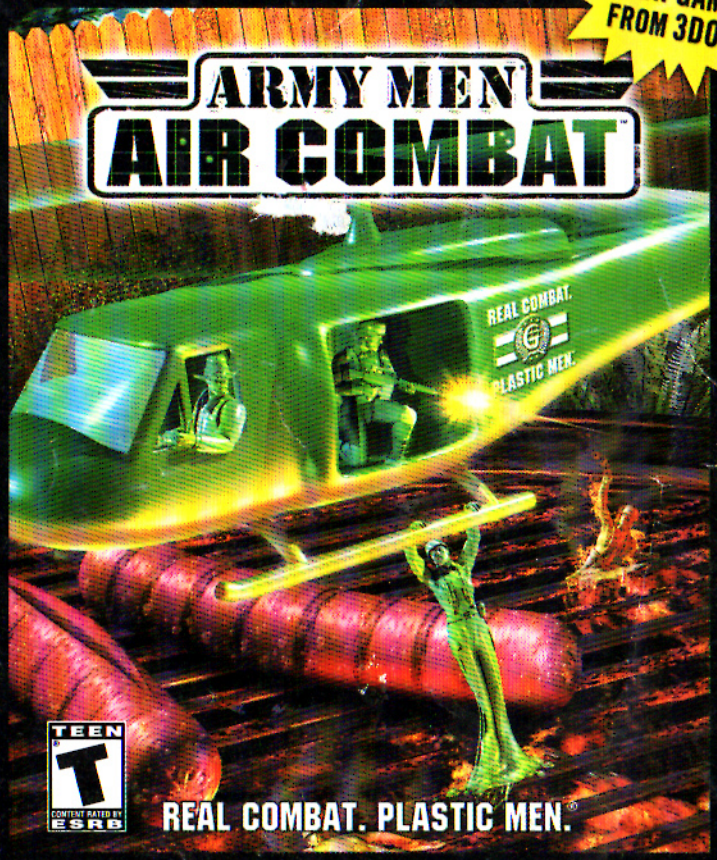
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ARMY MEN
SARGE'S HEROES™ 2

INSTRUCTION BOOKLET



NINTENDO.64

3DO

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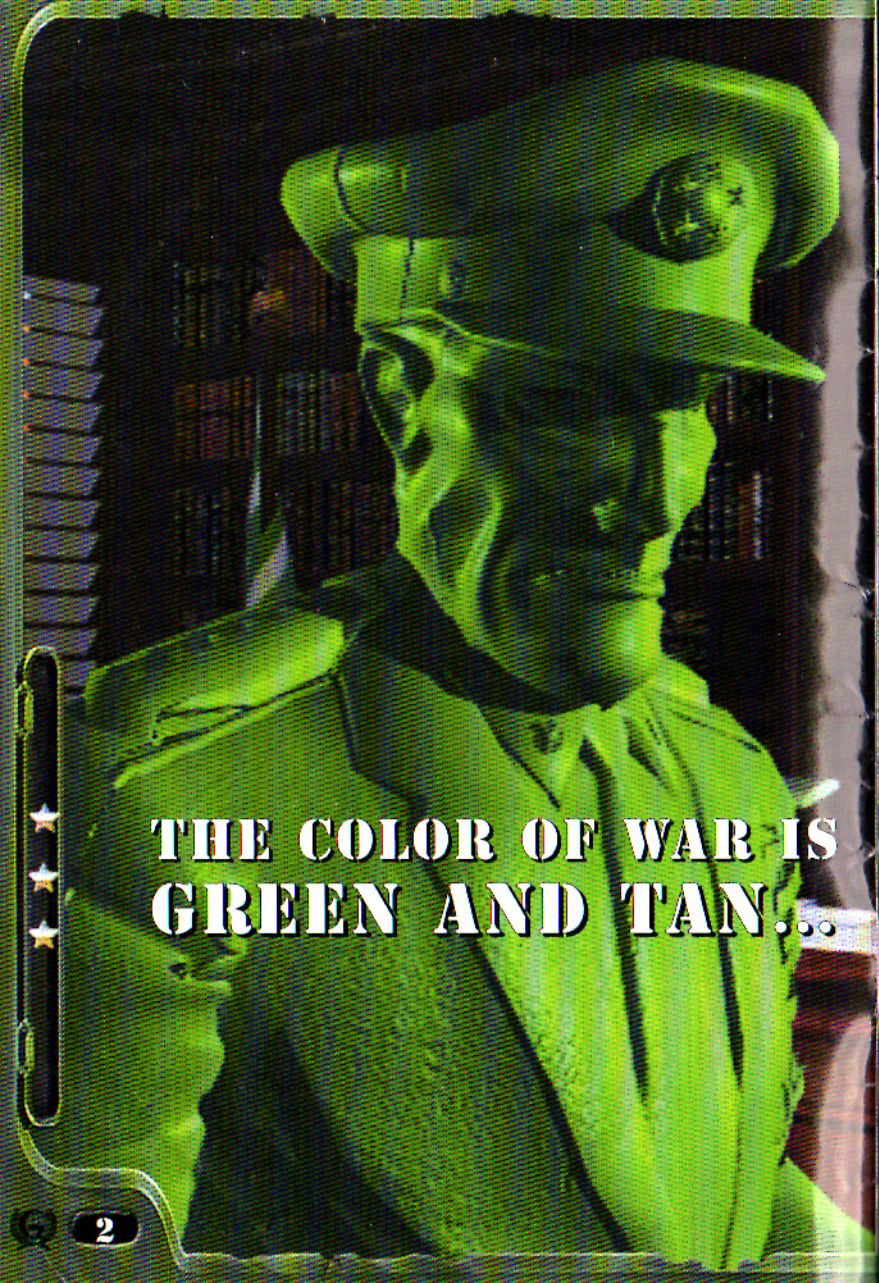
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THE COLOR OF WAR IS GREEN AND TAN...

