL OF FIRE! Anyhoo, (this is the fun part) blow up the capital building (yes, I did say to blow up the capital building, you read it correctly) and jump over the fence (be careful of the boxes) and shoot the annoying gun buddies. You now have the last data thingy! Jump the fence and turn right. Run right through the wall and into the secret passage! Dodging and killing the puny infernos, make your way through the passage. Once you're out, keep going straight ahead until you get to the boat.

DIFFICULTY: \* (One Star)

#### L E V E L 7 - W A S H I N G T O N D . C . : W H I T E H O U S E

Anyhoo (have I used that word too much?), This is the first hard level in the game. The objective is simple. All you have to do is destroy all of

the tanks and bunkers in the level. That isn't as easy as it sounds. Since the tanks all move around, I can't really present an in-depth walkthrough for this level, so I'll just give you some tips. There are a lot of firsts in this level. This is the first level where you have to fight an Annihilator (this is the only tank that deserves a capital letter), and it's not really that hard if you have a good special weapon. Also, this is the first level of the game where you have the Edge. This is also the first level where you see a nuke (I said SEE a nuke. You can't get to it. Bummer!) Don't waste the Edge on the first tank that you see because the first tank that you see will probably be a wimpy rattler. Don't waste it on the Annihilator, either, because nothing will happen, you will get mad, and I will sit back and laugh. There are two bunkers on either side of you as you come out of the place where you started. They are very easy to miss, so don't forget about them. In the upper-right corner of the map, there is a concrete fence with about a zillion tank bucks, teleporters, and a nuke. You can't get it. Don't waste your time. Also, sometimes a tank will go through the outer wall and get stuck. Things really get bad when this happens because this means that you will have to start the level over again.

DIFFICULTY \* \* \* (Three Stars)

#### L E V E L 8 - L O N D O N : P A R L I A M E N T

You have finally reached Europe after a sweet-looking story sequence! This is the first European level and is, in my opinion, rather easy. This is just like the Mall level except that you have to get six, and they aren't CDs, they're girls! This is a little different. You have to find your way through a maze of fallout shelters to get all the girls. There are two girls underground that you have to get. The other four are above ground. They are all in plain sight, so I won't tell you how to get all of them. You see a bunch of mines, right? Well, grenades are nice, but I like a nuke better! Okay, let me tell you how to obtain your very first nuke of the game! When you get to the area where the first building is, blast the building, get into the tunnel, and go straight forward to get the girl and the nuke. For those of you poor people who did not have enough time to get underground before the nuke exploded.. I pity you. (Nuke.. Fallout shelter.. they kind of go together..) The nuke won't always blow up the mines, so sometimes you have to use grenades. Let me tell you where to use the Edge. You go to this place in the back past the mines where there are gun buddies, a few Mls, and a goliath tank. Use the Edge here. Once you have all of the Iron Maidens, get back to your base.

DIFFICULTY \* \* (Two Stars)

#### L E V E L 9 - L O N D O N : T O W E R B R I D G E

This level is not really hard, just incredibly long and tedious. Use an M1-A1 on this level. I know that I said to use a rhino in this level earlier in that Tank section, but I lied. You don't have a rhino yet. If you did, this level would be too easy. But you don't, and it's not. One more thing: the message at the beginning of the level says to use guided missiles to clear a path. Ignore it. Guided missiles are completely useless in this level. Warning you ahead of time, if this is your first time playing, you will probably die at least once on this level, but you should have plenty of tank bucks by now (if you don't it's ok because this is the first time that you have played this game. I pity you.). You can't panic in this level, because it will get you nowhere. There are boats off to both sides of the bridge. Don't waste time killing them because they will just come back. Also, resist the urge to use the Edge or there will be a huge fight at the end of the bridge that you have to get through. Grenades are



extremely useful in this level. When you get to the first tower, blast the door and the big gun buddy sitting there, doing all of this while avoiding the rather irritating attack boats. When you come to a wall, be sure to blast the wall before you go through it, because you never know where all of the minefields are (I don't even remember where all of them are myself). Have you used the Edge yet? No? Good. Keep it up. I know you're suffering. When you get to the second tower, go around the outside this time (on the right), blast the gun buddy, and crash through the gate. You only need to go through one of the gates this time. Just do like you have been until you get to a wall that spans the whole bridge. Throw a grenade at it, because there is a huge minefield behind it. Your first glimpse will be of about a million tanks waiting to sever your head from your body. Don't panic. Don't hesitate for one second. USE THE EDGE HERE!!!!!! Once you do that just go as fast as you can through the rest of the level, ignoring the bouncing betties popping up on either side of you, make the jump, and you're finally out of this nightmarish level.

