SEGA™

GENESIS™

# BATTLETECH®

## A GAME OF ARMORED COMBAT



INSTRUCTION MANUAL

Extreme ENTERTAINMENT GROUP™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.

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- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

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# WELCOME TO THE 31ST CENTURY

*It's 3050 and times are tough. The savage warfare that has become the status quo of the past two-and-a-half centuries is at a fever pitch. The Clans–joined together by a powerful IlKhan into a fragile confederation–are on the verge of crushing the armies of the factious Inner Sphere and reuniting the galaxy under the starry banner of the once-great Star League. At the helm of seven-story, 60-ton BattleMechs, you, and other Mechwarriors like you, hammer at one another barbarously for control of distant worlds.*

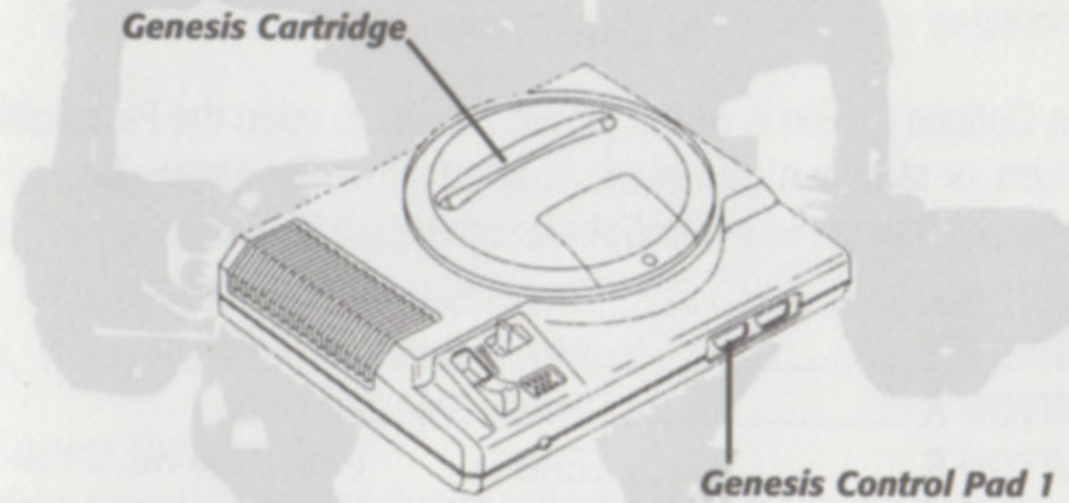
*The victory is nearly won when, suddenly, the death of the IlKhan grinds the Clans' advance to a halt. A new IlKhan must be selected before the ancient Clan rivalries can erupt into a power struggle that will tear the alliance apart from within. Already the Inner Sphere is taking advantage of the lull to rearm their 'Mechs and refit their defenses in preparation for the renewal of the Clans' attack; the Clans' hard-won chance to reunite the galaxy is about to slip away forever.*

*But the Clans have a new weapon–the "Madcat" Heavy OmniMech. It has enough firepower and armor to take on an Inner Sphere army all by itself . . . and win. An unproven but ruthless and cunning MechWarrior is needed to pilot this new 'Mech on near suicidal missions to keep the Inner Sphere's hands full while a new IlKhan is chosen. That's where you come in. As a proud warrior of Clan Wolf, you accept the challenge. If you succeed, you'll win honor, glory, and a coveted Bloodname–a royal title within your Clan. Failure will mean defeat for the Clans, and exile to a remote and hostile world for you. Take your pick. . . .*



# GETTING STARTED

1. Make sure the power switch of your Sega Genesis Game System is **OFF.**
2. Insert the **BATTLETECH®** cartridge into the Genesis unit as described in your Genesis instruction manual.
3. Turn the power switch **ON**. If nothing appears on the screen, turn the power switch **OFF**, remove the cartridge, and try again.
4. **TO START:** Push **START** on the game controller.




