

NINTENDO 64

Designed For
N64 Expansion Pak™

Compatible with
N64 Controller Pak™
N64 Rumble Pak™

1-4 Player/Simultaneous

Official Nintendo Seal of Quality

TEEN
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CONTENT RATED BY ESRB

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TEEN
ANIMATED VIOLENCE

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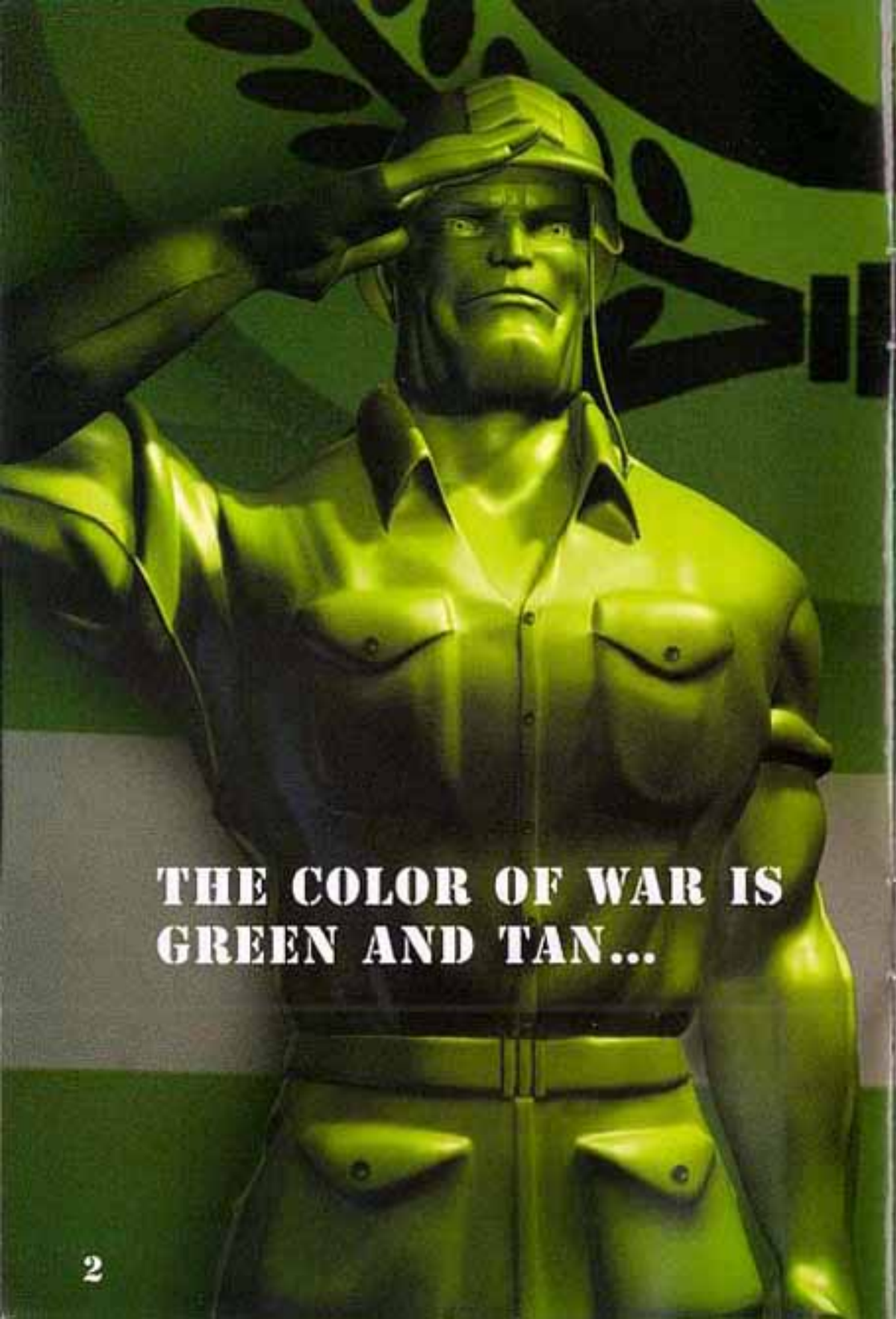
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THE COLOR OF WAR IS GREEN AND TAN...

