Macross M3 (Import) FAQ/Walkthrough

by theworld

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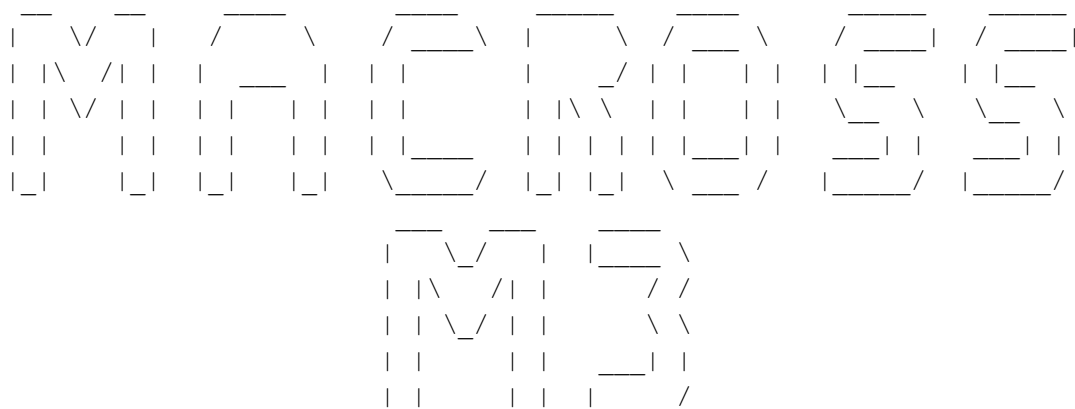
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Introduction :

As a fan of Macross, I buy any goddies I can find (Dvd, c.d. games...).
I've been waiting a long time for the game to show up on Dreamcast.
And well... I'm a little disappointed. First, it looks like a collector box,
but what you have in bonus is just a card. Well, it doesn't matter, I
thought: "let's play the game". The game is kinda cool, but there are
several problems:

- The playability is really bad, especially in the ground level
- For me, the game has less fun than VFX 2
- What's the matter with the ending ? (actually, where is the ending)
- You can't choose the level of difficulty (and it's very low)

Go check www.robotech.com (thanks to Peter Judson for the info)

Contents :
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1 - basic commands

In every mode :

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A     (repeatedly) Fire with gun

A     (hold) Lock on, then let go to launch missiles

o
|     (on the analog controller)  plane mode

- o   (on the analog controller)  battloid mode

|     (on the analog controller) gerwalk mode
o

In plane mode :
---------------

o
|       up

|       down
o

o -   turn left

- o   turn right

L     boost (deplete the green boost bar on the right of the screen)

In gerwalk mode :
-----------------

o
|     move forward

|     move backward
o

o -   strafe left  (while moving forward or backward turn left)

- o   strafe right (while moving forward or backward turn right)

L     jump / fly

In battloid mode :
------------------

o
|     move forward

|     move backward
o

o -   turn left

- o   turn right

L     jump / fly

R     aiming (deplete the green boost bar on the right of the screen)
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2 - special commands
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When you use the special commands, it costs you some Action Points
(the green cubes on the lower left of the screen). The A. P. bar refilled
herself as the time goes on.


In every mode :
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X, Y, A              Gun fury      (3 A. P.)
X, Y, X, Y, A        Missile fury  (5 A. P.)


During those furies, you can still be hit, but your live won't go down.


In plane mode :
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X, X, A              Sun burst     (2 A. P.)


In battloid mode :
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X, A                 Roll to the left  (1 A. P.)
Y, A                 Roll to the right (1 A. P.)


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3 - plug-in
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This is the complete list of

from left to right

- boost          (1 plug-in)
Boost bar depletes more slowly

- speed lock on   (1 plug-in)
Engage missiles more quickly

- ? (*)           (1 plug-in)
It's has some connection with radar

- manoeuvrability (1 plug-in)
Better manoeuvrability in plane mode

- shield          (2 plug-in)
Renders less damage

- missile plus    (2 plug-in)
Provides you with more powerful missiles

- gun plus        (2 plug-in)
More damage from gun

- ?               (3 plug-in)
More missile?
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- speed lock on 2 (3 plug-in)
Engages missiles a lot quicker


- E.M.S. ?          (3 plug-in)
I think that this is an Electro Magnetic Shield (or Shockwave) which
disturbs enemy's missiles.


(*) Some guys at the board say it's a protection from terrain, but why it's
available for missions into space?