"All confident and cocky are we?"

"Bragging to your sweethearts about your heroics and how you won the war, huh? Let me assure you that this war is NOT over. Not until Sergeant Hawk says so. Not until Riff destroys every last Tan tank with his Bazooka. Not until Scorch's Flamethrower has melted every last Tan soldier. Not until Hoover has swept every last mine. Not until Shrap has destroyed every last portal."

Tan Troops, lead by Field Marshall Tannenberg, retreat in the face of the Green Army. The capture of the elusive Tannenberg should mean the surrender of the Tan Army and the restoration of peace to the Plastic World. Missing from the impending victory celebration is General Plastro.

Plastro was last seen in the "alternate world" on the other side of the portals. The Green Army believes the General is a victim of "plastrification." This is a condition that occurs in the alternate world when too much time is spent there. Symptoms of plastrification include the hardening of the limbs and the growth of a plastic base around the feet.

With the help of a serum, created by Dr. Madd of the Gray Nation, to reverse the effects of "Plastrification", an alluring member of the Blue Resistance, Brigitte Bleu has her own plans...to bring Plastro back to life.

In control of a Toy Store in the alternate world and with the serum that allows him to bring toys to life, Plastro now commands the Tan Army's most powerful weapons arsenal. Plastro plans to use these new toys to launch a sneak attack and strike at the very heart of the Green Nation.

Sarge and the rest of Bravo Company, commanded by Colonel Grimm, must try to hold back a new Tan onslaught while trying to uncover Brigitte Bleu's plans. Vikki Grimm, ace reporter for the Green Army News and the Colonel's daughter, will also be dragged into the action. With Sarge's soft spot for Vikki, he'll have his hands full.

"No Green soldier ever won a war by melting for his country.
He won it by making the Tan soldier melt for his country."

THE NINTENDO® 64 CONTROLLER

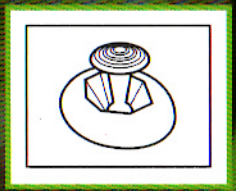
CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional **+ Control Pad.**



When turning the Control Deck® power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture to the left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture to the left), then press **START** while holding the **L** and **R Buttons.**

The Control Stick is a precision instrument; make sure not to spill liquids on or place any foreign objects into it.

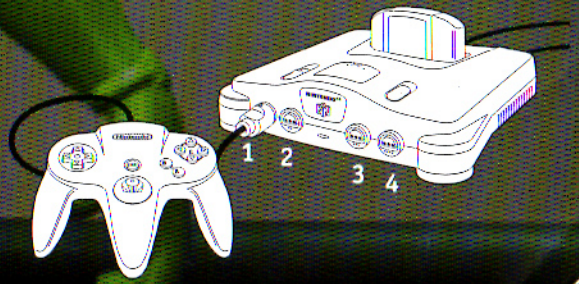
CONNECTING THE N64® CONTROLLER

While you're playing the ARMY MEN® - SARGE'S HEROES™ 2 game, we recommend that you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the **A**, **B** and **C Buttons**. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.



Up to four players can play **Army Men - Sarge's Heroes 2**. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4 respectively. Player 1 must use the left-most socket, as shown in the image below.

Note: The Control Deck must be turned off in order to add additional controllers. Restart the Control Deck once controllers are connected.