# THE GAME MENU

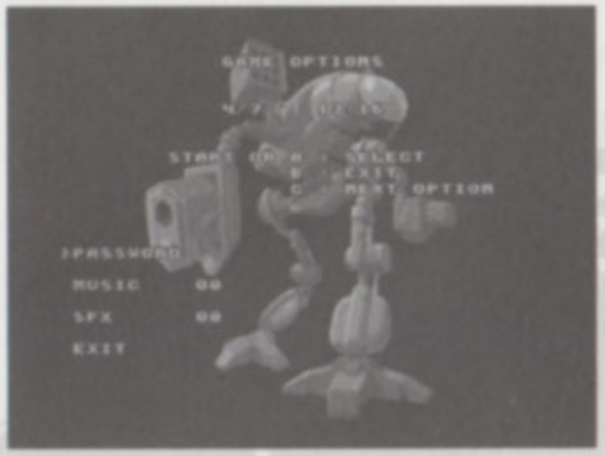
## 1-PLAYER MODE

Pits one player against the computer and the defenses of the Inner Sphere.

## 2-PLAYER COOPERATIVE MODE

In this mode of play, two players can control one 'Mech against the onslaught of the Inner Sphere's defenses! The player using Controller 1 operates the Madcat's weapons; the player using Controller 2 acts as the driver and steers the Madcat.

## OPTIONS

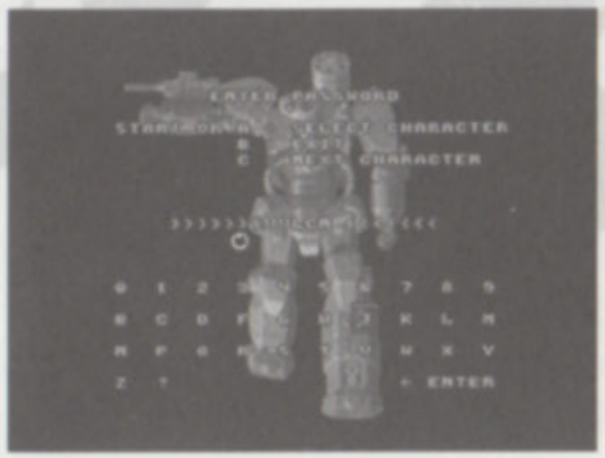



***The Options Screen***

The Options Screen is where players can go to open the Password Screen, or sample music or sound effects from the game. The Controller functions on the Options Screen are as follows:

**START BUTTON**.....Enters Selected Option
**D-PAD**.....Moves Cursor
**BUTTON A**.....Enters Selected Option
**BUTTON B**.....Exits
**BUTTON C**.....Next Option

### *PASSWORD*




***The Password Entry Screen***



At the end of every mission, you will be issued a 6-character password. WRITE THIS PASSWORD DOWN. It will allow you to continue the game from that point at any time.

***To Enter a Password:***

- ▲ Go to the Password Entry Screen on the Options Menu.
- ▲ Use the **D-PAD** to move around the letter grid, and press **START** or **BUTTON A** to select the desired letter.
- ▲ Once you have entered all 6 characters, highlight **ENTER** and press **START**. You will resume the game (with 3 new lives) with the mission you began after you received your password.

### *MUSIC*

Plays samples of all of the music heard in the game.

- ▲ Press **LEFT** or **RIGHT** on the **D-PAD** to select a music track number.
- ▲ Press **BUTTON A** to play the selected track.

