

Nintendo

GAMEBOY[®] COLOR

ARMY MIEN[®]

CGB-BSHE-USA

SARGE'S HEROES[™] 2

3DO[™]

INSTRUCTION BOOKLET

MISSING
REAL COMBAT.
PLASTIC MEN[®]

ONLY FOR
GAMEBOY
COLOR

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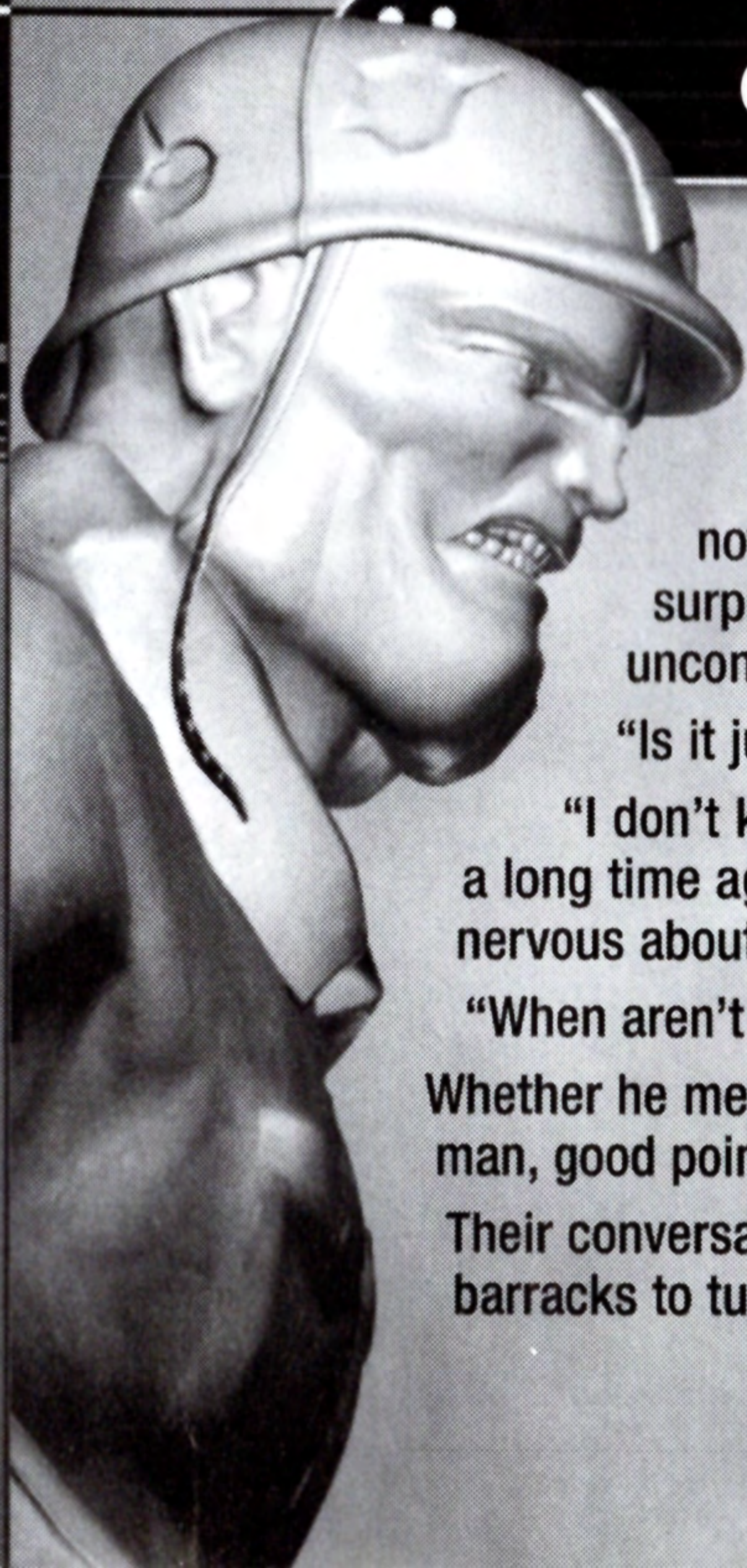
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CALL TO ARMS

"Hey Riff?" Scorch's words seemed to come out of nowhere.

"Yeah." Riff said with an eyebrow raised in his deep, cool cat voice.

Rarely did Scorch talk about anything other than fire, especially not to ask questions after a hard day of recon exercises. It was no surprise that the worried tone in Scorch's voice made Riff a bit uncomfortable.