A world exists that's quite different from our own. There, a battle rages out of control – a battle between good and evil, Green and Tan.

The Green and Tan are tiny plastic armies. The evil Tans outnumber the peace-loving Greens 50-to-1. The Green soldiers are fighting for their lives!

General Plastro leads the rapacious Tan Army – a huge force bent on annihilating or enslaving all others. Plastro himself, a cruel military dictator, can watch his own men melt in battle without feeling the slightest pang of remorse.

Through his secret operatives, Plastro has discovered portals that lead to an alternate world. This strange land holds weapons of awesome power that plastic soldiers have never seen before. If Plastro can seize and deploy these weapons, the Green forces will be melted into a sea of goo before they can aim their weapons.

It looks pretty bleak for the Greens except...they have Sergeant Hawk. Sarge's style is "battering ram": he's a one-man invasion force with a big grin, miles of heart and bright green eyes. Sarge's battlefield ferocity is right up there with Attila the Hun's.

Sarge leads Bravo Company. He and his five favorite soldiers make up the Bravo Company Commandos. Sarge takes his orders from Colonel Grimm, a respected old soldier who's spent a lifetime holding back the Tan menace.

The Greens and Tans clash! Plastro launches a merciless pre-emptive strike that scatters the Green forces and leaves many mortally melted. The battle rages with murderous firefights, heroic rescues, and treachery...

Sarge's five Commandos are taken captive. Grimm's daughter Vikki, a war correspondent, is dragged into the action by a twist of fate!

The Bravo boys are Sarge's best friends. And he has a soft spot for Vikki. This war is getting personal!

"It's party time! Let's turn Plastro back into the goo he crawled out of."

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 right), then press START while holding the L and **R Buttons.**



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

CONNECTING THE N64® CONTROLLER



While you're playing the **ARMY MEN™ – SARGE'S HEROES™** 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.

CONNECTING THE N64 CONTROLLER

Up to four players can play **ARMY MEN – SARGE'S HEROES.** 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** 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

Via the Main Menu, you can change the number of players in the game. One 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 16.

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 saved 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.
MUSIC VOLUME – Adjust volume from 0-10.
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.
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 highlighted action will be assigned to the **Z Button** when the **Z Button** is pressed.


EXPANSION PAK



Note: Other options become available during game play. Turn to "Pause Screen" on page 19 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

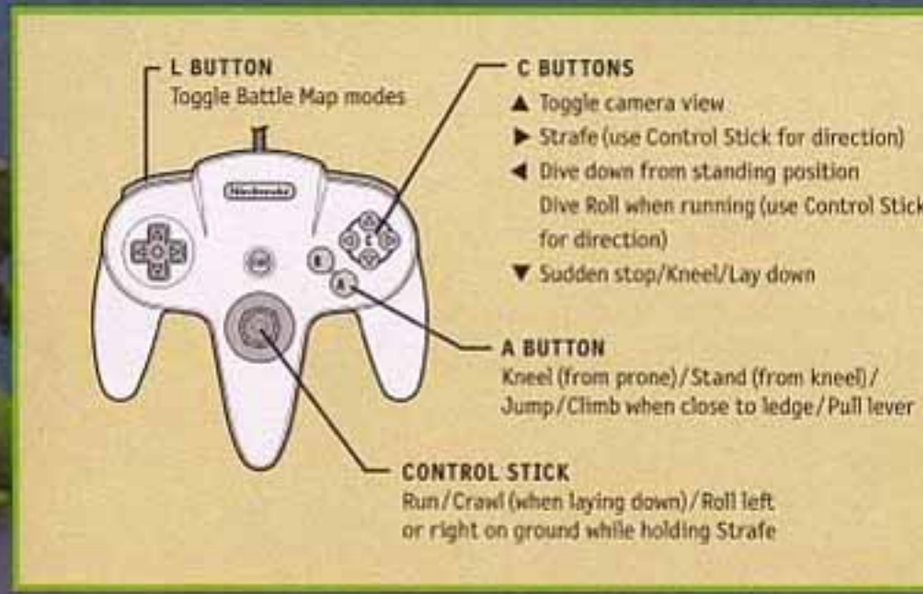
Press START to begin the game.

