ARMY MEN®

SARGE'S HEROES™ 2

★ INSTRUCTION BOOKLET ★

TEEN
T
CONTENT RATED BY ESRB

REAL COMBAT. PLASTIC MEN.®

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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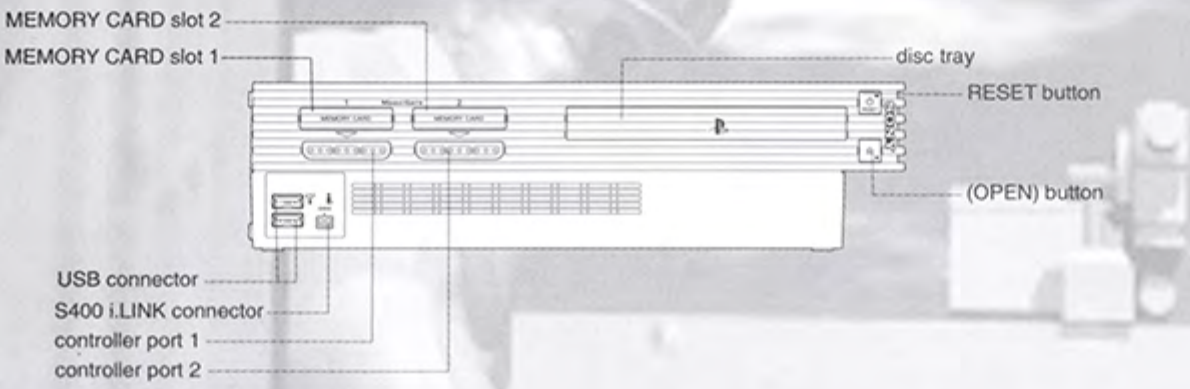
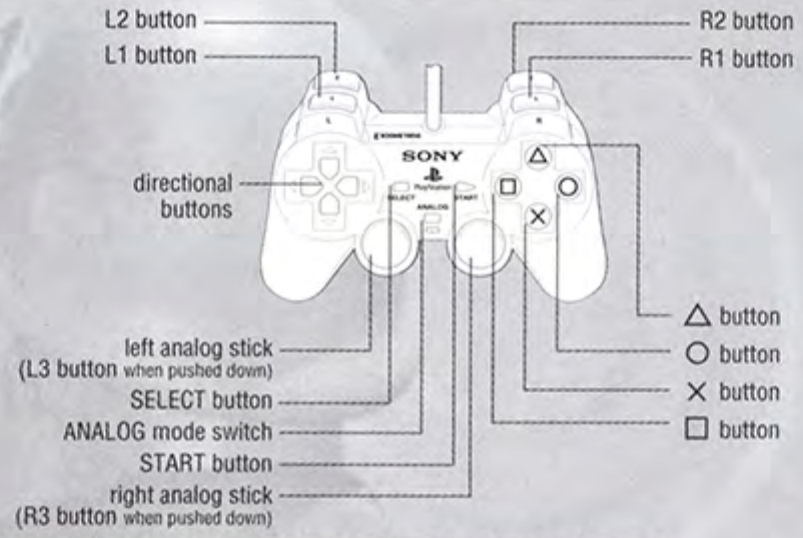
STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Army Men®: Sarge's Heroes™2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (for PlayStation®2) with at least 80KB of free memory in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.

CONTROLS



DUALSHOCK™2 ANALOG CONTROLLER — DEFAULT CONTROLS

Directional buttons/left analog stick — Moves the character. Controls gunsight in first-person mode.

Right Analog Stick — Moves the camera angle up or down. The R3 button: Resets the camera angle and toggles between camera angles. PRESS UP: Moves the camera up to a bird's-eye view. PRESS DOWN: Moves the camera angle to a ground view.

⊗ button — Fires weapon.

○ button — Weapon select.

□ button — Jump/Climb - Will also make the character stand from the kneeling position.