GAME SET-UP

Once you insert the **Army Men - Sarge's Heroes 2** Game Pak, the title screen appears.

1. Press START and the Main Menu screen appears.
2. Move the Control Stick to highlight any of the choices.



Note: The + Control Pad, the C Buttons and the Control Stick can be used to move through the menu screens.

PLAYERS

You can change the number of players in the game via the Main Menu. Up to four players can play depending on the number of controllers connected. Move the Control Stick ← / → to change the number.

PLAYMODE

Select the type of battle you want. Move the Control Stick ← / → to change modes. Descriptions of Single Player modes begin on page 11; Multi-player modes begin on page 15.

INPUT CODE

Use this screen to continue a game when you are not using a Controller Pak™ in your N64® Controller. A code appears when you complete a mission in the Single Player Campaign. Enter the code on the Input Code screen to resume your game at a later time.



Select Input Code and press the **A Button** to open the screen.

1. Move the Control Stick to highlight the letter you want and press the A Button to input it; do this for each letter in the code.
2. Highlight ENTER and press the **A Button** to input the code. (To delete a letter, select **ERASE** and press the **A Button**.)
3. Press the **B Button** to return to the Main Menu.
4. Press **START** to play.

OPTIONS

1. Select Options and press the **A Button** to open the screen.
2. Move the Control Stick ↑/↓, to highlight an option. Move it ← /→ to change the setting.
3. Press the **B Button** to return to the Main Menu.



The following settings are available from the Options menu:

Sound F/X – Adjust volume from 0-10 (0=low, 10=high).

Music Volume – Adjust volume from 0-10 (0=low, 10=high).

Difficulty – Set the game for:

EASY – Nothing in this plastic man's military is easy, but it's a piece of cake compared to the other options.

NORMAL (default) – You might live to tell war stories.

EXPERT – You live for insane odds! Bring 'em on!

Resolution – If you have an Expansion Pak™, you can select a high-resolution option.

View Mode – Switch between Normal Television and Letterbox view.


EXPANSION PAK

Controller Config – Change your button assignment from the default settings. Move the Control Stick ↑/↓ to select the control you want to change. Then press the button you want to use for that action. The old and new button positions trade places. Select DONE and press the **A Button** to return to the Main Menu. Pressing the **Z Button** will only provide help text if DONE is highlighted, otherwise the highlighted action will be assigned to the **Z Button** when the **Z Button** is pressed.



Note: Other options become available during game play. Turn to "Pause Screen" on page 17 for more.

LOAD GAME

After selecting this option from the Main Menu, press START or the **A Button** to load your saved game and begin play. If no game has been saved, this option will be grayed out.

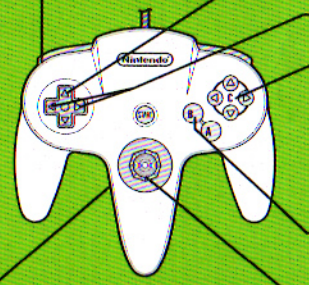
Note: Games can only be saved in Single Player Campaign mode. You must be using a Controller Pak in order to save games. See more about saving games in "Saving a Game" on page 12. The Controller Pak is described on page 10.

START

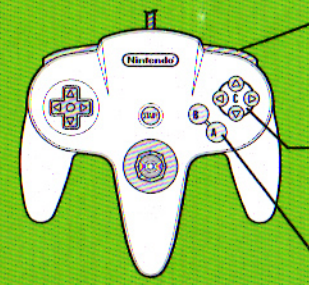
Press **START** to begin the game.

DEFAULT CONTROLS

SARGE'S MOVEMENTS



WEAPON CONTROLS



RUMBLE PAK™ & CONTROLLER PAK

Army Men - Sarge's Heroes 2 is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, read its instruction booklet carefully.

Army Men - Sarge's Heroes 2 supports "hot" insertion of the Rumble Pak or Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak or Controller Pak at any other time, please turn the Control Deck OFF before doing so.



RUMBLE PAK



CONTROLLER PAK

BOOT CAMP

"Better test your plastic before going to battle against the Tan Army. Boot Camp is just the thing to learn the skills needed to help the Bravo Company to victory. Keep your eyes straight ahead when I'm talking to you!"

- Go through basic training and test the weapons Sarge uses in real combat. Follow the instructions through Boot Camp to learn the weapons Bravo Company uses in real combat.
- When you make the grade on the obstacle course, Vikki will show you the way to real battle.

PLAYER CAMPAIGN

Sarge, with the help of Vikki, and the Bravo Company Commandos, is the Green Army's only hope to find and defeat Plastro and close down his toy store arsenal for good. Keep an eye out...