CONTROLS

MENUS



SARGE'S MOVEMENT



CONTROLS (CONTINUED)

WEAPON CONTROLS



R BUTTON
Aim gun (hold + Control Stick) / Zoom sniper rifle scope (hold + C▲ or C▼ Button)

B BUTTON
Change weapons

Z BUTTON
Fire weapon / Throw grenade and fire mortar (hold button, aim with Control Stick, release button)

RUMBLE PAK™ & CONTROLLER PAK

ARMY MEN – SARGE'S HEROES is compatible with the Rumble Pak and Controller Pak accessories. Before using either accessory, read its instruction booklet carefully. **ARMY MEN – SARGE'S HEROES** 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

SINGLE PLAYER GAME



BOOT CAMP

"OK, you lilies...it's time to toughen up! What kind of plastic are you made of anyway? The things you learn here are gonna save your butt, soldier. 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 arrows and read the signs around camp to complete your weapons training.
- Check your stamina on the obstacle course. You can take up to 90 seconds to complete the course.
- When you make the grade on the obstacle course, try some combat training on the live fire range.

SINGLE PLAYER CAMPAIGN



Sarge wages a single-handed war against the Tan Army to rescue the Bravo Company Commandos, save Vikki and crush Plastro. Battle through 16 action-packed missions, with over 40 objectives.

- 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 gets killed, the mission also ends in failure.

SINGLE PLAYER GAME
(CONTINUED)

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.

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 or the **A Button** to load your saved game.

SINGLE PLAYER BATTLE SCREEN



HEALTH METER

Sarge begins each campaign with full health. Each time Sarge gets injured the red in the meter decreases. When the red runs out, Sarge is a goner and the "Mission Failed" notice appears.

SARGE'S FACE

As Sarge takes damage, his face changes from smiling tough guy to war torn wreck. When he looks bad, it's time to find a Medkit.



WEAPON SELECTED & SHOTS REMAINING

These show Sarge's current weapon and its remaining ammo. Change weapons by pressing the **B Button** and increase ammo by running over Ammo Boxes (see page 15).

SINGLE PLAYER BATTLE SCREEN (CONTINUED)

BATTLE MAP



The map has three modes: Terrain, Force and OFF. Press the **L Button** to change the display from Terrain Mode to Force Mode, or turn the display OFF.

Terrain Mode – Use Terrain Mode to plan your invasion routes. You'll see an overview of the battlefield including obstructions, buildings and walls.

- The green arrow shows Sarge's position.
- A flashing X marks Sarge's objective.
- The letter H shows the position of a friendly evacuation helicopter.
- Yellow dots are enemy forces.
- Green dots are friendlies.

Force Mode – Shows the location of both Green (friendly) forces including Sarge, and Tan (hostile) forces.

- Sarge is the green stationary dot at screen center.
- Approaching soldiers or equipment move toward screen center.
- When a Tan soldier expires, he disappears from the map display.

SARGE IN ACTION

MOVING AROUND THE BATTLEFIELD

Sarge is one athletic grunt. He zigzags to avoid gunfire, dives behind logs, rolls on the ground, climbs onto rooftops 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.

"Don't just sit there! Move out of the line of fire!"