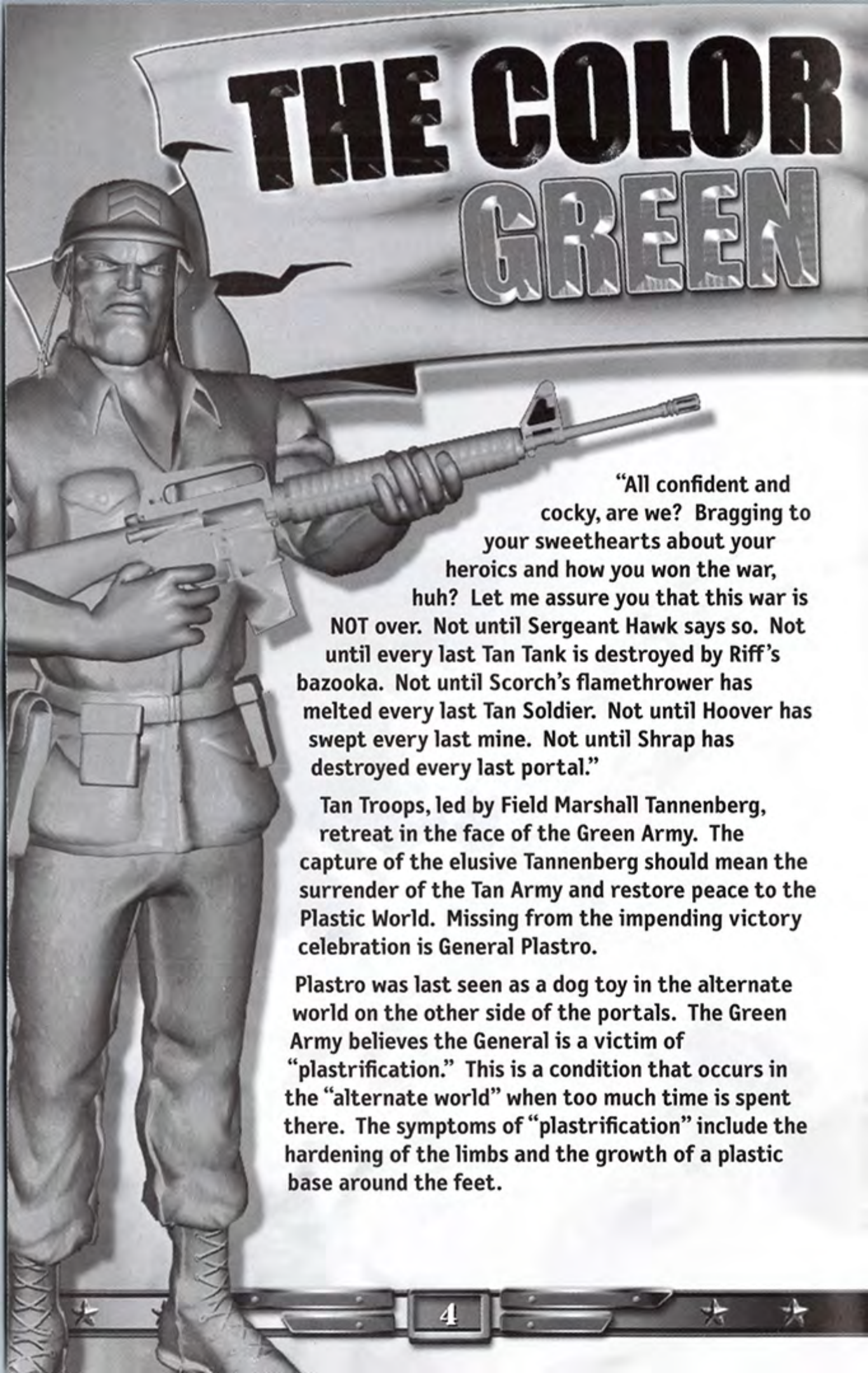
△ button — Kneel when standing or Dive while running. The △ button also takes the character into a laying down (prone) position if pressed twice from a standing position.

L1 button — Disables turning. While holding the L1 button, Sarge can face in the same direction and strafe in 8 directions. Tap the L1 button to turn 180°.

R1 button — Hold the R1 button for first-person targeting mode. Use the directional buttons or left analog stick to move the site cursor in this mode. Tap the R1 button to scroll the target through visible enemies. Tap the R1 button to switch the target cursor to another enemy in the area.

L2 button — Left strafe or roll left when prone. Move the directional buttons or left analog stick to circle strafe.

R2 button — Right strafe or roll right when prone. Move the directional buttons or left analog stick to circle strafe.

