ARMY MEN®
SARGE'S HEROES™



Dreamcast™

MIDWAY®

TEEN
®
CONTENT RATED BY
ESRB

T-9715N

WARNING

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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GETTING STARTED

Before you begin to play Army Men®: Sarge's Heroes™*, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.*

- *Be sure the Power is off on your Sega Dreamcast system.*
- *Plug in your Sega Dreamcast controller.*
  **One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast controller, see the next page.*
- *Insert your* Army Men®: Sarge's Heroes™ *Sega Dreamcast Specific Disc.*
- *Press the Power Button to activate the Sega Dreamcast.*
- *Follow on-screen game instructions.*

SEGA DREAMCAST HARDWARE UNIT



Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C, and Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.

GETTING STARTED

Army Men®: Sarge's Heroes™ *supports up to 4 players. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Please refer to this page for button locations when viewing the game controls listed on Page 10 of this manual.*

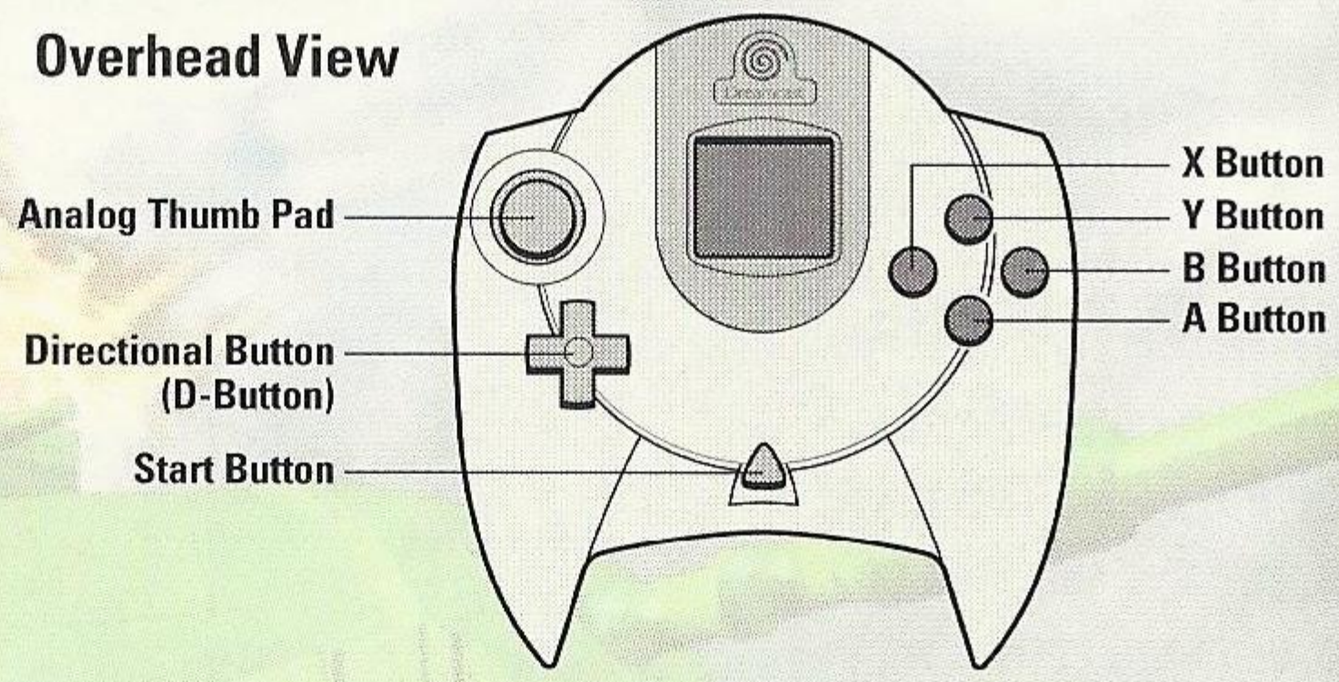
To return to the game's Title Screen at any point during the game, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title Screen.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

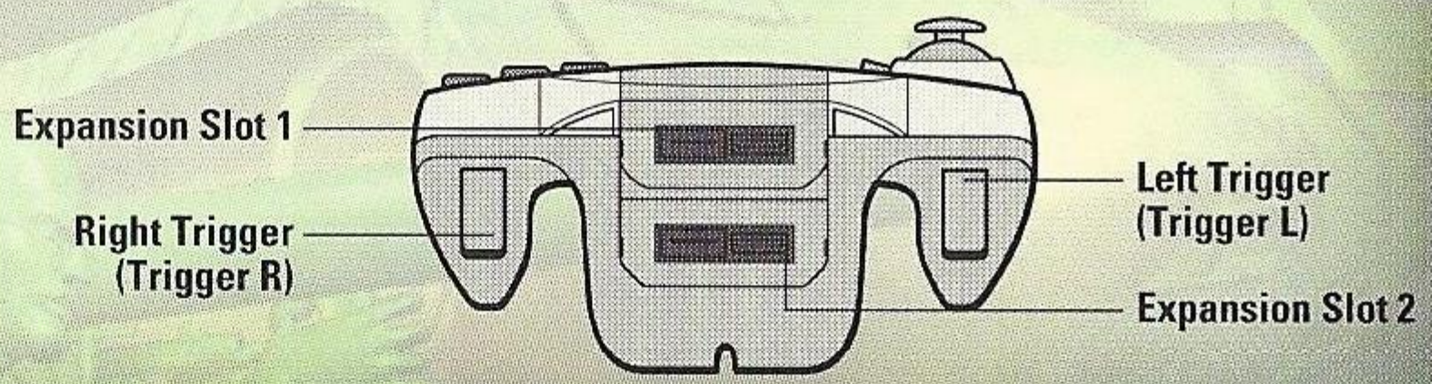
If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