PICKING UP WEAPONS, AMMO BOXES & MEDKITS

Find boxes of M-16 ammo, hand grenades and Medkits throughout the missions. They may be hidden or laying around in plain sight. To pick them up, just touch them. Blast crates with grenades, grenade launchers, mortars, bazookas or TNT to uncover Weapons, Ammo Boxes and Medkits.





Medkit – Returns Sarge to full health.

Ammo Boxes – 50 standard issue M-16 rounds. (Other weapons come with a one-time supply of ammo when you acquire them.)

Other Weapons – All weapons 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 eight fields of combat. The screen divides into halves, thirds or quarters depending on the number of controllers connected to the N64 video game system.

You may vary the number of kills required for victory in Multi-player mode (see page 17). The playmode choices are three, five or ten kills. The first player to reach the designated number of kills wins the battle.

Each player begins with an M-16. You must find additional Weapons, Ammo Boxes 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 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 or FAMILY.
3. Press START to begin.
4. Select one of eight battle zones and press the **A Button** to open the Team Alignment Screen.

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

FAMILY MODE

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

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

MULTI-PLAYER BATTLES

(CONTINUED)

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.
2. Move the Control Stick ←/→ to change an attribute.

   Flag & Uniform Color – Select GREEN, BLUE, TAN or GREY.

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

   Identity – Be Sarge, Vikki, Colonel Grimm or a trooper.

   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.*

PAUSE SCREEN

Pressing START during game play 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

B Button – Cycle forward through weapons

Hold **B Button** + Press **Z Button** – Cycle backward through weapons

Z Button – Use weapon

Control Stick – Aim

Sarge is a one man assault force. He carries enough firepower for 10 men. Here's a rundown of what's available and how to use it.



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 + **Control Stick** to aim).



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 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

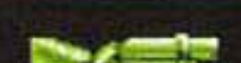
This baby will even up the fight with a tank or attack helicopter. For best performance, use the sight (hold the **R Button**) to make an accurate shot. Try to save your bazooka charges for big or heavily armored vehicles that smaller arms can't take out.



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 an obstruction to see if some sorry soldier was hiding behind it.

1. Press and hold the **Z 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 **Z 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 **Z Button** to launch a grenade.



FLAMETHROWER

This weapon is every plastic soldier's worst nightmare. One second he's a hero, the next second he's a bubbling blob. The flamethrower is very effective in tight areas against multiple attackers.

To fire, hold the **Z 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 **Z Button** to place the charger at the position you want.
2. RUN!



SNIPER RIFLE

With the scope on this baby you could shoot the lint off Plastro's hat. Use the sniper rifle for very long range shots or when you want to be extremely stealthy. Use a sniper rifle as an offensive weapon to clean up an area before passing through it. The scope alone is perfect for viewing very distant objects.

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

1. Press and hold the **Z 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 **Z Button** to fire the shot.



MINE

Lay mines to take care of anyone who might be stalking you or where high enemy traffic is expected. A mine will also damage a tank.