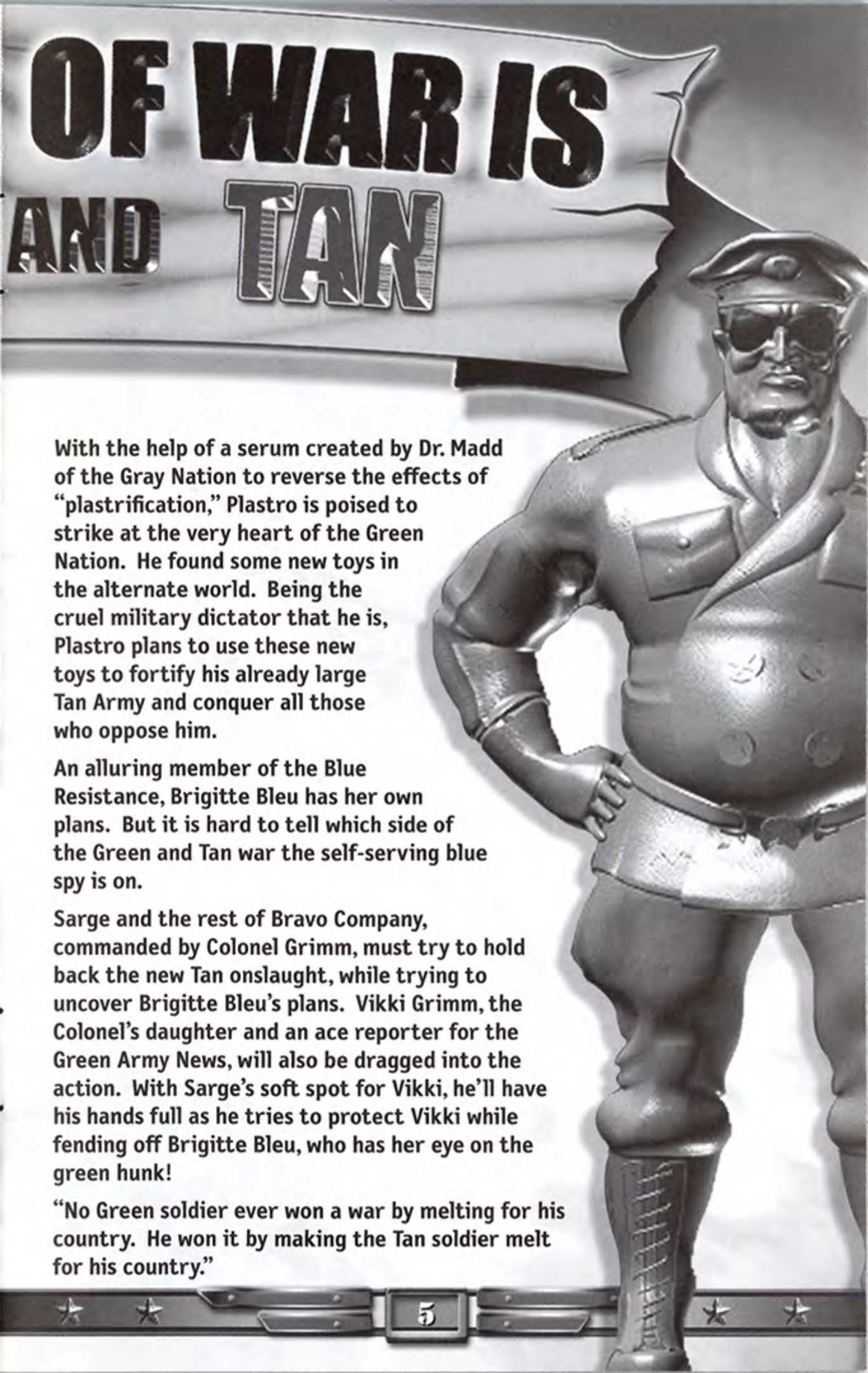


"All confident and cocky, are we? Bragging to your sweethearts about your heroics and how you won the war, huh? Let me assure you that this war is NOT over. Not until Sergeant Hawk says so. Not until every last Tan Tank is destroyed by Riff's bazooka. Not until Scorch's flamethrower has melted every last Tan Soldier. Not until Hoover has swept every last mine. Not until Shrap has destroyed every last portal."

Tan Troops, led 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 restore peace to the Plastic World. Missing from the impending victory celebration is General Plastro.

Plastro was last seen as a dog toy 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. The symptoms of "plastrification" include the hardening of the limbs and the growth of a plastic base around the feet.

OF WAR IS AND TAN



With the help of a serum created by Dr. Madd of the Gray Nation to reverse the effects of "plastrification," Plastro is poised to strike at the very heart of the Green Nation. He found some new toys in the alternate world. Being the cruel military dictator that he is, Plastro plans to use these new toys to fortify his already large Tan Army and conquer all those who oppose him.