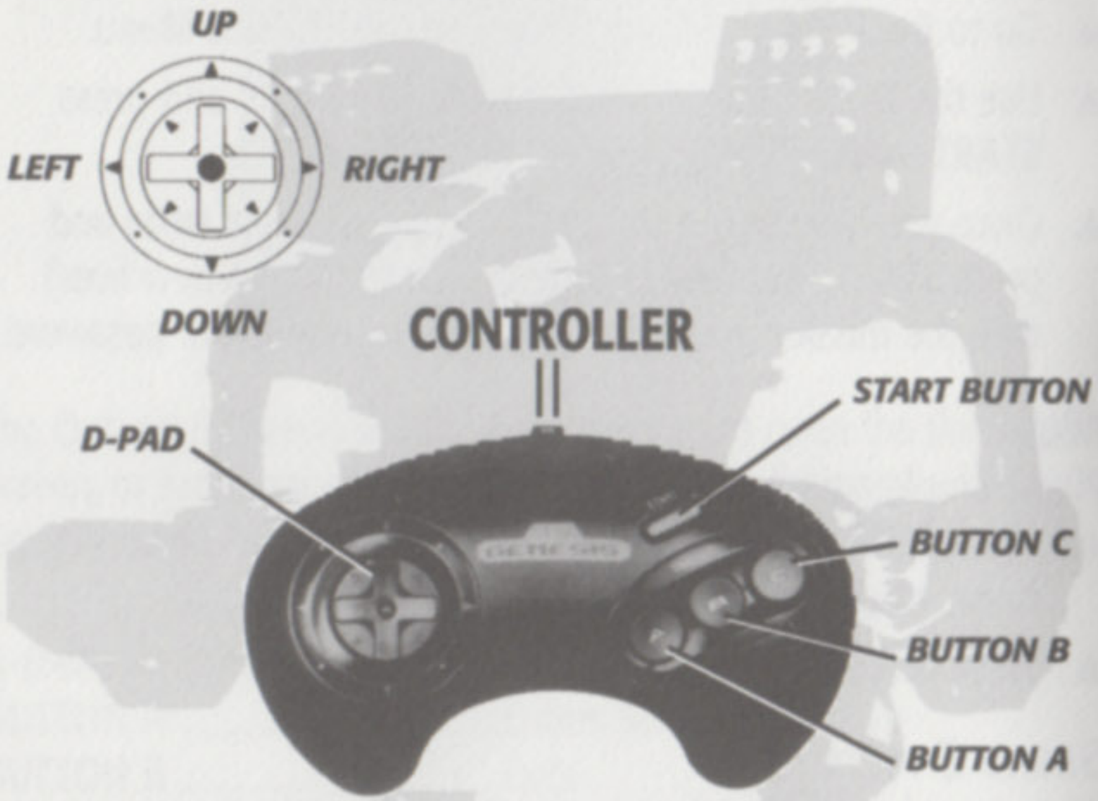
### *SOUND EFFECTS (SFX)*

Plays samples of all of the sound effects heard in the game.

- ▲ Press **LEFT** or **RIGHT** on the **D-PAD** to select a sound effect number.
- ▲ Press **BUTTON A** to play the selected sound effect.

# THE "MADCAT" HEAVY OMNIMECH

## OPERATING CONTROLS




**D-PAD** ..... Controls the direction in which your 'Mech moves.

**BUTTON A** ..... Fires Heavy Ordnance

**BUTTON B** ..... Fires Main Gun

**BUTTON C** ..... Fires Tactical Weapons

**START BUTTON** ..... Views Computer Systems, Pauses/Unpauses Game



## STEERING AND FIRE CONTROL MECHANICS

Unlike other 'Mechs of similar size classes, the Madcat has a simple steering and fire control interface. Use the **D-PAD** to steer the Madcat in the desired direction (the top of the screen will always be north), and all weapons will be fired in the direction that the Madcat is facing.

The Madcat is also equipped with two advanced steering and fire control computers, the "Hit-N-Run" Turret Control Interface, and the Automatic Fire Control System, which can be a big help in certain tactical situations.

### *The "Hit-N-Run" Turret Control Interface*

This software allows weapon mounts on the 'Mech's top turret to operate independently from the leg chassis, giving the Madcat the ability to fire in any direction while it is moving in a straight line. This system has earned the nickname of "Dash-N-Crash" from MechWarriors because while it is engaged, the 'Mech is liable to run into anything in its path.

It is particularly useful when attacking heavily-defended objectives containing many targets, or fighting your way out of a swarming mass of encircling enemies.

***To Engage the "Hit-N-Run" Turret Control Interface:***

- ▲ Steer your moving 'Mech in the desired direction.
- ▲ Press and hold **BUTTON B** to continuously fire the main gun.
- ▲ Use the **D-PAD** to point the main gun in any direction (the 'Mech will continue to travel in a straight line).
- ▲ Release **BUTTON B** to disengage this system.

### *THE AUTOMATIC FIRE CONTROL SYSTEM*

The opposite of the Hit-N-Run, the Automatic Fire Control System allows the Madcat's steering mechanism to function separately from the top turret. It is extremely helpful in 'Mech vs. 'Mech fighting, and can only be engaged in the presence of a hostile 'Mech.