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4 - character select
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Max Sterling was a hero of the first Macross War. He fought alongside
Rick Hunter, where he revealed himself as a top fighter.

Miriya was a very skilled Zentraedi fighter who fought against
humans. She was thought to be the best pilot of the universe. But one
day, someone told her about an awesome human pilot. Since then, she
tryed to find him. When they met, Max won, but Miriya escaped. She
decided to minimize herself to enter the SDF- 1. Their second
confrontation took place in an arcade. Max won again. Miriya,
shamefully, ran away, but Max (being entirely charmed by the young
Zendtron) asked her out. At the date, she tried to kill him but he
managed to control her attack. Later in the series, these two get
married.

Note : Max and Miriya have a daughter (Dana) who is the main
character in the second war of Macross

Moa is a young Zentraedi who was captured on level 3 -2. It seems
that the couple raised her as their own daughter.

As you start the game, you can choose between Max and Miriya.
From level 4, you can also choose Moa.
You can choose whoever you want, as the ending just depend on the
character you take on level 8


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5 - walk through
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Important ! To earn the "real" ending, you have to beat the game as
soon as you can.


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Level 1 : Aerial dance
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Available Valkyrie
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VF-1J

Plug-in recommendation
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pick up 3 speed
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```
Level 1 -1
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Just shoot all the planes who dare to challenge you!
Hold the A button till you lock the first airplane, and then launch your
missiles. Right after that, use the battloid transformation. Press and
hold L, then do the missile fury (X, Y, X, Y, A). Then back to plane
mode to avoid gun/missiles. Battloid mode again, hold L and fire with
your gun and missiles. When the boost bar is near 0, return in plane
mode and try to shoot while the boost and the A. P. refilled by
themselves, and when they're full, restart from the battloid
transformation.

Level 1 -2
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Same technique, you just have one plane to shoot down.

-------------------------------------------------------------------------------
Level 2 : Dancing tight rope
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Available Valkyrie
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VF-1J
VF-4 (I recommend this one)

Plug-in recommendation
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2 speed and 1 shield

Level 2 -1
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The goal is to go through the canyon A.S.A.P. so don't bother to shoot
every target (shoot what's in your way) . Plane mode is best here. Just
make sure to shoot the floating mines with the gun, or if you have
boost, avoid them. When missiles chase you, use sunburst. If a missile
comes toward you, use your gun to destroy it.

Level 2 -2
----------


Plane mode. Follow the wall on your right and shoot the enemies you
encounter. At the end of the wall, follow the left one. Soon, you will
see a building with a missile launcher on it. Destroy it, transform into
gerwalk and land on it. 180°, don't get near the end of the building (to
avoid missiles). Launch a missile fury and finish the job with missiles.
Go down and fire at the red target with your gun (lock-on doesn't
work). Then go forward. There are two robots who wait you under the
bridge, launch a missile fury and finish them with missiles.
Go under the bridge and take care of the three missiles launchers.
Then destroy the red target.  Go for the target on your right (plane
mode). Missile fury, then back in battloid mode. Destroy the three
robots and the missiles launcher before taking care of the red target.
When done, go behind the building and aim for the round one. Land in
gerwalk mode and do a missile fury again. Destroy the red target after
two robots. Jump, plane mode and go right. You'll see a bridge with
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two missiles launchers on it. Destroy them and land on it on gerwalk
mode. Go near the end of the bridge. (missiles fury if you want) Fire
with your gun at the red target.

Level 2 -3

You'll fight Moa.
Do missile fury every time you possibly can. When she's out of sight,
change into to battloid mode, take aim and shoot her with missiles and
your gun, then change back into plane mode. Repeat.

Level 3 : Escort of visitor

Available Valkyrie

VF-1J
VF-4
VF-3000 (I recommend this one)