An alluring member of the Blue Resistance, Brigitte Bleu has her own plans. But it is hard to tell which side of the Green and Tan war the self-serving blue spy is on.

Sarge and the rest of Bravo Company, commanded by Colonel Grimm, must try to hold back the new Tan onslaught, while trying to uncover Brigitte Bleu's plans. Vikki Grimm, the Colonel's daughter and an ace reporter for the Green Army News, will also be dragged into the action. With Sarge's soft spot for Vikki, he'll have his hands full as he tries to protect Vikki while fending off Brigitte Bleu, who has her eye on the green hunk!

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

GAME SETUP

MAIN MENU

From the Toy Store Menu screen, change to different selections by moving the left analog stick or directional buttons ⬆, ⬇, ⬅, or ➡. Enter a specific selection on the shelves by pressing the ⊗ button. Back out of a selected area by pressing the △ button. For help in a pinch, press the ◎ button for the Help Screen.

In the Main Menu, move ⬆ or ⬇ and press the ⊗ button to start playing either a new game or the last mission saved, enter Boot Camp, or play in Multi-player mode.

LEVELS MENU

In the Levels Menu, replay the previously completed levels, input special codes, or view previews for other great 3DO titles!

For the Level Select and the Previews, use the left analog stick or directional buttons to move ⬆, ⬇, ⬅, or ➡. Accept your choice by pressing the ⊗ button.

To use the Input Code feature:

1. Move the left analog stick or directional buttons to highlight the letter you want and press the ⊗ button to input it; do this for each letter in the code.
2. Highlight "✓" and press the ⊗ button to input the code. (To delete a letter, select the backspace key and press the ⊗ button.)
3. Press the △ button to return to the Main Menu.
4. Press the START button to play.

OPTIONS MENU

1. Highlight the Options Menu by moving the left analog stick or directional buttons.
2. Move the left analog stick or the ⬆ or ⬇ directional buttons and press the ⊗ button in order to select something inside the Options Menu.
3. Use the left analog stick or the directional buttons to modify the settings. Press the ⊗ button to confirm the changes and return to the Options Menu.

THE FOLLOWING SETTINGS ARE AVAILABLE FROM THE OPTIONS MENU:

Music/Audio	Adjust the volume up or down using the Radio Controls.
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!
Controller Configuration	Change your button assignment from the default settings. Move the left analog stick or the ⬆ or ⬇ directional buttons to highlight either Configuration or Vibration. Then move ⬅ or ➡ directional buttons in order to change the button configuration for the Controller or to turn Vibration ON or OFF. Press the ⊗ button to lock in the changes and exit Controller Configuration.

BONUS MENU

The Bonus Menu is the place to reap all the benefits of Sarge and his buddies' battles. Within the Bonus Menu are the Movies that have been unlocked by completing missions successfully, the Bios of all the characters that Sarge interacts with, and the Credits containing the names of the hardworking crew that made this game possible.

CAMPAIGN

BOOT CAMP

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

Go through basic training to test the weapons used by Sarge. Follow the instructions through Boot Camp to learn how to use the weapons Bravo Company will need for real combat.

READY FOR BATTLE

Sarge wages war with the help of Vikki against the Tan Army to rescue the Bravo Company Commandos and crush Plastro for good. Keep an eye out for other nations looking to aid in the war. Make sure you know who your friends and foes are as you battle through 16 action-packed levels.

- 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 reattempted. If someone you are protecting or trying to capture gets killed, the mission will end in failure.

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 memory card (for PlayStation®2) to save a game.

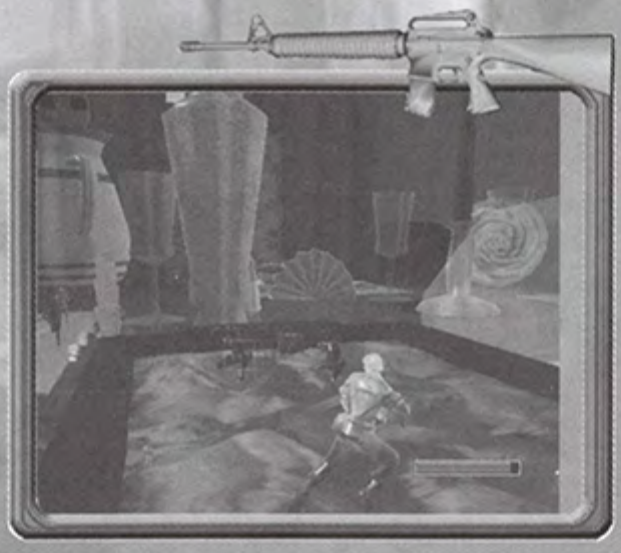
When you want to save your progress:

1. Press the ⊗ button on the Mission Successful screen to save and continue the game.
2. Press the ▣ button to continue the game without saving.