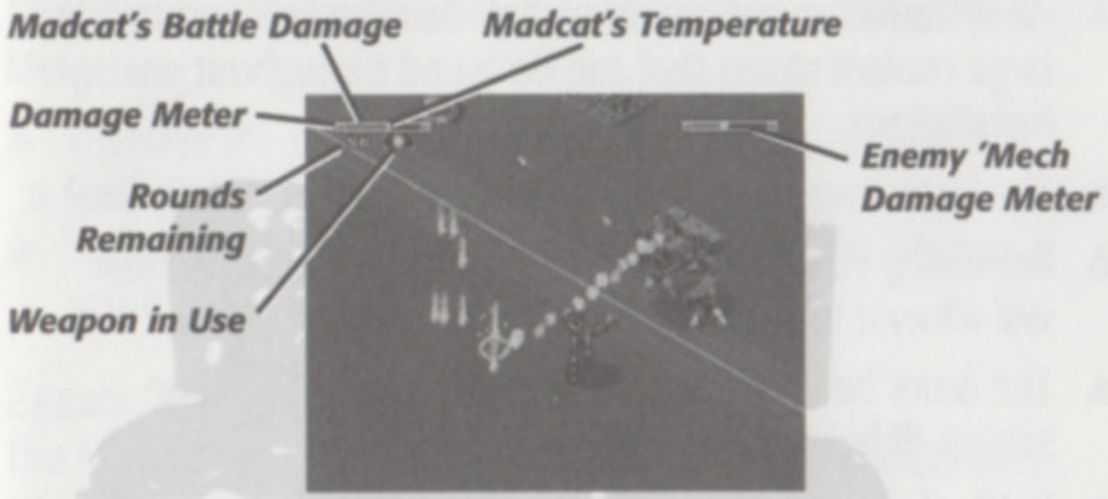
The Madcat's sensors will automatically warn you of an approaching enemy 'Mech; when this system is engaged, it will direct a continuous stream of fire at an enemy 'Mech, and allow the Madcat pilot to steer in any direction as long as the main gun is firing. This gives the pilot the ability to avoid other enemies or continue toward an objective while directing fire at another 'Mech.

***To Engage the Automatic Fire Control System:***

- ▲ An enemy 'Mech must first be acquired and identified as a target by the Fire Control Computer before the system can be engaged.
- ▲ Point the Madcat at the enemy 'Mech and press and hold **BUTTON B** to continuously fire the main gun. The Fire Control Computer will automatically acquire its target once the stream of main gun fire connects with the enemy 'Mech.
- ▲ Continue to hold **BUTTON B** to fire the main gun, and then briefly release the **D-PAD** to turn on the Automatic Fire Control System.
- ▲ Press the **D-PAD** to steer the Madcat in any direction desired.
- ▲ Release **BUTTON B** to disengage this system.
- ▲ This system automatically disengages when the targeted 'Mech is destroyed.



## MONITORING BATTLE AND HEAT DAMAGE




The Madcat is one of the most durable 'Mechs ever produced. Heavily armored on all sides, it can take a lot of punishment. Its armor is encased in heat-treated tiles designed to diffuse any heat resulting from atmospheric or battle conditions. In spite of all of this protection, however, the chief enemies of any 'Mech are the cumulative effects of damage and excessive heat. Any combination of these two elements can quickly destroy the Madcat.

### *HEAT DAMAGE*

Battle damage is easy enough to understand: when your 'Mech is pummeled by salvo after salvo of heavy lasers and high-explosive ordnance, it will ultimately be rendered inoperable.

But the Madcat–and all 'Mechs for that matter–have another, and often more deadly enemy: heat. Even 31st century technology and engineering hasn't found a way to counter the negative effects of heat on mechanical systems. Multiple hits by enemy ordnance can cause the Madcat's ion fusion drive chamber to overheat and explode.

## MONITORING BATTLE AND HEAT DAMAGE, CONTD.

- ▲ All systems can be cooled and all damage repaired by the large coolant stores that can be found throughout enemy installations.
- ▲ The fastest way to destroy an enemy 'Mech is to overheat it.
- ▲ Removing your 'Mech from the source of excessive heat will allow it to cool down.
- ▲ The more battle damage a 'Mech sustains, the more suscep-tible it is to overheating.
- ▲ Battle damage and heat are monitored on the Damage Meter.

### *THE DAMAGE METER*

Located in the upper left corner of the game screen, this meter gives the 'MechWarrior a constant view of the temperature and damage status of the Madcat.