Plug-in recommendation

Boost

Level 3 -1

Destroy everything you encounter.
Same technique as level 1 -1

Level 3 -2

Idem

Level 4 : Black celebration

Available Valkyrie

VF-1J
VF-4
VF-3000 (I recommend this one)
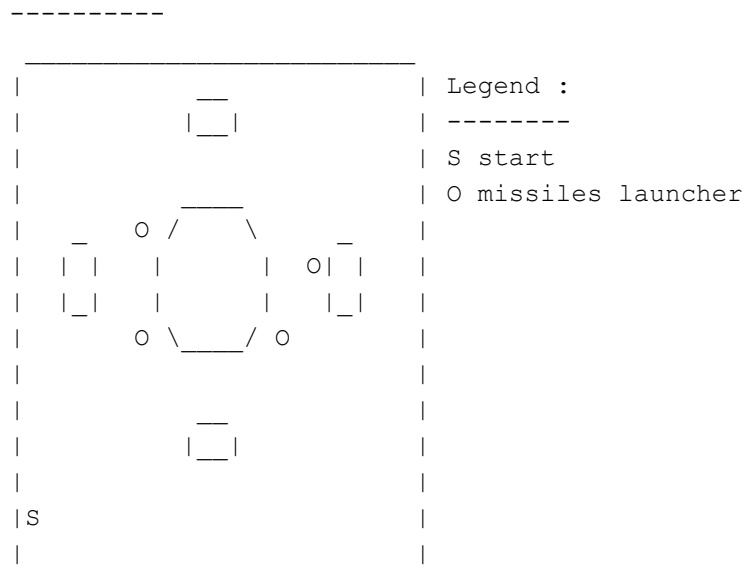VF-5000

Plug-in recommendation

Boost and shield (if you can't beat level 4 -2, choose only shield)

Level 4 -1

Transform yourself in plane mode and use boost. At the first contact

with the enemy, use missiles fury. Go into gerwalk mode and shoot
your missiles to the missile launchers. Once it's done, take care of the
round mines. Go back in plane mode, and use boost. Just keep going
forward and shoot what's in your way. Two times you can choose left
or right but it doesn't matter which way you choose - same result. Then
you will encounter some blue lasers. Missile fury, then gerwalk mode.
Shoot the two lower ones and then go through in plane mode. Laser
again, same technique but beware of the mines. Third laser barrier.
Before taking care of it, make sure to destroy the two missile
launchers. Plane mode and go through, use your boost et voilà!

Level 4 -2

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|          __             | Legend :
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Plane mode. First make sure to destroy the four missile launchers (Try
to keep moving, use boost). And then, head for the first sphynx head (do
not use boost) Keep on moving and firing with your gun. When you're
near the head (but not too close) transform yourself in gerwalk and
keep on firing while dodging. When the head smokes, head for another
sphynx and apply the same technique.

Level 4 -3

Focus on the giant bug as the little one regenerates. The best mode
here, is the plane. Fire with your gun (missiles don't work), avoid the
big bug, then boost. 180°, repeat.