DIFFICULTY \* \* \* \* (Four stars)

#### L E V E L 1 0 - L O N D O N : T O W E R O F L O N D O N

If you know where all of the rhinos are, this level is pretty easy. But, if this is your first time playing, this level will be ridiculously difficult. Guided missiles and grenades are essential in this level. Before you go through any wooden door in this level, check for minefields, because they are everywhere. Always use guided missiles before you go around corners, because you never know where a rhino is waiting. If you see a rhino with a guided missile, hit it close to the back and you will take it out in one hit! If you don't see the rhino before it sees you, you will have to fight it. When fighting a rhino, don't freak out. Your best bet is to try and get behind it. If you can get one or two hits from behind, that should take it out. Other than that there's really not much to say about this level. The only tanks that you will encounter (not including the attack boats) are rhinos, two mototanks, and an annihilator. Use the Edge in the middle after you fight the annihilator. If you're lucky, you might get a rhino hiding behind the buildings. There's two or three rhinos hiding in the middle, so you might just get one, but it doesn't always work, and usually doesn't, but it's the best place to use the Edge in this level. Just destroy all of the tanks. I think there's radar somewhere in this level, but I could be wrong. Don't waste your time looking for it, but it could be very helpful..

DIFFICULTY \* \* \* \* (Four stars)

#### L E V E L 1 1 - P A R I S : B I S T R O

This level is a queenlord battle, so it's easy if you're good at battlelord mode, but hard if you aren't. For those of you who don't know, let me briefly explain exactly what a queenlord battle is. The object of the game is to get all of the enemy's queenlords and bring them to your base, while protecting your own queenlord in your base. If your base is attacked or if your queenlord is captured, a yellow message will flash up in the middle of the screen and that annoying lady will tell you that your fortress is under attack or that your queenlord has been captured. (In the original BattleTanx64 they even told you when your goliath tank was being attacked! It gets old..) If any enemy gets all four queenlords, you lose and have to start the level over. All four bases are guarded by a goliath tank on a rail. In this level, if you can take out the goliath tanks, you shouldn't have a problem getting to the base and grabbing the queenlord. Here are the three ways to take out the goliath tanks (it doesn't matter which base you use each one at, you pick): One, use the Edge and steal the base for

yourself. You still have to get the queenlord out of the base and bring it back to yours; the Edge doesn't actually convert the base, just all the tanks in it. The second way is to use cloaking to take out the goliath tank, and the third way is to take it out from a safe distance with guided missiles. Another thing about the level is that most of the bridges have minefields protecting them, so grenades are nice. Also, it would probably be a good idea to take out the subs.

DIFFICULTY \* \* \* (Three stars)

#### L E V E L 1 2 - P A R I S : E I F F E L T O W E R

This level is easy, all things considered. You really shouldn't need to navigate the endless mess of fallout shelters. The tunnel that you need to go in is the one the Eiffel Tower's end of the street on the left. Go in get the beautiful tank bucks that you are probably in desperate need of by this point, take out the fortified door, and go up under the tower. Ignore the rhino that we can all see so clearly (unless you want to use the Edge here) and go back through the tunnel and when you come back up, you should see the generator of the Eiffel Tower. Throw one tank shell at it and then get back into the tunnel before it hits, or face the wrath of a nuclear explosion. The Eiffel Tower just met its end, and so did that rhino that was sitting under it.

DIFFICULTY \* (One star)

#### L E V E L 1 3 - P A R I S : C H A M P S E L Y S E E S

This level is HARD!!! After watching a cinema sequence where you find out that it was (spoiler) Cassandra who created the girl-killing virus, you come to another famous landmark (that cannot be destroyed, though it is the spawn of el Diablo). All you have to do is take out all of the tanks; simple, but not easy. There are three main types of tanks in this level: Rhinos, goliaths, and hovers. The hovers are probably the least of your worries. If you can find a nest with goliaths and rhinos, use the Edge there, and maybe you won't be taking out about 70 tanks all alone. There is an annihilator at the end of the street under the big stone arch (how do you spell it; is it Arc de Triomphe?), but he shouldn't be a problem. Don't waste your time looking for the bunkers, because they will probably be out of tanks by the time you find them all, anywayz. Other than that, there really isn't much that I can do for an in-depth walkthrough. One more thing: guided missiles are helpful if you can buy enough time to use them without getting shot or blown up.