- ▲ The red bar on the Damage Meter shows damage sustained from enemy ordnance, or extended exposure to extreme heat. As damage increases, the red bar will extend to the right.
- ▲ The yellow bar represents critical increases in the Madcat's temperature. As heat increases, the yellow bar will extend to the right.
- ▲ When either the red or yellow bars fill the entire Damage Meter, the Madcat will explode.



### *THE WEAPONS STATUS MONITOR*

The Weapons Status Monitor is displayed beneath the Damage Meter.

- ▲ Displays the weapon firing and the number of rounds it has remaining.
- ▲ Reflects increases in the number of rounds available as a result of finding enemy weapons caches.

### *ENEMY 'MECH DAMAGE METER*

The Madcat's sensors will monitor the damage inflicted on an attacking enemy 'Mech. This information appears on the Enemy 'Mech Damage Meter in the upper right corner of the game screen upon the approach of an enemy 'Mech.

- ▲ This meter is read in the same way as the Madcat's Damage Meter.
- ▲ This meter will disappear when the enemy 'Mech is destroyed.

# COMPUTER SYSTEMS

The Madcat is fitted with three easily accessible informational computers that provide the 'Mech driver with up-to-the-second information: the Radar Computer, the 'Mech Status Monitor, and the Mission Monitor.

- ▲ Pressing **START** will simultaneously pause the game and access the Radar Computer.
- ▲ The Madcat will not sustain damage while any of the computer systems are being viewed.
- ▲ Press **START** to return to the game.



## THE RADAR COMPUTER

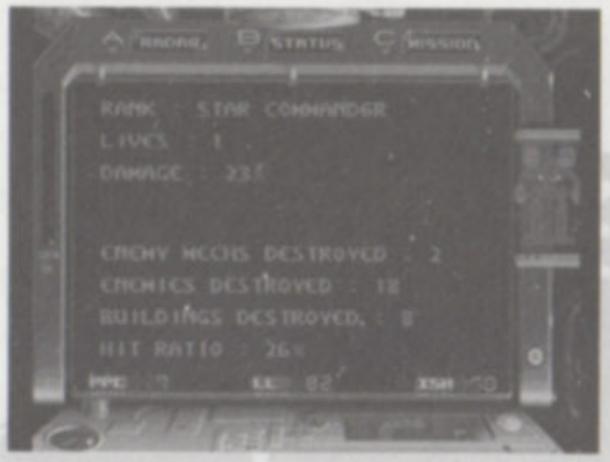


***The Radar Computer Screen***

The Radar Computer can be viewed at any time and provides an overall view of the tactical situation.

- ▲ Pressing **START** will simultaneously pause the game and access the Radar Computer.
- ▲ The Madcat will appear as the blue 'Mech on the Radar Computer Screen.
- ▲ The Madcat's next mission objective will appear inside a red circle.
- ▲ Destroyed objectives will appear inside blue circles.
- ▲ Undestroyed enemy buildings will be bracketed in green.
- ▲ Enemy 'Mechs, tanks, gun emplacements, etc. will appear in red.
- ▲ Coolant and ammunition caches will appear in blue.

## THE 'MECH STATUS MONITOR




***The 'Mech Status Monitor Screen***

- ▲ The 'Mech Status Monitor can be accessed by pressing **BUTTON B** while the game is paused.
- ▲ Press **BUTTON A** to return to the Radar Computer Screen.

This monitor quantifies the Madcat's success in battle, providing the pilot's current rank, the number of 'Mechs remaining (**LIVES**), and the percentage of damage that the Madcat has sustained (when the Madcat is 90% damaged, it is nearly destroyed).

This monitor also tallies the number of enemy 'Mechs destroyed, the total number of enemies destroyed, and the number of buildings destroyed. The 'MechWarrior's marksmanship (the ratio of hits to rounds fired) is displayed as a percentage.



## THE MISSION MONITOR




***The Mission Monitor Screen***

- ▲ The Mission Monitor can be accessed by pressing **BUTTON C** while the game is paused.
- ▲ Press **BUTTON A** to return to the Radar Computer Screen.

This will tell the MechWarrior what the next mission objective is, and give a brief recap of mission orders.