"Is it just me, or did Sarge seem more on edge today than usual?"

"I don't know, man," Riff chuckled. "I stopped tryin' to figure Sarge out a long time ago. All I know is that the only thing that I've ever seen him get nervous about is them Tan scum plottin' something bad."

"When aren't they?" he replied.

Whether he meant to be funny or not, Riff laughed uncontrollably. "Good point, man, good point" he said as soon as he could speak again.

Their conversation became general after that, and they made their way to the barracks to turn in for the night.



After Scorch turned out the light, he continued a steady flow of random, drowsy commentary on the day's events. In time, the pauses between his observations became longer. Finally he turned over in his bunk. "Good night, Riff," he murmured.

Riff replied with a long deep snore.

Meanwhile in Sarge's Barracks...

Sarge had just fallen asleep and began his familiar dream of a time and place where the Tan threat was gone. Then a sickening smell slowly swept through the barracks. When the electrified air reached Sarge, he immediately jumped out of bed. Reaching for his rifle, he gritted his teeth and let loose a deep growl "WAR".

The Tan are at it again and Colonel Grimm has assigned you to stop them! It's time to take control of the strongest and best equipped fighters the Green Army has to offer. It takes a certain kind of plastic soldier to be one of Sarge's Heroes, so you can rest assured that whether you choose Riff, Scorch or Vikki, you'll have everything you need to take out the enemy with a vengeance.





FACES OF WAR

Sergeant Hawk a.k.a. "Sarge" is 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. When Sarge was just a young man, he saw his dad turned to goo by Tan attackers. Sarge vowed that he wouldn't rest until his father's death was avenged.

Colonel Grimm is a battle-tested veteran and the only man Sarge admires. 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 that one day Sarge will settle down and marry his daughter Vikki when the Plastic World knows peace again.

General Plastro is the Tan Army's sadistic leader. He rules with an iron hand and a cold heart. 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.



VIKKI
COLONEL'S DAUGHTER

VEHICLES OF CHOICE:

AIR - Hang Glider

LAND - Motorcycle

SEA - Jet Ski

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. Don't let her beautiful face and well-toned figure fool you, she's ready for anything.



SCORCH
FLAME THROWER

VEHICLES OF CHOICE:

AIR - Helicopter

LAND - APC

SEA - Powerboat

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 Scorch flamethrower duty so he could torch Tan soldiers 'til they bubble.



RIFF
BAZOOKA MAN

VEHICLES OF CHOICE:

AIR - Osprey

LAND - Tank

SEA - Hovercraft

Riff is the squad's Bazooka master and Sarge's best friend. When he's not fighting the Tan menace he's playing riffs on his saxophone. Bazooka Blues is all the enemy will hear when they cross this stud's path. It's going to be a long, long time before this rocket man misses.



GAME SETUP

To play this game, you must first have a Nintendo Game Boy Color.

1. Setup your Game Boy Color according to the Game Boy Color Instruction Booklet.
2. Make sure the power to your Game Boy Color is turned off before inserting or removing any Game Pak.
3. Insert the Army Men® – Sarge's Heroes 2 Game Pak into the slot in the back of your Game Boy Color (label side out) until it clicks into place.
4. Turn the power on.
5. Select the language of your choice: English, French or German.



POWER ON/OFF



PLAYING SARGE'S HEROES 2

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Listen up soldier! The Tan threat is at large and you're the one that's going to stop them. So read on carefully and get started!

MAIN MENU SCREEN

From the main menu, you can start a new game, continue where you left off the last time you played by entering a password, or turn the game's music/sound off or on before playing.

NEW GAME

This is the first step to making your way to battle. Once selected you will be brought up- to-date with the condition at hand and be given your first mission instructions. Once you have read and understood your mission, you will be required to select the character you wish to use. The Tan are up to no good, so you better be ready for action.

PASSWORD

Selecting this allows you to enter a password to continue your game from the last level you completed. Use the A Button to confirm your password once you finish entering it and the B Button to go back.

OPTIONS

Selecting this allows you to turn the game's sound effects or music on or off as well as choose from two control configurations.



CONTROLS

B BUTTON (Quick Release) =

Fires secondary weapon (if ammo is available) straight ahead.