DIFFICULTY \* \* \* \* \* (Five stars)

#### L E V E L 1 4 - G E R M A N Y : B R A N D E N B U R G G A T E

Another famous landmark. Unfortunately, you don't get to blow this one up. This level is pretty hard, but not as hard as the last one. This is the first convoy level of the game. Either a rhino or an M1-A1 would be your best guess on the tank to use here. The four red tanks that you see must be protected at all costs. Go out ahead and blow up all of the mines and bouncing betties before your convoy gets there. If you run out of time, blow yourself up on the mines; trust me, you didn't die in vain. If you lose all four of those tanks, you lose the level. Watch out, the enemy has marksman tanks. Also be careful for the rhinos and infernos that come from behind. When you get to the fortified gates at the end, watch out for the hornets behind them.

DIFFICULTY \* \* \* \* (Four stars)

## L E V E L 1 5 - G E R M A N Y : B E R L I N W A R Z O N E

Issawharzone!! A very easy one at that. In this level you have to rescue three boys that look exactly like Brandon and get them back to your base. This is not a queenlord battle; the Brandonoids in your base cannot be recaptured by the enemy. This level is very easy, but don't get used to it.

None of the Brandonoids are guarded by goliath tanks. All three of them are in buildings which look alike. Don't worry about that gigantic minefield in the middle of the map; grenades are pretty hard to find and it's a waste of time looking for them, since it doesn't take too much longer to just go around. There is a fallout shelter in this level if you can find it. I'll try to tell you where it is, but I'm not too good with directions.. Next to the building at the end of the street where you get the first Brandonoid, around the corner, there are two walls that you can break through. The entrance to the fallout shelter is right there in front of you now. The fallout tunnels are a good quick link between the first two Brandonoids, but watch out because there is a goliath tank down there. When you get out of the building where the second Brandonoid was, turn left and go down the street and left around the corner and wow! You found the third Brandonoid! Now all you have to do is get back to your base..

DIFFICULTY \* \* (Two stars)

## L E V E L 1 6 - G E R M A N Y : E S C A P E F R O M B E R L I N

This level is really hard. This is, fortunately, the last convoy level in the game but it is definitely the hardest of the two. Stay with your tanks and clear out anything in front of them that is blocking their way, or they will stop (did I forget to mention that at Brandenburg Gate?) and become very vulnerable to enemy fire. Stay out in front of the convoy and go slow, but not so slow that the convoy stops. If you see an enemy coming, get rid of it. You also have to bear with quite possibly the hardest obstacle in the entire game in this level. There is a railroad track that you and your convoy have to cross in this level. As you have probably figured out (the hard way) by now, if you get hit by the train, you automatically die. Guess what: The same thing happens to your convoy!! Trust me; a few unsuccessful attempts at this level and you will be TEARING YOUR HAIR OUT BY THE ROOTS!!!! I do not enjoy this level one tiny bit, if you haven't figured that out already. Watch out for the fortified gate at the end. I don't think I really needed to tell you that, you're smart, but I had to take up space or nobody will read this walkthrough (not like they will anyway, the game is about a million years old). Fear not, o weary traveler! Only two more levels before you reach the end of the rainbow which has no pot of gold and never did!

DIFFICULTY \* \* \* \* \* (Five stars)

## L E V E L 1 7 - S A N F R A N C I S C O : A S S A U L T

Home sweet home! And what a nice welcome, too! De-rail your goliath tank and go to the boat farthest to the left and get to the left side of it so that you can kill the rhinos that come out before they turn towards you. After about 20 rhinos come out, go to the next boat and get the infernos. Then get the hornets and the rattlers. If you die, use a goliath tank when you come back. I know they're expensive, but this is the second-to-last level of the game!! Once again, the opening message lied! There are about 85 enemies, not 70!! After your kill number reaches about 83 or so, you win the level. Killing all of the tanks is not hard, but it does get very old







that I will burst into flames if I don't send some piece of crap letter to about ten people. If I don't send that chain letter right back to you, the only place I will be sending it is the recycle bin on my computer. I will not work for your website exclusively. I will not even work for you as a third party, and I don't care if you offer me an insane amount of money. Well. . . I might do it if you gave me a million bucks, but I want to see the money first. Other than that, forget it.

Sincerely,  
sleddog

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