# WEAPONS SYSTEMS




***Weapons Selection Screen***

The Madcat is fitted with the diverse TRIO Battle Chassis, consisting of three assault class weapons platforms, each of which can be armed with one of three different types of assault weapons. The available combinations give the Madcat the raw power necessary to overcome an entire enemy installation. A Madcat with a shrewd, accomplished, and gutsy MechWarrior at the helm is capable of anything. And when you're in a really tight spot, always remember that you're in control of a seven-story, 75-ton behemoth that can crush almost anything beneath its massive metal feet!

After obtaining your orders from headquarters, the Weapons Selection Screen will appear, allowing you to choose the weapons load you desire for your mission.



***To Select Your Weapons Load:***

▲ Press **LEFT** or **RIGHT** on the **D-PAD** to select a Weapons Column.

**Column A** = Heavy Ordnance



**Column B** = Main Gun



**Column C** = Tactical Weapons



▲ Press **UP** or **DOWN** on the **D-PAD** to select a weapon type within the Weapons Column.

▲ Once the weapons load is selected and the mission is begun, it cannot be changed until the mission is completed.

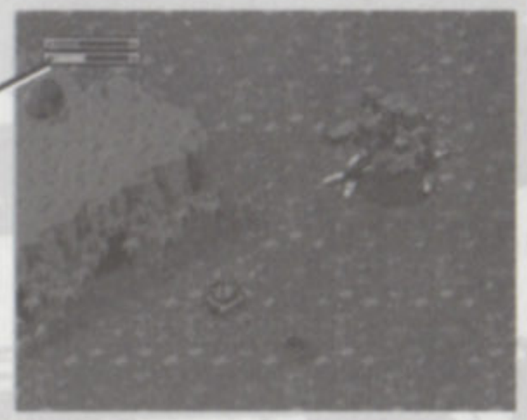
▲ At the beginning of the mission, your 'Mech will be fully stocked with the maximum amount of ammunition for each of the three weapons. The number of rounds varies with each weapon.

▲ Ammunition can be replenished during the course of the mission by recovering any weapons caches discovered, but the number of rounds can never exceed the maximum ammo load.

▲ MechWarriors should note that certain weapons—especially tactical weapons—might be more effective in one combat environment than they are in another. A weapon's effectiveness is also dependent on the tactics and fighting style of the individual MechWarrior.

## HEAVY ORDNANCE

Since the Madcat is a heavy 'Mech, it relies a great deal on its heavy ordnance to press home its attacks. These weapons have the punch to bludgeon enemy defenses into submission, and quickly destroy buildings and other structures. In the toolbox of the MechWarrior, these are the sledgehammers.




### *Gauss Rifle*

***Max Ammo Load:*** .....20 rounds
***Damage:*** .....Heavy

The Gauss Rifle fires a hypervelocity shell a variable distance. On impact, the shell, and part of its target, vaporizes and produces a series of small secondary explosions that carpet the area of impact.

- ▲ The Gauss Rifle inflicts heavy damage on its targets.
- ▲ When the Gauss Rifle is fired, a Charge Meter will appear beneath the Madcat's Damage Meter, temporarily replacing the Weapons Status Monitor. The longer **BUTTON A** is held, the more charged the Gauss Rifle becomes (the green bar on the Charge Meter will extend to the right).



- ▲ The longer the Gauss Rifle is charged, the greater its range. For example, if the Charge Meter is one-third filled, then the Gauss Rifle will fire at targets in the third of the screen nearest the Madcat; if it is charged half way, the Gauss Rifle will target enemies a half screen's distance away; if the meter is fully charged, the Gauss Rifle will target enemies on the opposite side of the screen from the Madcat.
- ▲ If the Gauss Rifle is overcharged, it will explode, blowing off the arm of the 'Mech and disabling the Gauss Rifle for the remainder of that 'Mech's life.
- ▲ The Gauss Rifle can be fired over walls and other obstacles.

### *Arrow VI Missiles*

***Max Ammo Load:*** .....10 missiles
***Damage:*** .....Medium

The only smart weapon in the Madcat's arsenal, the Arrow VI's onboard computer will automatically guide it to the nearest and most dangerous enemy in front of the Madcat. The most effective distance weapon, they are incredibly useful for softening up enemy positions prior to a final attack.

- ▲ Arrow VI Missiles cause medium damage to targets.
- ▲ Arrow VI Missiles can be fired over walls and other obstacles.