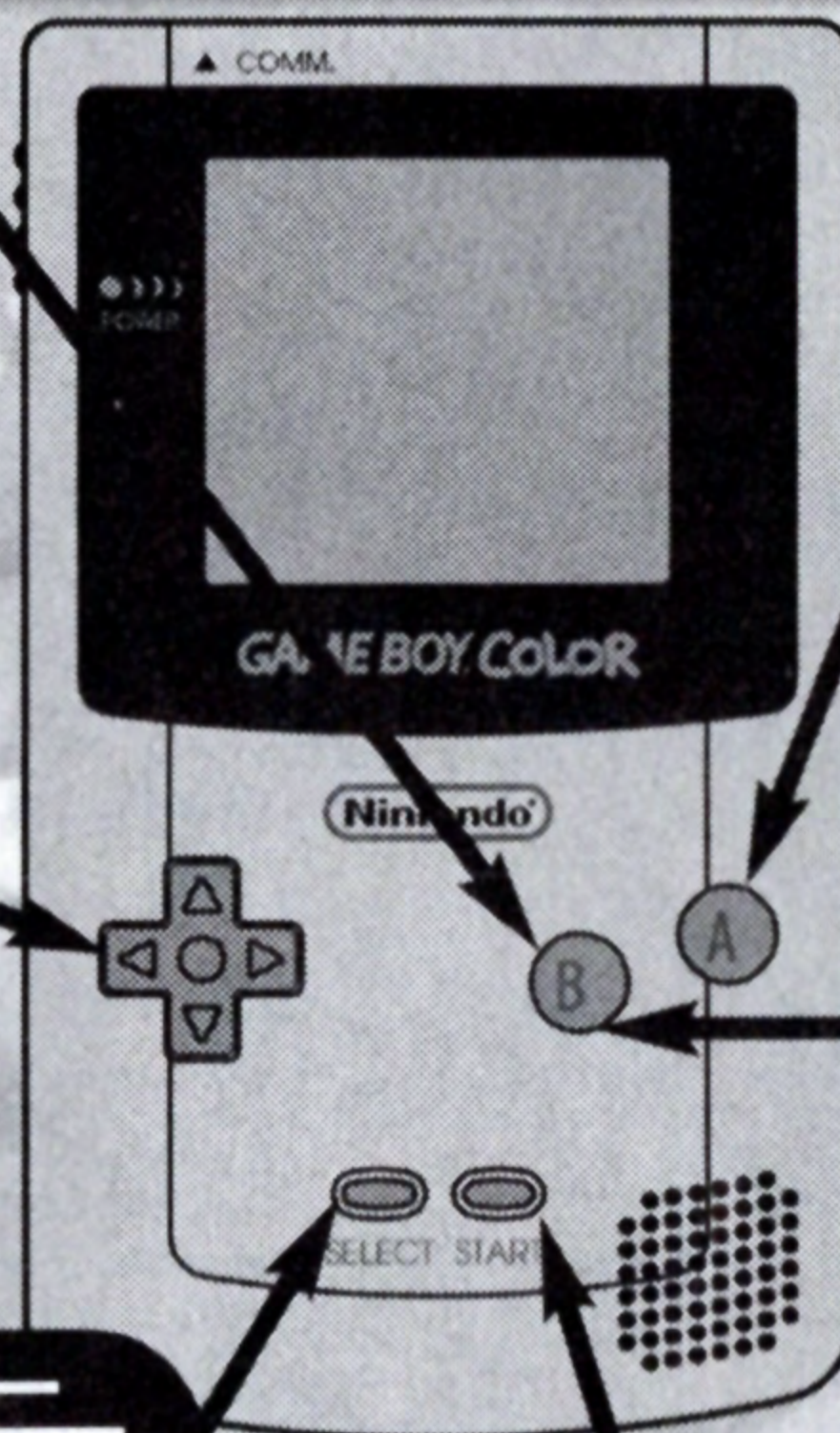
+ CONTROL PAD =

Moves and turns your vehicle in the direction you press the + Control Pad.

SELECT =

Change vehicle.

If you come across another vehicle your character can use, pressing the SELECT button makes your character exit the current vehicle and enter the new one.



A BUTTON =

Fires primary weapon.

B BUTTON (Hold) =

Fires secondary weapon (if ammo is available) so that it will "home" in on the nearest target.

START =

Pauses game and brings up Mission Objective screen.



HEADS UP DISPLAY

The following is an explanation of how to keep track of your armor, weapons and any military intelligence that has been gathered.