1. Press the **Z Button** to place the mine.
2. Back away from the mine to ensure that you don't step on it yourself.

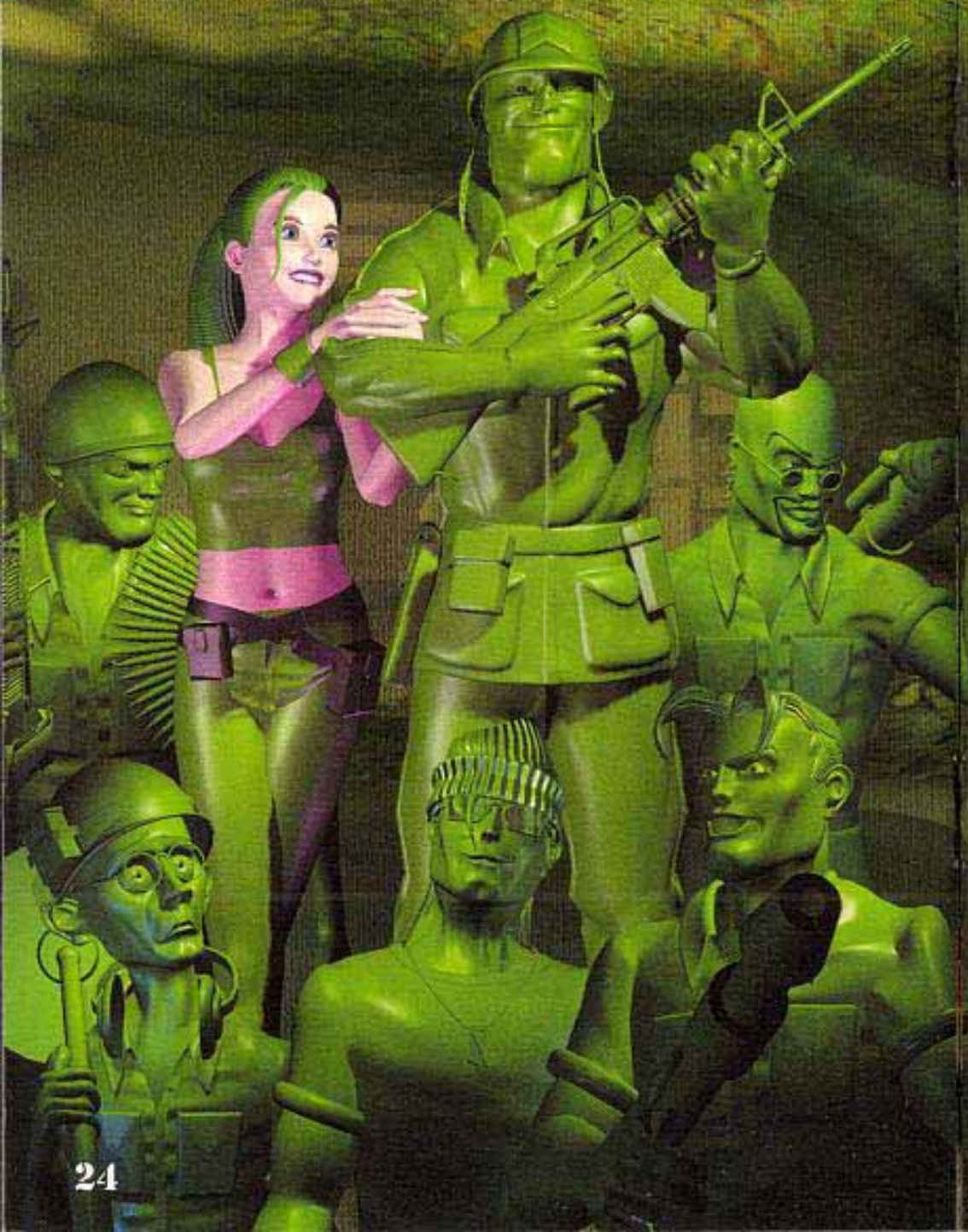


MINESWEEPER

Keep your eyes peeled for battlefield signs warning of hidden mines. Use the minesweeper to detect these deadly bombs and slowly move through hazardous ground.

1. Slowly cross the suspect area pressing the **Z Button** and moving the minesweeper with the Control Stick.
2. If you hear a short whistling sound, you are close to a mine and Sarge will look back and let you know.
3. Back him up and attempt to move around the mine position.

FACES OF WAR





SERGEANT HAWK™ A.K.A. "SARGE" is the Bravo Company Commando's unquestioned leader. He's an experienced soldier who has seen it all – from gritty battles over endless sandbox dunes to frozen conflicts across the icy wastes of unshoveled driveways. Sarge has a strong drive to lead his men in the war against the merciless Tan Army because as a young man, Sarge saw his dad turned to goo by Tan attackers. Sarge vowed that he would one day avenge his father's death.