### *Particle Projection Cannon*

***Max Ammo Load:*** .....10 rounds
***Damage:*** .....Heavy

Though it is able to raze any structure in a single shot, the Particle Projection Cannon (or "PPC") is best used in 'Mech vs. 'Mech confrontations. It fires a stream of charged nuclear particles a long distance, obliterating anything in the area of impact.

- ▲ The PPC inflicts heavy damage on its targets.
- ▲ When the PPC is fired, a Charge Meter will appear beneath the Madcat's Damage Meter, temporarily replacing the Weapons Status Monitor (see illustration on page 18). The longer **BUTTON A** is held, the more charged the PPC becomes (the green bar on the Charge Meter will extend to the right).
- ▲ The longer the PPC is charged, the more damage it will inflict.
- ▲ If the PPC is overcharged, it will explode, blowing off the arm of the 'Mech and disabling the PPC for the remainder of that 'Mech's life.



## THE MAIN GUN

The Madcat's main gun is its primary weapon. Depending on the mission and forces expected, the MechWarrior can choose to mount one of three types. The majority of the battle environments and combat situations that the Madcat will encounter can be overcome and dominated by this powerful mainstay.

### *Machine Gun*

***Max Ammo Load:*** .....350 rounds
**Damage:** .....Light

Though the Machine Gun isn't the most potent weapon available, its large ammo load and rapid fire allows MechWarriors to put a large volume of ordnance into a target very quickly. It takes more hits to neutralize heavily armored 'Mechs, but against infantry and lightly armored vehicles, the Machine Gun is the weapon of choice.

- ▲ Press and hold **BUTTON B** to continuously fire the Machine Gun.
- ▲ The Machine Gun has a very fast rate of fire when fired continuously.

### *Auto Cannon*

***Max Ammo Load:***.....150 rounds
***Damage:***.....Medium

The Auto Cannon is the archetypical main assault weapon. It is a rapid-fire, auto-loading gun that fires a burst of high-speed, high-explosive, armor-piercing shells a long distance. It inflicts medium damage on its target.

- ▲ Press and hold **BUTTON B** to continuously fire the Auto Cannon.
- ▲ The Auto Cannon has a medium rate of fire when fired continuously.

### *Large Laser*

***Max Ammo Load:***.....100 rounds
***Damage:***.....Heavy

The Large Laser is the most powerful Main Gun weapon available. It can be fired quickly and with great effect against any target. When used against enemy 'Mechs, it can make its strength felt quickly. It is the perfect weapon for any assault.

- ▲ Press and hold **BUTTON B** to continuously fire the Large Laser.
- ▲ The Large Laser has a medium rate of fire when fired continuously.



## TACTICAL WEAPONS

Tactical Weapons are weapons that, while generally effective, are better used to achieve a specific end on the battlefield. It is important to read your mission orders closely before determining which tactical weapon you will bring on a mission.

### *"Inferno" Short-Range Missiles*

***Max Ammo Load:***.....70 missiles
***Damage:***.....Medium

"Inferno" Short-Range Missiles are vicious and barbaric missiles that engulf their target in flame. They are incredibly effective in close-quarter combat. With the ability to start small fires and their intense heat generation, they are the ideal 'Mech killer weapon. By closing with an enemy 'Mech and letting fly with a long burst of Infernos, the enemy can quickly be "brewed up" (i.e., overheated to the point of explosion).

- ▲ Infernos will start small fires in the area of impact that will briefly continue to burn.
- ▲ Press and hold **BUTTON C** to fire a continuous stream of Infernos.
- ▲ The Inferno is the are the only tactical weapon that can be used in conjunction with the Automatic Fire Control System and the "Hit-N-Run" Turret Control Interface. Follow the procedures described on pages 7-8 for these systems and press and hold **BUTTON C** instead of **BUTTON B**.

### *"Maelstrom" Long-Range Missiles*

***Max Ammo Load:***.....40 missiles
***Damage:***.....Medium

A very straightforward assault weapon that is common on many 'Mechs, the "Maelstrom" Long-Range Missile is designed to quickly deliver a medium-sized warhead to a distant target. They can be used against any target, and can cut a fiery swath through anything before them when many are fired in quick succession.