1 - ARMOR GAUGE

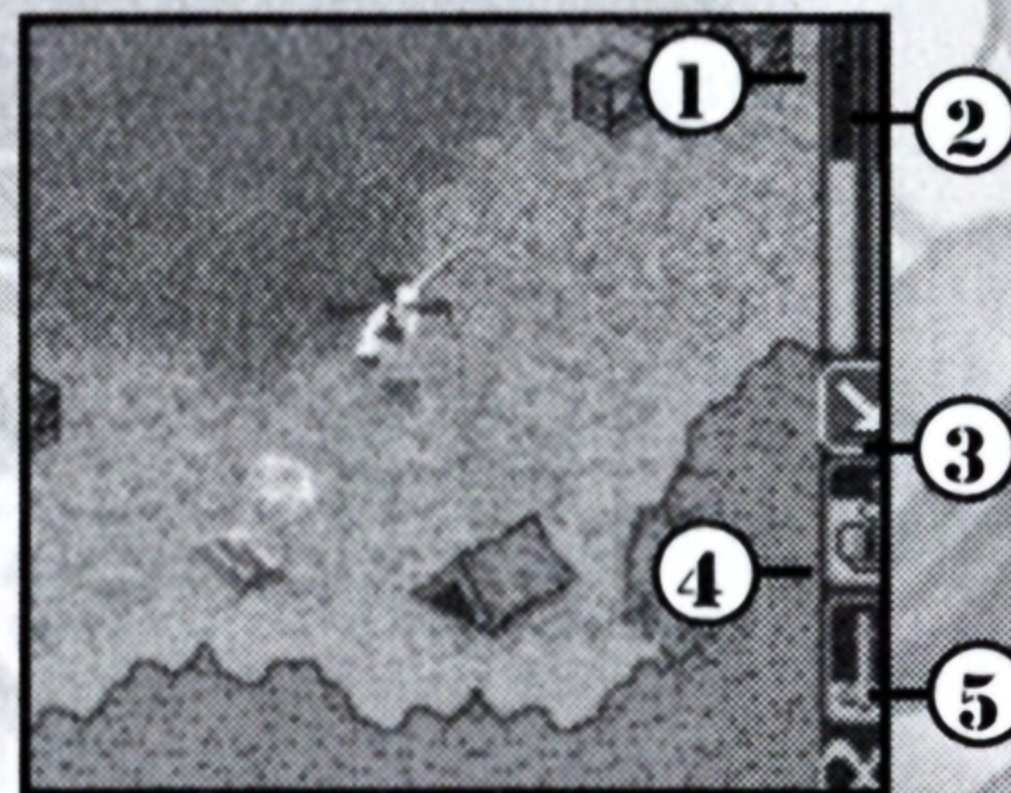
This gauge shows you how much health your vehicle has left. Once it reaches the bottom, you had better say your prayers.

2 - ENEMY HEALTH GAUGE

This gauge shows the health of your target. If it reaches the bottom, it means whatever you were attacking was destroyed.

3 - MISSION OBJECTIVE POINTER

This icon will point in the direction of the next objective or enemy that the Green's Military Intelligence Division has knowledge of. If the icon is a question mark, it could mean that your objective is either hidden or there are multiple objectives required to move forward.



4 - PRIMARY WEAPONS DISPLAY

This icon shows which primary weapon your vehicle has, and current weapon power-up level.

5 - SECONDARY WEAPONS DISPLAY

This icon shows which secondary weapon your vehicle currently has, how much ammo is left and current power-up level. For more information on secondary weapons refer to page 10.

WEAPONS AND POWER-UPS

STANDARD VEHICLE WEAPONS

Your vehicle's primary weapon reflects the personality of the character you are using (for example, Scorch gets a flame-based weapon). Primary weapons have unlimited ammo and may be upgraded twice.

SECONDARY WEAPONS

Secondary weapons have limited ammo and may also be upgraded twice by picking up the same weapon type again. The current level of the weapon is not lost when the ammo runs out, but if you lose a mission, then all upgrades (primary and secondary) are lost.

NOTE: You can tell the level of your weapon by the amount of green color filling up the icon's background. Also, some missions will provide a "secret weapon" that will be used for those missions. These will have unlimited ammo.

POWER-UP TYPES

The following lists the types of power-ups you can find during your mission. Once you find one, simply move your vehicle over the box icon and you will automatically pick it up.

- Upgrade for primary weapon
- Upgrade for secondary weapon
- Secondary weapon ammo
- Armor repair



CUSTOMER SUPPORT

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