- Review the orders for each mission objective and then proceed.
- Destroy Tan forces while executing the orders.
- You MUST succeed with one mission before beginning the next.
- Failure is not an option...but it is a possibility. If Sarge goes MIA (Melted In Action) or cannot complete the mission, the operation must be re-attempted. If someone you are protecting or trying to capture gets killed, the mission also ends in failure.

SINGLE PLAYER GAME (CONT.)

SAVING A GAME

The Save Game feature allows you to record your option settings and progress at the completion of each mission. You must be using a Controller Pak to save a game and you may only save one game per Controller Pak.

When you want to save your progress:

1. Press the **A Button** on the Mission Successful screen to save and continue the game.

2. Press the **B Button** to continue the game without saving.

If you are not using a Controller Pak, write down the code that appears at the end of the mission on the Mission Successful screen. When you want to play the game again from that level, enter the code on the Input Code screen from the Main Menu. See page 7 for additional information.

LOADING A SAVED GAME

To continue a saved game, highlight **LOAD GAME** from the Main Menu and press **START** to load your saved game.

SINGLE PLAYER BATTLE SCREEN

HEALTH METER

Sarge or Vikki begins each campaign with full health. Each time Sarge or Vikki gets injured the red in the Health Meter decreases. When the Health Meter runs out, you're a goner and the "Mission Failed" notice appears.



WEAPON SELECTED & SHOTS REMAINING

These show your current weapon and its remaining ammo. Change weapons by pressing C◄. Increase your ammo or gain new weapons by running over weapons that are discovered in each campaign. (see page 14).

RADAR MAP

Press the L Button to toggle the radar map on or off.

- You are the stationary green dot at the center of the radar screen.
- White dots on the radar screen represent enemy location in relation to the direction you are facing.
- Approaching enemies move toward the radar screen center.
- When an enemy expires, they disappear from the radar screen.
- Additional green dots represent Vikki or other members of Bravo Company that are present in the level.

SARGE IN ACTION

MOVING AROUND THE BATTLEFIELD

Sarge is one athletic grunt. He zigzags to avoid gunfire, dives behind crates, rolls on the ground, climbs onto shelves to take a perfect sniper shot and jumps over obstacles at a run. Practice moving Sarge around in Boot Camp to get familiar with what he can do.

When Sarge takes fire and is hit, his reactions are slowed and he may not be able to return fire.

"I'm getting dusted out here! Find some cover!"

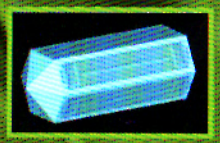
PICKING UP WEAPONS, POWER-UPS, ITEMS & MEDKITS

Weapons, Power-ups and Medkits are dispersed throughout the missions. They may be hidden or lying out in plain sight. To pick them up, just touch them. Some objects, such as crates or structures, may have supplies hidden within them. Blast them with Grenades, Grenade Launchers, Mortars, Bazookas or TNT to uncover these supplies.



MEDKIT – Returns Sarge to full health. Sarge will only be able to pick these up if his life meter isn't full.

ARMOR – This power-up will allow Sarge to absorb the equivalent of another full life meter of damage.



BLUE POWER-UP – Grab this power-up to increase the rate of fire of Sarge's arsenal.

RED POWER-UP – This power-up will turn ordinary weapons into super weapons with more destructive power.

OTHER WEAPONS – All weapons that Sarge picks up are loaded and ready to rock. However, manage your ammo, 'cuz once it's gone, you'll have to use another weapon.

MULTI-PLAYER BATTLES



In Multi-player mode, two to four players battle it out on one of six fields of combat. The screen divides into halves or quarters depending on the number of controllers connected to the N64 Control Deck.

You may vary the number of kills required for victory in Multi-player mode. The playmode choices are three, five, ten kills or No Limit. The first player to reach the designated number of kills wins the battle.

Each player begins with an M-16. You can find additional Weapons, Power-Ups and Medkits throughout the battlefield.

In Multi-player battle, players can square off against each other or team up. Play free-for-all, one-on-one, two-on-one, two-on-two or three-on-one.

- If you're on a team, choose the same uniform color as your allies to cut down on accidental friendly fire incidents.
- Pick up Weapons and Medkits throughout the war zone.
- Allies need to keep in mind that only one player can emerge victorious.

STARTING A MULTI-PLAYER GAME

To start a Multi-player game:

1. Select the number of players on the Main Menu.
2. Select 3 TO WIN, 5 TO WIN, 10 TO WIN, NO LIMIT or FAMILY.
3. Press **START** to begin.
4. Select one of six battle zones and press the A Button to open the Team Alignment Screen.