LOADING A GAME

The game always automatically loads any saved information for you! When the game starts, just go right to "START THE GAME" and Sarge will begin right where he last left off!
Also, the "LEVEL SELECT" screen can be used to either play favorite missions over again or to get to Sarge's next mission.

BATTLE SCREEN



WEAPON SELECTED & SHOTS REMAINING

These show your current weapon and its remaining ammo. Change weapons by pressing the ◉ button. Increase your ammo or gain new weapons by running over weapons that are discovered in each campaign (see "picking up weapons" on page 10).

HEALTH METER

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

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 all he can do.

When Sarge 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 laying around in plain sight. To pick them up, just touch them. Some objects such as crates or structures may have needed 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 armor of another full life meter.

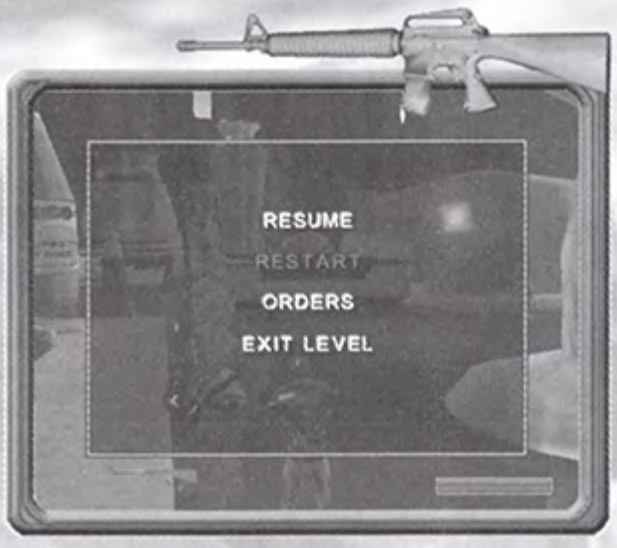
Stealth — With this power-up, Sarge turns semi-invisible for a short period of time. It's perfect for sneaking by the Tan forces or hiding from Plastro's snipers!

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 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.

PAUSE SCREEN



Pressing the START button during game play pauses the game and displays the Pause screen. Press the ▲ or ▼ directional buttons and press the ⊗ button 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.

OBJECTIVES DISPLAY

Within the Pause Menu, lies the option to view the Mission Objectives screen. Sarge must complete all of these objectives in order to beat the Tan forces. The objectives will automatically update as each of the mission parameters is met.

MULTI-PLAYER

In Multi-player Mode, players can duke it out with the best enemies ever molded: friends! The screen splits through the middle to give an equal opportunity for battle to both players.

There are two modes of play within Multi-player:

1. Deathmatch - Go toe to toe with an opponent starting with only an M-16. Scramble for weapons and power-ups while doing your best to melt the other player's character!
2. Family Mode - Relax, you won't need to dodge and dive for weapons here. Players start with a few rounds from almost every weapon available and race against each other to see whose soldier lives the longest!

STARTING THE MULTIPLAYER GAME:

From the Main Menu:

1. Scroll to the the Multi-player choice in the Main Menu and select it by moving ⬆, ⬇, ⬅, and ➡ on the left analog stick or the directional pad and then pressing the ⊗ button.
2. Choose the Hero or Villain using the same controls.
3. Choose which mode of play you wish (Deathmatch or Family) and how many kills it takes to complete the round (3 Kills, 5 Kills, 7 Kills, or Unlimited).
4. Finally, pick the Map that the challenge will take place on and let the battle begin!

Note: Multi-player mode is not accessible unless two (2) controllers are plugged into the PlayStation 2 console.

GREEN ARMY ARSENAL

◯ button	Cycle forward through weapons.
⊗ button	Use weapon.
Left analog stick/directional buttons	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 (hold R1 button + left analog 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 like rifles or machine guns but they have a great spread.

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 R1 button) to make an accurate shot. Try to save your bazooka charges for big or heavily armored vehicles which smaller arms can't take out.

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 ⊗ button while aiming with the left analog stick or the directional buttons.

