

# Mechanized Attack FAQ/Walkthrough

by IceQueenZero

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----- [ MECHANIZED ATTACK FAQ/WALKTHROUGH ] -----  
-----[by Ice Queen Zero]-----  
----- [ NINTENDO ENTERTAINMENT SYSTEM ] -----  
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## o-----o INTRODUCTION

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SNK is best known for its fighting games but it also has had its share of war related games such as Ikari Warriors series and P.O.W. Mechanized Attack for the Arcade and later the NES is no exception. You are a soldier sent to take on soldiers and robots that are out to get you. This particular game reminds me of Operation Wolf game as it is almost the exact game with different layout and the ability to choose your stages when the option is given.

## o-----o OPTIONS

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There are two options here:  
Play with a controller or use the Light gun,  
Press start or pull the trigger respectively.

## o-----o CONTROLS

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A button = shoot gernade  
B button = shoot bullets  
Start = Pause the game  
D-pad = move the cursor around the field.  
Trigger = shoot the enemies.

## o-----o ITEMS

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Bullet icon - adds another magazine of bullets for you to use  
Gernade icon - adds an extra gernade to your arsenal  
Whiskey icon - restores life.

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o ===== o  
| Level 1 (Ocean) |  
o ===== o
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Start off by shooting the soldiers walking in the water before they fire at you then shoot the minibots flying across the screen too. The good part about this game is that when you are fired upon, you don't take damage until they leave the screen on their own accord. Some scuba soldiers will pop up directly in front of you and start firing but like the others, no damage till they leave by themselves. Big ships will appear and fire rockets at you that do massive damage. Don't worry because you can shoot the rockets before they can hurt you.

When a battleship appears on the screen, shoot the cannons on the ship before they turn towards you and blast rockets which you can destroy, there are mini guns on the ship too. Keep on your toes and take them out. There are also mini

rocket launchers too to take care of. At the end is a helicopter that you can start blasting on while its sitting. It will then fly off the screen and appear in the foreground and shoot two rockets. Use a gernade to destroy one then shoot the other one. Then continue shooting the helicopter till it is destroyed and onto the next stage.

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0 ===== 0
| Level 2 (Beach) |
0 ===== 0
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Shoot the flying drones and the soldiers. Some soldiers will run along the background and throw knives at you. Use gernades to kill them quick. Some other soldiers will turn into robots. Others throw gernades. More soldiers appear in front of the screen. Conserve your bullets because it's easy to run out if you are trigger happy. At the end is no boss.

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You can choose to go to level 3 or 4 from here.

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0 ===== 0
| Level 3 (Dark Jungle) |
0 ===== 0
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The screen scrolls to the left and it gets dark at some times. To light the screen up, shoot the icons that look like stars. Even if its dark, you can easily shoot the enemy by aiming where the gunshot burts are coming from. Like before, you can avoid damage by shooting the enemies before they leave. Some soldiers will hang from upside down and start firing on you. There is an extra whiskey bottle during the stage. As the screen stops scrolling, you get a scene straight out of Platoon and Operation Wolf's books. You shoot enemies as they approach you. Shoot any helicopters that come along with gernades. The screen scrolls again. It'll get dark so light it up and shoot soldiers on their bellies too. The screen will darken then lighten at the end.

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Skip to stage 5

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0 ===== 0
| Level 4 (Jungle) |
0 ===== 0
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The screen scrolls right, its morally the same as Stage 3a except the screen does not go dark. You'll also pass by a waterfall and lake. Some enemies will pop out through the waterfall and shoots. There are also dogs that run by and shoot rockets when they stop. SHoot them to skin them then let them be on their way to conserve bullets. Along the way is a rocket launcher which are more powerful than gernades. There is a crazy rocket man in front of a cave. Shoot his rockets and shoot at him till he explodes. You might lose a life here.

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You can choose to go to level 6 or 7 from here.

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0 ===== 0
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| Level 5 (Cave) |  
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Basically the same as the other levels with dogs and soldiers and robosoldiers that appear more often. There is a flak jacet to reduce damage from bullets. A medical icon replenishes your energy. When the screen stops scrolling then you'll have a face off with various enemies.

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| Level 6 (Tank Fight) |  
O ===== O

In between shooting the opening and closing targets on the side, shoot the rockets before they come out. They alternate from left and right. Destroy both targets and the tank will blow up.

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| Level 7 (Train) |  
O ===== O

Nothing new here to tell you except there is an extra life and a medical kit on this level. The enemies are all the same as you faced before. At the end there is an opening and closing target. While rockets come from everywhere. The train will turn into a robot which is still shooting rockets. Destroy the target and it is finished

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You can choose to go to level 8 or 9 from here.

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| Level 8 (Sewer) |  
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More soldiers and robosoldiers appear and a new enemy which is an alien drone. When the screen stops scrolling then you have a little face off with enemies. A medical kit appears in the face off and helps you. When the screen starts scrolling again, its the same old fighting. The screen stops scrolling again and its just another face off which is longer.

O ===== O  
| Level 9 (Skies) |  
O ===== O

Now here is something new. Shoot down as many planes as you can and shoot the rockets they may fire. Hold off the airplanes and you'll be off to the final level.

O ===== O  
| Level 10 (Factory) |  
O ===== O

This level is just like the others. Added to the level is pillar turrets that shoot rockets. The screen will stop scrolling and you'll get another Operation Wolf/Platoon scenario where you pick off enemies coming from the background. As the screen scrolls again, R2D2-like enemies in the background will shoot rockets. More enemies fill up the screen. At the end when a door shoes up, you go inside to face the last boss. Be sure you had gotten the magazines and medical kits first.

The last boss you can call the Mother Brain. A rocket will come out the dark on the left side. The opening and closing targets shoot rockets whenever they open. Shoot them all quickly and as you destroy them, you have less rockets to deal with. Destroy all targets and shoot the brain till it dies.

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EPILOGUE

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Mission Completed. Terrorists were destroyed. Peace will return.

The credits roll from here.

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GAME GENIE CODES

o-----o

Unlimited lives:

SXUNPEVK

Start with 1 life:

EZOKIAXZ

PAOKTAAA

KANKPEVE

Start with 6 lives:

EZOKIAXZ

TAOKTAAA

KANKPEVE

Start with 9 lives:

EZOKIAXZ

PAOKTAAE

KANKPEVE

Reduce damage by 50%:

AEVOAPLA

Start with 1 magazine:

EZOKIAXZ

AAOKTAAA

KANKTEVE

Start with 8 magazines:

EZOKIAXZ

YAOKTAAA

KANKTEVE

Magazine holds half normal amount of bullets after first magazine used:

GPONAOAZ

GPEYLEAZ

Start with 1 grenade:

EZOKIAXZ

PAOKTAAA

KEEGZEVE

Start with 8 grenades:

EZOKIAXZ

AAOKTAAE

KEEGZEVE

Unlimited grenades:  
SZUNTOVK

Unlimited bullets:  
SZEYIOVK

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CREDITS

o-----o  
God - creator of all  
Game Genie handbook - game genie codes  
GameFAQs, and other sites for hosting this FAQ  
You - reading this FAQ

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CONTACT ME

o-----o  
azulfria[at]hotmail[dot]com  
[at] = @ and [dot] = .  
Don't want any email bots.

Thank you for reading

-Ice Queen Zero

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