Note: Player 1's controller is the only one that can operate the Main Menu during Multi-player games. However, any player can pause the game.

MULTI-PLAYER BATTLES (CONT.)

FAMILY MODE

Family Mode operates the same as the other Multi-player games except:

- Game difficulty defaults to Easy.
- Number of kills is set to 3 TO WIN.
- Besides the M-16, each soldier begins the battle with an M-60, a shotgun, a bazooka, a grenade launcher and a flamethrower.

THE PLAYER SET-UP SCREEN

On this screen, players select the color, difficulty level and identity of their soldiers for the upcoming Multi-player game.

To set up a soldier:

1. On the Player Set-up screen, move the Control Stick ↑/↓ to select an attribute.

Note: For all players, the color of available weapons laying around the battlefield depends on their chosen uniform color.

IDENTITY - Be Sarge, Vikki, Hoover, Riff, Shrap, Thick, Scorch, Colonel Grimm, General Plastro or Brigitte Bleu.

DIFFICULTY - Choose Easy, Normal or Expert. This helps less experienced players compete against seasoned combat vets by balancing the skill levels of novices and power-players.

3. When choices have been made, each player presses the A Button and the battle begins.

Note: To change your attributes after pressing the A Button, press the A Button again to move back through your choices. Pressing the B Button will take you back to the Level Select screen.

PAUSE SCREEN

Pressing **START** during gameplay pauses the game and displays the Pause screen. Move the Control Stick ↑/↓ to select an option.



RESUME - Get back into the game.
RESTART - Start the present mission from the beginning.
ORDERS - Review the mission objectives to see what you've accomplished.
EXIT LEVEL - Quit the operation and return to the Main Menu.

GREEN ARMY ARSENAL

C◄ - Cycle forward through weapons
Hold C◄ + Press **A Button** - Cycle backward through weapons
A Button - Use weapon
R Button + Control Stick - Aim

M-16



This lightweight weapon is standard issue; you begin every mission with it. It handles well in tight firefights and can be fired on the run. The M-16 is accurate at long range when used with the gunsight (**R Button** hold and Control Stick to aim). This weapon has unlimited ammo.

SHOTGUN



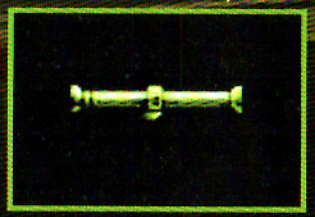
This gun is pure terror at close range. It fires a spread of buckshot about two feet across so you don't have to aim too carefully. You can also fire it on the run. One word of warning: shotguns don't have a high fire rate of fire like rifles or machine guns.

M-60 MACHINE GUN



When you want to lay down a punishing barrage of automatic fire, the M-60 is the weapon of choice. The M-60 can be fired from any position. Use it like the M-16 and also when you command your position and don't need to be running for your life.

BAZOOKA



This baby will even up the fight with a tank or attack helicopter. For best performance, use the sight (hold the **R Button**) to make an accurate shot. Try to save your bazooka charges for big or heavily armored vehicles that smaller arms can't take out.

GRENADE



Want to take out a whole squad? A grenade is an excellent introduction to a sneak attack on multiple hostiles or taking out someone hiding around a corner. Make sure you throw it far enough so it doesn't blow you up too. Grenades are highly effective in exploding obstructions to see if some sorry soldier was hiding behind it or a needed supply is in it.

1. Press and hold the **A Button**, and a green cursor will appear.
2. Move the Control Stick ↑ / ↓, to set the cursor over the target area.
3. Move the Control Stick ← / → to set the direction of the throw.
4. Release the **A Button** to toss the grenade.

GRENADE LAUNCHER



For the grunt on the go, the grenade launcher delivers the maximum damage while Sarge is in a dead run. Unlike the mortar, which must be used from a kneeling position, you can fire this weapon without slowing down.

1. Adjust the range by holding the **R Button** and moving the Control Stick ↑/↓ to adjust the trajectory of the launch. (The higher you hold the barrel of the launcher, the farther the shot travels.)
2. Press the **A Button** to launch a grenade.

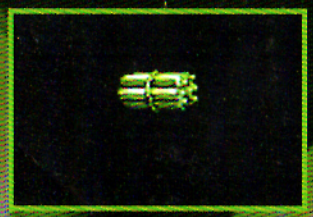
FLAMETHROWER



This weapon is every plastic soldier's worst nightmare. Don't melt for your country, make the enemy melt for theirs! The flamethrower is very effective in tight areas against multiple attackers.