COLONEL GRIMM is a battle-tested veteran. He commands the elite Bravo Company Commandos. He knows the glory and pain of battle. He is a warm but somber soul. Sarge is like a son to him and he hopes one day Sarge will settle down and marry his daughter Vikki when the Plastic World knows peace again.





VIKKI, Grimm's daughter, is an ace reporter and the Plastic World's most beautiful army brat. She was raised by her widowed father. Vikki is the love of Sarge's life, but circumstances are about to drag her into the Green-Tan war. She's ready and, if it weren't for her beautiful face and well-toned figure, you'd think she was one of the Bravo Company Commandos!



GENERAL PLASTRO is the Tan Army's sadistic leader. He rules with an iron hand and a cold heart. Plastro and his army have discovered mysterious Portals which can be used to transport weapons of doom from the alternate world to the Plastic World. Plastro's dream is to wipe out the entire Green Army so that he can rule the Plastic World. Like every self-absorbed lunatic, he underestimates the opposition.

RIFF is the squad's Bazooka Man and Sarge's best friend. When he's not fighting the Tan menace he's playing riffs on his saxophone. Riff wails some really cool Bazooka Blues for the enemy's heavy armor. It's going to be a long, long time before this rocket man misses.





HOOVER may be geeky-looking, but the squad's survival depends on him. His depth of concentration and smooth movement made him a natural to either man a minesweeper or run a floor buffer. Hoover chose the minesweeper since the squad didn't need a janitor.



SHRAP is the squad's Mortar Man. He used to pull a lot of shore patrol duty, and became a way cool surfer dude as a result. Later he gave up the big waves for the field artillery. Sarge sometimes gets annoyed with Shrap's free spirit...but what's a "Sarge dude" to do?

THICK's name describes his skull, his neck, and the layer of lead he lays down with his M-60 machine gun. Cutting down Tan troops like a weed whacker does dandelions, he has the body of an action figure guided by a mind no brighter than a penlight.





SCORCH is a wee bit intense. Instead of developing a permanent aversion to fire like the rest of the squad (you've got to be a little nuts to be made out of plastic and still love fire), he became fascinated by it. Sarge was glad to give him custody of the flamethrower so he could torch Tan soldiers 'til they bubble.

ENEMY FORCES



THE TAN ARMY

This major menace is a fully equipped force ready to unleash infantry, tanks and air cavalry against the smaller Green Army.

THE BLUE SPY

In war, there are always spies. The Blues are spying for the Tans. One of their agents is working with Plastro and is probably holding information vital to the war effort.



ANTS

Ants are always raiding picnics – but this time, you're lunch. They attack fast, and can cause severe injury.



SPIDERS

Spiders are slow but twice as deadly as ants. Kill them before they can bite Sarge.



TANKS

Tanks are slow and easy to hit with a bazooka. But their extreme fire power demands respect. Don't get caught staring down the barrel of a tank.

ATTACK HELICOPTERS

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



V-BOTS

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



THE GRAY ARMY

Not a true enemy of the Green Army, the Grays were the first to fall to Plastro and are now imprisoned somewhere. They're a peaceful lot who want the Green forces to triumph.

MISSIONS



ATTACK

The Tan Army raids the Green base in an early morning surprise attack. Fight off the Tan forces and rescue Colonel Grimm. Be careful of heavy artillery barring your route to the evac location.



BLUE SPY

Scour a whole town and try to find the Blue Spy. Narrow streets and tightly packed buildings give the Tan forces plenty of hiding places. Sarge's search takes him beyond the World he knows.

BATHROOM

He's scummier than a bathtub ring, but if Sarge can get the Blue Spy out alive he'll reveal secret intelligence about the Tan operation. Walk carefully to protect him. The Tan forces know he carries valuable information. An assassination attempt is certain.



RIFF

Riff is Sarge's favorite Bazooka Man and he's become a POW. Take out the perimeter defense and infiltrate the base. Rescue Riff and get him to a chopper for evac before he gets caught in one of Plastro's sinister traps.