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 R1 button and moving the left analog stick or the ↑ or ↓ directional buttons to adjust the trajectory of the launch. (The higher you hold the barrel of the launcher, the farther the shot travels.)
2. Press the ⊗ button to launch a grenade.

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. Grenades are highly effective in exploding an obstruction to see if some sorry soldier was hiding behind it or a needed supply is in it.

1. Press and hold the ⊗ button and a green cursor will appear.
2. Move the left analog stick or the ↑ or ↓ directional buttons to set the cursor over the target area.
3. Move the left analog stick or the ← or → directional buttons to set the direction of the throw.
4. Release the ⊗ button to toss the grenade.

TNT

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

1. Press the ⊗ 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 ⊗ button, and a green cursor will appear.
2. Move the left analog stick or the ↑ or ↓ directional buttons to set the cursor over the target area.
3. Move the left analog stick or the ← or → directional buttons to set the direction of the throw.
4. Release the ⊗ 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 R1 button to activate the scope.
2. Aim with the left analog stick or the directional buttons.
3. Press the L1 button and L2 button to zoom the scope in and out.
4. Press the ⊗ 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 ⊗ button. A green cursor will appear.
2. Move the left analog stick or the ↑ or ↓ directional buttons to set the sight over the target area.
3. Move the left analog stick or the ← or → directional buttons to set the direction of the shot.
4. Release the ⊗ 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. Only works outdoors.

1. Press and hold the ⊗ button. A green cursor will appear.
2. Move the left analog stick or the ↑ or ↓ directional buttons to set the sight over the target area.
3. Use the left analog stick or the ← or → directional buttons to paint the area you want to bomb.
4. Release the ⊗ button to call the plane.

FACES OF WAR

SERGEANT HAWK

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 faze 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 the woman of his dreams, Vikki.

COLONEL GRIMM

COLONEL GRIMM is a wise and wily 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 will settle down with Sarge.

VIKKI

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 harm! 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!

RIFF

RIFF is itching to play some tunes on the Tan Army in the key of "B" for bazooka. A saxophone player when he isn't 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.

HOOVER

PRIVATE HOOVER has got the most stressful job in Bravo Company and it shows, judging by his easily startled nature. Still, he is a heroic soldier who is called upon whenever a mine field needs sweeping.

SHRAP

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. It's not the Tan Army but Sarge that Shrap needs to fear if he calls Sarge "Dude" one more time.

THICK

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

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.

GENERAL PLASTRO

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 are the original discoverers of mysterious Portals which 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.

BRIGITTE BLEU

BRIGITTE 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 Sarge's comrades 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 units 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.

MECHANICAL SPIDERS

These maniacal mechanical spiders are one of Plastro's finds in an alternate world toy store. These baddies move quicker 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 is inviting a blizzard of heavy caliber bullets.

MEGABOTS

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

WARTROOPERS

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

MISSIONS

DINNER

Unusual occurrences start happening in the alternate world, away from the familiarity of the Plastic World. There's no time to stop and smell the turkey. Sarge needs to gather his heroes for war.

BRIDGE

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

REFRIGERATOR

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.

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 from the castle and secure some of Dr. Madd's serum at the same time. Watch out for Tan troops hiding in the shadows.

TAN BASE

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.

PLASTICVILLE

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

TOY SHELF

Finally, with Brigitte's home saved, Sarge and Bravo Company can hunt for the hostage Vikki. The team splits up and Sarge starts working his way from the top of the towering toy shelves down to the floor, battling the hidden Tan forces all the way.

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.

TOY TRAIN TOWN

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 fire power to destroy all of the trains while keeping the Tan Army at bay.

ROCKET BASE

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 TABLE

General Plastro has tied Brigitte Bleu to an M-80. The Tan Army, WarTroopers 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 MACHINE

Things couldn't be more grim. All of Sarge's comrades 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.

SURVIVAL HANDBOOK

- Flamethrower jockeys are track stars. They come on fast and attack from your blind side. If you see one, hit him quickly 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 △ button to dive and strafe, press the L2 or R2 button 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.
- Learn to strafe and run. Face the direction you want to shoot. Then hold the L1 button (or the L2 and R2 buttons) while moving the left analog stick or the ← or → directional buttons and firing your weapon (⊗ button).
- When you want to quickly get the camera back behind Sarge, a quick tap of the L1 button will spin Sarge around and ready him for any attack from behind.
- 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, or death.
- 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.
- 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 toward Sarge, run!
- When you are trying to see or jump down over a ledge, switch to Targeting Mode (R1 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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