To fire, hold the **A Button** while aiming with the Control Stick.

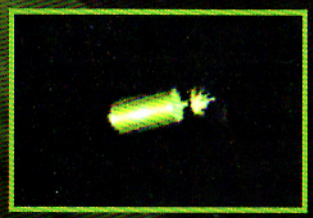
TNT



For pure explosive power, TNT gets Sarge's endorsement. And it's easy to use:

1. Press the **A Button** to place the charger at the position you want.
2. RUN!

FIRECRACKER



A much tamer version of TNT. Still, it will work on enemies that are around a corner or behind a bunker.

1. Press and hold the **A Button**, and a green cursor will appear.
2. Move the Control Stick ↑/ ↓, to set the cursor over the target area.
3. Move the Control Stick ←/ →to set the direction of the throw.
4. Release the **A Button** to toss the firecracker.

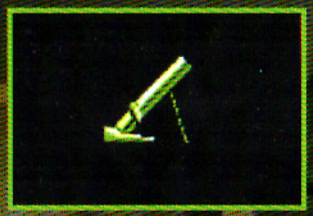
SNIPER RIFLE



This is an excellent reconnaissance weapon. Use the scope to zoom in on far away activity. You can shoot the strap of a Tan soldier's helmet with this highly accurate weapon. Use the sniper rifle for very long range shots or when you want to be extremely stealthy.

1. Press and hold the **R Button** to activate the scope.
2. Aim with the Control Stick.
3. Press the **C▲** or **C▼** to zoom the scope in and out.
4. Press the **A Button** to fire.

MORTAR



When you can't get close to a target because of an obstruction or the threat of taking a hit, use the mortar to lob an explosive. Mortars are tricky to use at first, but once you get dialed in, they're murder. Just make sure you have plenty of headroom for this lofty weapon.

1. Press and hold the **A Button**. A green cursor will appear.
2. Use the Control Stick ↑ /↓ to set the sight over the target area.
3. Use the Control Stick ← /→ to set the direction of the shot.
4. Release the **A Button** to fire the shot.

AIR STRIKE



Radio the fly boys for air support. This weapon is ideal for wiping out a group of enemies from the safety of a far away shelter.

1. Press and hold the **A Button**. A green cursor will appear.
2. Use the Control Stick ↑ /↓ to set the sight over the target area.
3. Use the Control Stick ← /→ to paint the area you want to bomb.
4. Release the **A Button** to call the plane.

FACES OF WAR



SERGEANT HAWK a.k.a. "Sarge" is the Bravo Company Commandos' unquestioned leader. Years of experience make this battle-hardened soldier the Green Army's best chance to defeat the Tan Army. Rumors of General Plastro's return with new weapons of destruction do not phase Sarge. Whether the battle is in a town, on a bridge or in a toy store, Sarge is itching for the chance to send Plastro and his Tan armies back to the plastic goo from which they were molded! Sarge has plenty of motivation to fight the Tan menace. To avenge the death of his melted father, to save his friends in Bravo Company, to keep the Green Nation safe and to protect Vikki, the woman of his dreams.



COLONEL GRIMM is a wise and wiley veteran. As the commander of Bravo Company, Grimm has seen many soldiers molded and many soldiers melted. He has experienced all of the glory and all of the horror that war has to offer. Grimm longs for peace in the Plastic World and wants an end to the senseless destruction of plastic. Colonel Grimm treats Sarge like a son. He hopes that one day his daughter Vikki and Sarge will settle down together.



VIKKI is Colonel Grimm's feisty and lovely daughter. She has a spirit for adventure and has chosen the sometimes dangerous life of a reporter. The Plastic World's most beautiful army brat was raised by her widowed father on army bases, so she is familiar with danger, even if the Colonel wants to protect her from it! She's able to take care of herself and is practically one of the Bravo Company Commandos-except her beauty is out of place when in the company of the rest of the war dogs!



GENERAL PLASTRO, the sadistic leader of the Tan Army, was last seen as a dog's chew toy. It was believed by the Green Army that Plastro was MIA. Intelligence reports explain that he may be back thanks to the assistance of an unknown spy. Plastro and the Tan Army originally discovered the mysterious Portals that can be used to transport weapons and armies between the alternate world and the Plastic World. He is rumored to have found brand new weapons of destruction in the alternate world - weapons that he hopes to use to rule the entire Plastic World.



RIFF is itching to play some tunes on the Tan Army in the key of "B" for Bazooka. A saxophone player when he's playing the Bazooka Blues, he is Sarge's best friend. Riff is the heavy hitter of Bravo Company and the Commando the Green Army needs when serious thumping on the Tan Army is required.