FOREST

The Forest is crawling with Tan snipers behind every tree and fallen log. It's one ugly crossfire after another, so be deliberate, careful and deadly. Find the bridge and make it across alive.

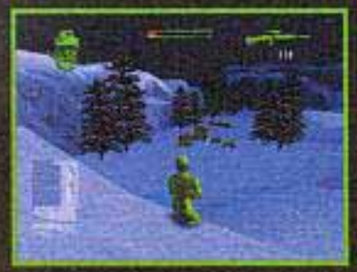
HOOVER

If you can rescue Hoover from the Tans and keep him alive, he'll point you to one of the portals. Be careful, he's surrounded.



GARDEN

Sarge returns to the alternate world and killer Ants team with the Tans to keep Sarge from rescuing machine gunner Thick. Planters are alive with snipers. Ten-foot-high stands of grass explode into flames and tanks patrol the flower beds.



SNOW

Sarge is air dropped under cover of darkness to infiltrate the Tan's snowy mountain POW compound. Unfortunately, a giant electrical Bugzapper fence must be turned off before Sarge can gain entry.

MISSIONS (CONTINUED)



SHRAP

This mission demands the utmost stealth. Plastro's experimenting with a sinister device and Shrap is the next test subject. Find Shrap and get him to a helicopter. Release Gray prisoners along the way to create a diversion.



PLASTRO'S FORTRESS

Sarge is a one-man beach invasion force. Plastro's best snipers are at work here. Try to find a way through the electric fence protecting the fortress and get to the portal.

SCORCH

Sarge gets tossed into a sand tunnel full of surprises in the alternate world. Scorch is really in the doghouse. Use the grass as cover and be extremely cautious.



SHOWDOWN

Sarge sneaks back into Plastro's island fortress. He must smash the fortress defenses and open the main gate for a Green invasion force. Plastro releases the V-Bots.



SANDBOX

The Sandbox is a desert deathtrap for a plastic soldier. Riflemen fire from high sandcastle parapets and an ambush could be waiting behind any building block or bucket. Exploit Sarge's high ground position in the beginning of this mission. Then track down one of Plastro's secret weapons.



THE KITCHEN

Survive the battle of the countertop while helping Vikki escape from the top of the stove. Snipers command the battlefield from the tops of cereal boxes. Sarge tries to discover a route to the floor and up to the countertop on the other side of the room.



THE LIVING ROOM

Sarge is looking for a way out. This area is so vast, you need to get up high just to see where you are. Find a Christmas tree. Prepare for the Battle of the Staircase.

THE WAY HOME

The final showdown with Plastro is about to take place in the bathroom. But first Sarge has to fight his way in and capture the sink while making his way to the commode.

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◄ Button** to dive and **C◄ 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 trees, crates or buildings.
- Use the scope on your sniper rifle just like binoculars to survey the land and enemy positions.
- Learn to strafe and run. Face the direction you want to shoot. Then press the **C► Button** while moving the Control Stick ← or → and firing your weapon (**Z Button**).
- When Sarge is running toward the camera, a quick tap of the **R Button** will position the camera behind him.
- 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 Battle Map and always look for alternate routes. You don't need to make contact with every enemy soldier.
- Use explosives to blow up crates which may contain items of value including Medkits, Ammo Boxes 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 you are trying to see or jump down over a ledge, switch to Targeting Mode (**R Button** hold) for a better view.
- Lay mines in the patrol path of enemy troops and vehicles. If a tank hits a mine, it takes damage and cannot move, but it can still fire on you. Try to stop a tank so its gun barrel faces away from where you are headed.
- You can't store Medkits in your Inventory. Remembering their locations for later retrieval can make the difference between life and goo.

HINTS AND TIPS

Is Sarge leading with his chin? Need help in the fight to save Vikki?

You can get that information and more on the **3DO Hint Line.** Call **1-900-CALL-3DO** (1-900-225-5336) for pre-recorded hints, tips, and clues.