Level 5 : Feast of sandstorm

Available Valkyrie

VF-1J
VF-4
VF-3000
VF-5000 (I recommend this one)
VF-9
Variable Graug

Plug-in recommendation

```
Missile plus and shield


Level 5 -1
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Destroy everything. Two techniques :
Plane mode, try to stay high (like this, missiles won't explode on the
ground) and shoot missiles.
Plane mode, as you see a target, gerwalk mode, strafe and shoot. Once
it's destroy, plane mode and repeat.


Level 5 -2
----------


The goal is to shoot down the two giant flying wings. Aim for the first
one and do a missiles fury. Launch your missiles. While you're
waiting for them to explode, you can either shoot the flying wing with
gun or fire the other plane in battloid mode. When you have 5 A.P.
restart the technique until you succeed. Use the same technique for the
second one.


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Level 6 : Fire carnival
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Available Valkyrie
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VF-1J
VF-4
VF-3000
VF-5000
VF-9 (I recommend this one)
VF-14
Variable Graug


Plug-in recommendation
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Missiles plus, shield and gun plus


Level 6 -1
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Shoot down everything. same technique as level 1 -1


Level 6 -2
----------


Two planes to shoot down. Same technique as level 1 -1


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Level 7 : Devil gate drive
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Available Valkyrie
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VFX-11 (I recommend this one, héhé)
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Plug-in recommendation
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Shield, missiles plus and gun plus


Level 7 -1
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             _
            | |     Legend:
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         |  ___|    S start
         | |_____   x red target
          |_____   |
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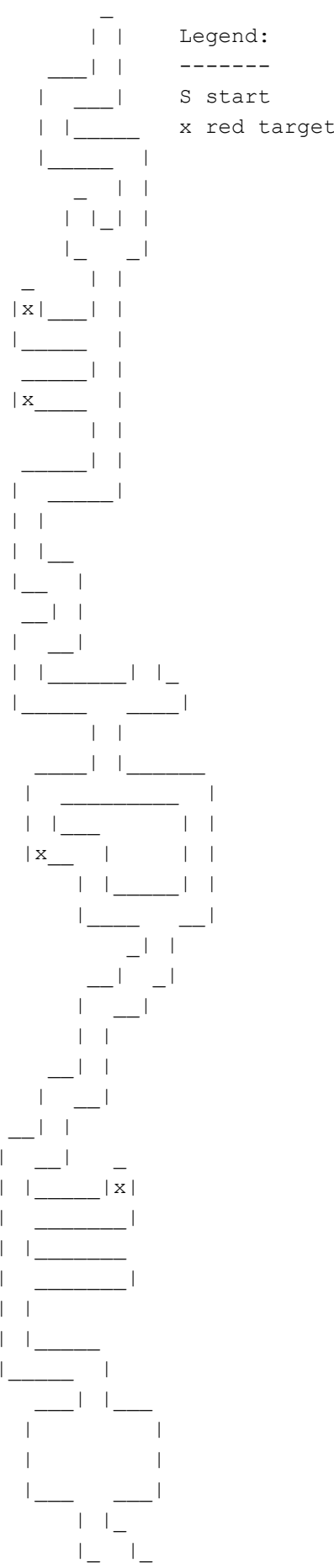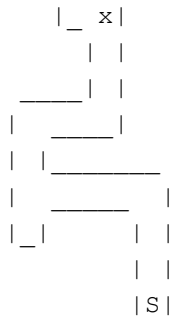
Gerwalk mode and keep on going. Shoot the first robot you encounter.
Follow the path. Two more robots await you. Take care of them before
taking care of the red target behind them. Forward and you'll soon
arrive in a giant room. Make sure to destroy all the missiles launchers.
Then head forward and shoot the robot. Soon you will see a path on
your right, ignore it! Take the second one. You'll face a missile
launcher. Go left and use your gun on the red target. Head back, then
take on your right. Two robots to shoot. Take left (red wall) beware of
the mines! (one is just behind the wall) Take care of them before the
red target. Then go forward. Destroy the robot and take left. Left again
and one more robot to destroy. 180° and shoot the missile launcher.
180° again and take right (mines!). You'll find another red wall.
Destroy the mines and take left. Fire at the red target. Head back then
take left. Left again. You'll face a red wall. There is one mine, one
missiles launcher and a red target. 180°, left after the red wall. Choose
the left path (with the red wall) and you'll have to destroy a mine, a
robot and a missile launcher. Plane mode, follow the path and it's
done.

Level 7 -2

Two robots to destroy, but do not shoot the yellow target! (so do not
use any fury) Battloid mode. Strafe to the left (behind the pillar).
Lock on the robot, launch your missile and keep firing with the gun.
Use strafe and fly to avoid the missiles. After a few times, it'll die.
Then go for the second one and use the same technique.

Level 8 : Dancing skull

Available Valkyrie

F-1J
VF-4
VF-3000
VF-5000
VF-9
VF-14
Variable Graug
VFX-11 (I recommend this one)

Plug-in recommendation

Shield and gun plus (missile plus if you want)

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Level 8 -1
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Just one plane to shoot down. As soon as you see him use your missile
(the missiles won't touch him, but they keep him busy). Follow
him and keep's on firing with your gun. If you loose him, battloid
mode and use R, then go back in plane mode. Repeat

Level 8 -2
----------


Same technique as level 8 -1. But this time missiles will hit. Use plane
mode as it's easier to avoid is sword (which make huge damage). He's
a lot easier to defeat than the previous one.

Enjoy, you've just beat the game


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6 - secrets
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Special plug-in :
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Beat the game once and you earn a song from the macross series.
Beat the game twice and you earn the song from the macross movie

Extra plane :
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Important : they can be use only in free mission.

I put the code as soon as I've been authorized to use them by Crazy
Tom. If you want them, go to the macross m-3 board at gamefaqs.com

To avoid to re-input the code :
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once you unlock the plane, play the normal mode and beat a whole
level, the game'll auto-save your progression and the secret planes

Free mode :
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The first time you play, each level you beat will be available

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7 - thanks section
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Yoann, to bring me the game.
The guys at the board
A really big thanks to Peter Judson for correcting all my mistakes


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8 - revision history
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14/03/01
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Translation of my french faq
Correction by Peter Judson


17/03/01
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Add map of level 4 -2 and 7 -1
Add Valkyrie section


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9 - what I need
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Can anyone translate the story?
The use of the 2 plug-in i've don't know about
Internet section


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10 - contact me
--------------------------------------------------------------------------------


If you have any questions or suggestions, E-mail me at :
theworld@waika9.com
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