PRIVATE HOOVER has got the most stressful job in Bravo Company and it shows judging by his easily startled nature. Still, he is the hero that is called when the Bravo Company Commando's encounter a mine field that needs sweeping.





SHRAP is a Mortar Man extraordinaire. Although he would rather be catching a wave than riding the sound wave of a large mortar explosion, Shrap is happy as long as he's dropping some heinous mortar shells on the Tan Army. But it won't be the Tan Army that Shrap needs to fear if he calls Sarge "Dude" one more time.

THICK is about as sharp as a marble. What the big lug lacks in brains, he makes up for with brawn and enough cover fire with his M-60 machine gun to knit a lead blanket. Sarge has a soft spot for Thick and the enthusiasm he brings to the Bravo Company Commandos.





SCORCH likes fire just a little too much, considering he's made of plastic. There's nothing Scorch loves to hear more than the sound of Tan soldiers bubbling after he has laid on some serious heat with his Flamethrower.

BRIGITTE BLEU has got enough beauty to melt plastic men with just her looks. She is a member of the Blue Resistance and quite good at her job, which is spying for the Blue Nation. She is self-absorbed and is only motivated when there is something in it for her. No one is quite sure which side of the Green and Tan war Brigitte is on, but both the Bravo Company Commandos and General Plastro will find out soon enough.

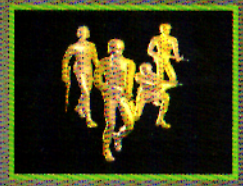


ENEMY FORCES



THE TAN ARMY

The superior forces of the Tan Army are well supplied and ready to unleash infantry, tanks, air cavalry and a few surprises against the smaller Green Army.



MINI-TAN SOLDIERS

Don't let these little guys fool you. They can really pack a punch. Keep one eye to the ground because these mini-soldiers could be anywhere.



SPIDERS

Spiders are slow but deadly. It's hard to tell where these creepy crawlers could be hanging around, so tread lightly when these critters are nearby.



ROBO SPIDERS

These maniacal mechanical spiders are one of Plastro's finds in an alternate world toy store. These baddies move more quickly than normal spiders.



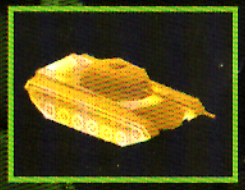
TOY SCORPIONS

The sting from toy scorpions is severe. They move fairly fast so move cautiously when you hear one nearby.



ZOMBIES

These poor souls have been pieced together from the remains of various plastic parts by Dr. Madd. Zombies are slow but can gnaw hard on plastic limbs.



TANKS

The good: Tanks are slow and easy to hit with a Bazooka. The bad: Their extreme fire power demands respect. The odds of winning a staring contest with the gun barrel of a Tank are not good.



ATTACK HELICOPTERS

Helicopters carry heavy machine guns. Getting caught out in the open under one of these invites a blizzard of heavy caliber bullets.



SUPER ROBOTS

Plastro uses these giant toy robots for his evil bidding. Equipped with chaingun arms, they also emit flame bursts from their armored mid-sections.



SHOCK TROOPERS

Being caught off guard by Shock Troopers will leave you whimpering like a puppy. Avoid close contact at all costs. They can quickly turn plastic men into plastic sawdust.

MISSIONS

DINNER

Things start in the alternate world, away from the familiarity of the Plastic World. But there's no time to stop and smell the food. Sarge needs to gather his Heroes for war.

BRIDGE



This bridge is very strategic to the Tan Army. Destroy the bridge and secure the portal. Sarge's search will take him beyond the Plastic World that he knows. Vikki will assist Sarge along the way. Be sure to protect her!

FRIDGE

Sarge learns that a serum created by Dr. Madd is allowing the Tan Army to avoid "plastrification" in the alternate world. Fight through bread, cheese and pudding to get to the bottom of the mystery.

FREEZER

The trail found in the Fridge leads to the Freezer. A gruesome site awaits Sarge if he looks in the ice cube trays. Destroy the Tan Army's supply of Dr. Madd's serum.

INSIDEWALL

Vikki decides to take a short cut through the house. She'll need to maneuver through the inside of a wall, while avoiding spiders, as she searches for the power box.

GRAVEYARD

Vikki and Sarge find Dr. Madd's castle. Vikki will need to find a key to get through the main gate. The Graveyard won't be a stroll in the park, even with Hoover around to sweep for Mines. Many of Dr. Madd's evil Zombie creations wander in an endless search for more plastic limbs.

CASTLE

Vikki has been captured by Dr. Madd's Zombies and it's up to Sarge to free her and secure some of Dr. Madd's serum at the same time. Watch out for Tan troops hiding in the shadows.