### *"Thunder" Time-Delay Mines*

***Max Load:***.....50 mines
***Damage:***.....Heavy

The "Thunder" Time-Delay Mine is a tremendously powerful anti-'Mech mine that is dropped in the wake of the Madcat as it moves. It is helpful in missions with time restrictions; when working against the clock in hostile territory, it is impossible to take the time to do battle with enemy 'Mechs and still reach your assigned objective in time. Placing a series of Thunder Mines behind you will severely damage or destroy anything in a large area mere seconds after it is dropped, impeding pursuing 'Mechs (the mines also explode when enemies make contact with them) and other enemies. They can also be used to destroy objectives when you are too busy fighting to concentrate fire on the objective itself. Simply walk past the objective as you fight, leaving the mines in your wake.



# THE MISSIONS




***The Mission Briefing Screen***

Before you are inserted by Drop Ship, you will be provided with a full briefing from mission intelligence by Galaxy Commander Colonel Ward. Study the briefing carefully. It will provide you with detailed information on enemy resistance and attack objectives that is vital to the completion of your mission. You can refer to the Madcat's Mission Monitor for updates while on the planet's surface (see page 15).

Clan Wolf has entrusted you with this mission. If you and your 'Mech are scattered all over the planet before completing the mission, the Inner Sphere will be able to take back everything that you and your people have gained. FOLLOW ORDERS. The fate of the Clans rests in your hands and all will be in vain if you just hop off the Drop Ship and start freelancing all over the planet. If you complete the missions in the order given, you'll have a chance—if not, you're as good as dead before you even start.

## MISSION COMMAND ADVISORY:

CLASSIFIED

PRE-MISSION INTELLIGENCE BRIEFINGS ARE HIGHLY CLASSIFIED AND ARE THEREFORE NOT REPRODUCED IN THE "MADCAT" HEAVY OMNIMECH OPERATOR'S MANUAL.

THIS INFORMATION WILL BE DOWNLOADED ONTO THE MADCAT'S INFORMATION SCREEN PRIOR TO THE SELECTION OF WEAPONS LOAD AND DROP SHIP INSERTION INTO THE AREA OF OPERATIONS.

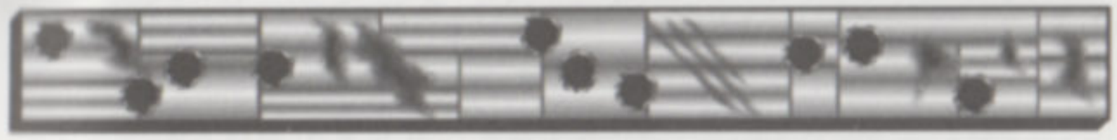


# 'MECH TACTICS: A BRIEF OVERVIEW

- Learn to use your Automatic Fire Control (see page 8) to your advantage in 'Mech vs. 'Mech confrontations. Enemy 'Mechs will follow you until they are destroyed; running from them will only get you shot in the back.
- Beware of land and homing mines. **Remember:** They can be destroyed before they explode and cause damage to your 'Mech.
- Read your mission briefing thoroughly. It can provide crucial tactical information. You can always refer back to it on the Mission Monitor (see page 15).
- Don't rush blindly through heavily-defended areas; carefully probe the defenses and work your way in by way of quick, hit-and-run strikes. The worst place a 'Mech can be is in the middle of a crossfire.
- Be aware of the possible dangers of the environment that your 'Mech is operating in. The surface of some planets can sometimes be more of an immediate threat to your 'Mech's survival than anything the Inner Sphere can throw at you!



## BATTLE LOG



## BATTLE LOG

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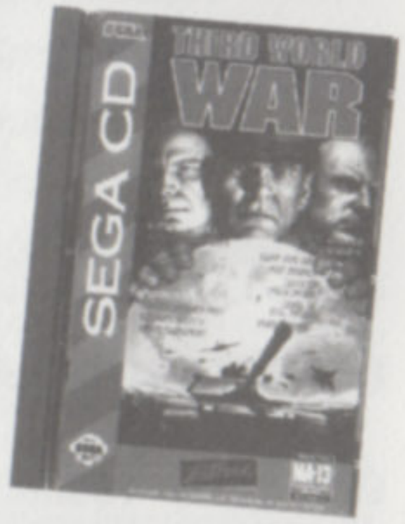
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