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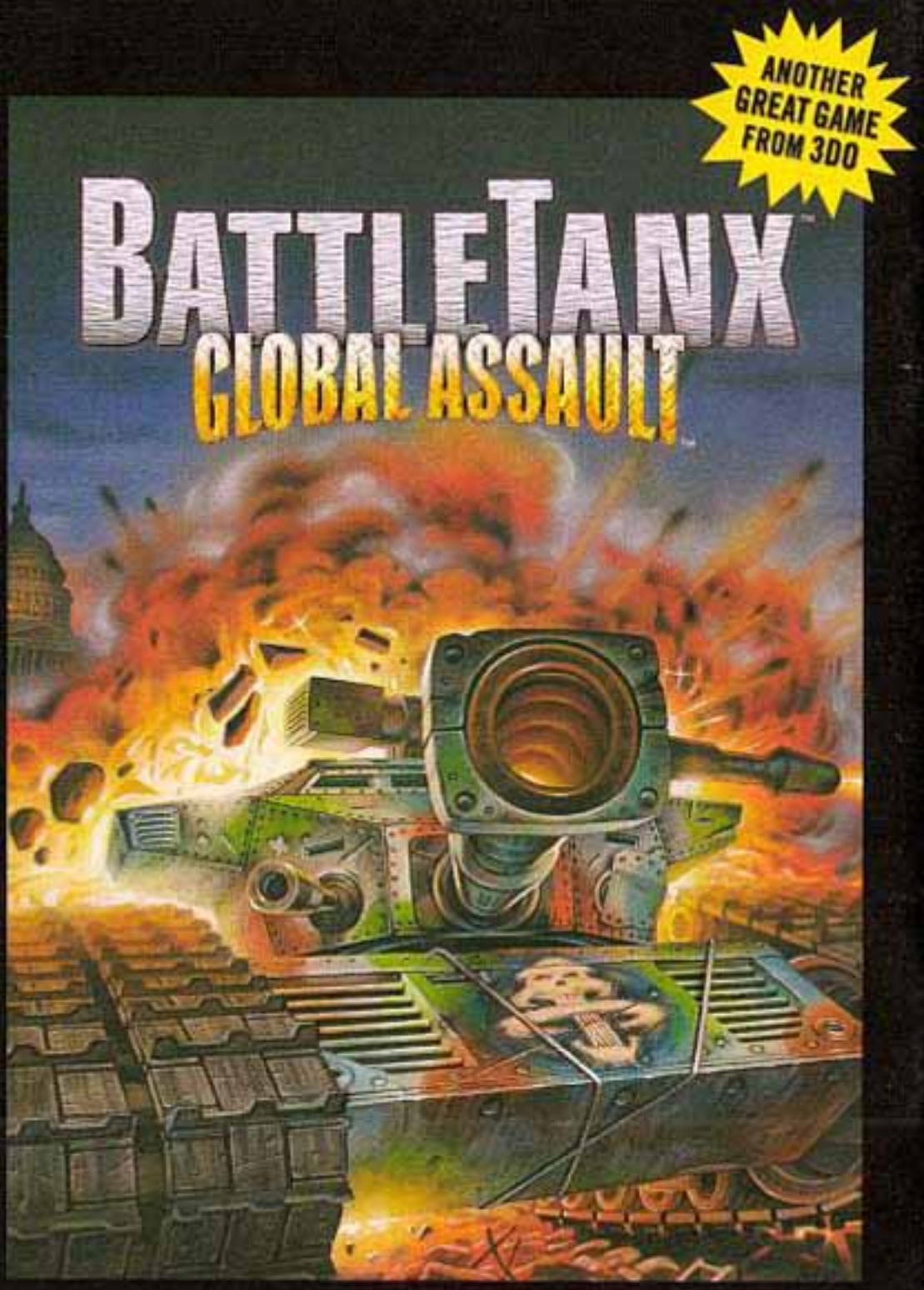
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