TANBASE

Bravo Company learns that Field Marshall Tannenberg is visiting a Tan base. Time to lay down the lead and capture the Field Marshall. Thick will supply cover fire for Sarge. Be sure to return the favor and keep Thick alive as Sarge battles heavy Tan forces.

REVENGE

The capture of Field Marshall Tannenberg seems to have the Tan Army in retreat. The Green Nation is at the verge of a peace treaty with the Tan Nation. Even Colonel Grimm is at this event. Who could possibly get in the way? Sarge must keep Grimm alive at all costs.

DESK

Sarge and Scorch find themselves back in the alternate world. Scout out the strange region and rendezvous with Scorch. The Desk is heavily fortified by the Tan Army so get ready for an onslaught. The owner of this room does not appear to be kind to plastic men. Sarge will need to use caution.

BED

The deceptive Brigitte Bleu has a master plan. Bravo Company is about to find out if she is a friend or foe. Keep Thick alive as the two Commandos traverse a massive bed in search of Brigitte Bleu.

TOWN

Brigitte Bleu is captured by Sarge, Thick and the rest of Bravo Company. The Heroes learn that the Tan Army has attacked Brigitte's home town. Sarge teams up with Riff to save the town and the day.

CASHIER

Vikki has been captured by General Plastro and is trapped in a Gumball machine inside a toy store. Sarge must use all of his experience to battle the massive Tan forces as he searches for something in this crazy toy store to get Vikki free.

TRAIN

This mission takes place on a table with a toy train set. Sarge and Vikki must keep the toy trains loaded with serum from escaping through the portal back to the Plastic World. Find enough firepower to destroy all of the trains while keeping the Tan Army at bay.

ROCKETS

Sarge has gone after General Plastro. It's up to Vikki to stop the Tan rockets from hitting the Green Nation. Save the heavy explosives to blow open doors. Look for highly combustible barrels to aid in the destruction of the Tan Base.

POOL

General Plastro has tied Brigitte Bleu to an M-80. The Tan Army, Shock Troopers and Toy Scorpions block Sarge's path. Sarge will need to take strategic advantage of all the weapons he can find to clear out the opposition.

PINBALL

Things couldn't be more grim. All of Bravo Company have been captured and are trapped in a pinball machine. Sarge will have to work fast to rescue Bravo Company and catch Plastro at the same time.

SARGE'S

SURVIVAL HANDBOOK

- Flamethrower jockeys are track stars. They come on fast and attack from your blind side. If you see one, hit him quick and from as far away as possible.
- "Stop, Drop & Roll" - if you even survive an attack by one of Plastro's pyromaniac flamethrower artists, you'll still be smoldering. As soon as you can, dive to the ground and roll around (press the C▶ to dive and **Z Button** + Control Stick ← / → to roll).
- When you take fire from a distance and you don't have a location for the shooter, dive for cover behind crates, buildings or anything else that provides protection.
- Use the scope on your sniper rifle just like binoculars to survey the land and enemy positions.
- When you want to quickly get the camera back behind Sarge, a quick tap down on the + Control Pad will position the camera behind him.
- Learn to strafe and run. Face the direction you want to shoot. Then press the **Z Button** while moving the Control Stick ← or →and firing your weapon (**A Button**).
- Once you've mastered strafing, try circle strafing. To circle strafe press the **Z Button** while moving the Control Stick ↖ ,↗ ,↙ or ↘.
- Circle strafe while entering blind corners to gun down enemies waiting in ambush.
- Look for a safe way down before you leap. Long jumps can cause loss of health.
- Always be on the lookout for climbable objects.
- Running and gunning may work in some missions, but not all. Many times you need to move forward slowly and carefully.
- Keep an eye on your Radar and always look for alternate routes. You don't always need to make contact with every enemy soldier.

- Use explosives to blow up crates which may contain items of value including Medkits, Power-Ups and Weapons.
- Grab every weapon you can.
- Use all your weapons. Each has unique combat applications.
- Shotguns and flamethrowers are very effective in close combat.
- Use heavy artillery to destroy tanks.
- When a helicopter attacks, move it or lose it. Escape by running in a zigzag pattern. As soon as the chopper breaks off its attack, turn and try to blast it out of the sky.
- Make downing helicopters the highest priority. When a helicopter is crashing towards Sarge, run!
- When you are trying to see or jump down over a ledge, switch to Targeting Mode (R Button hold) for a better view.
- You can't store Medkits in your Inventory. Remembering their locations for later retrieval can make the difference between life and goo.



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