VISUAL MEMORY UNIT (VMU)

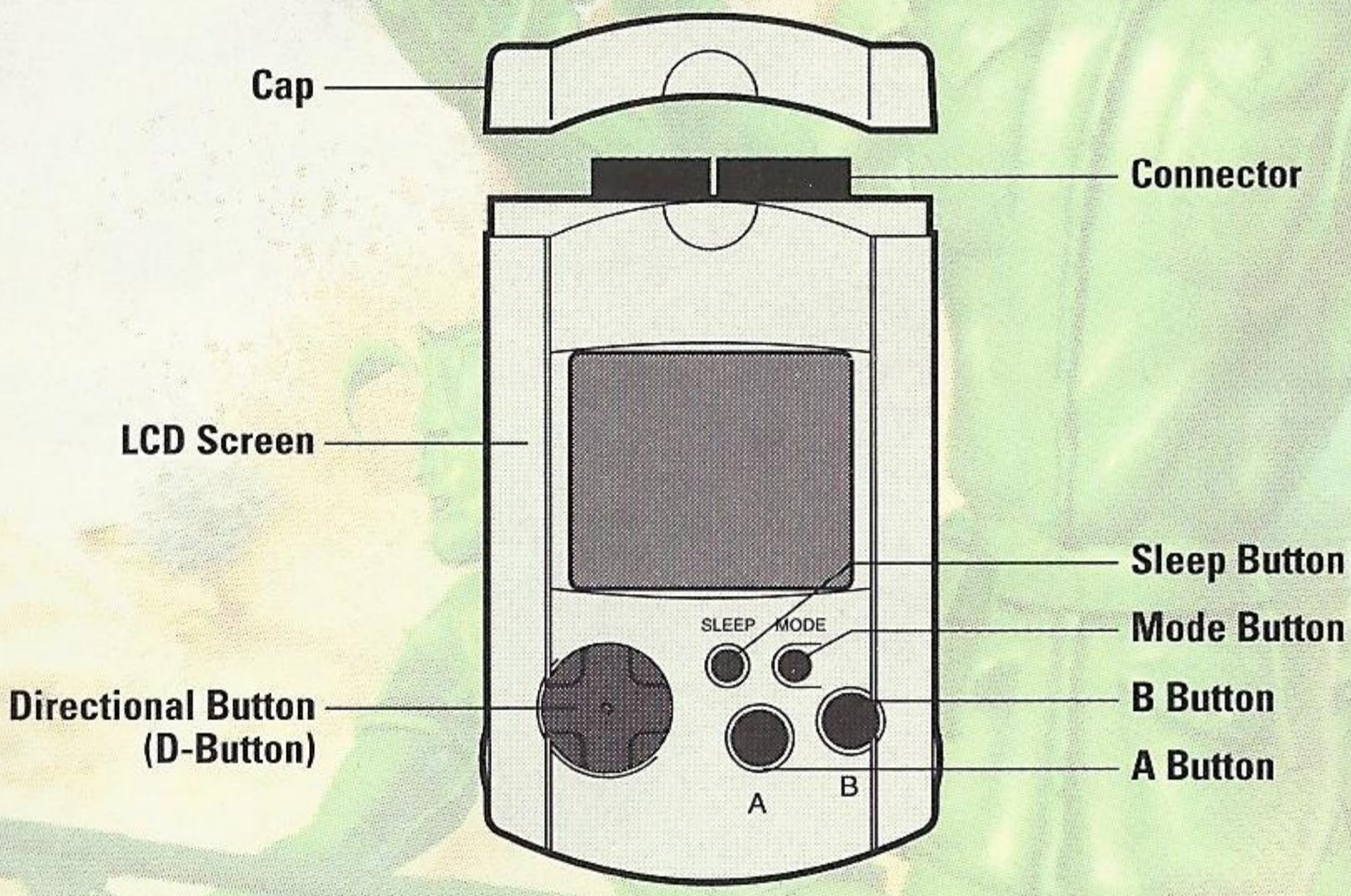
Use this device to Load or Save Configuration Data and options settings to your VMU. After selecting a Load or Save option, press the A Button to Load or Save data. Army Men®: Sarge's Heroes™ *uses an Auto-Save feature. This means that if a VMU is inserted into your controller, your game data will be automatically saved for you.*

When saving data, your Controller Configuration and any game configuration settings will be saved to the VMU until the next time you play Army Men®: Sarge's Heroes™ *. The VMU will automatically load any saved data when powering up the console, as long as you have a VMU inserted in your Sega Dreamcast Controller.*

IMPORTANT WARNING

While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



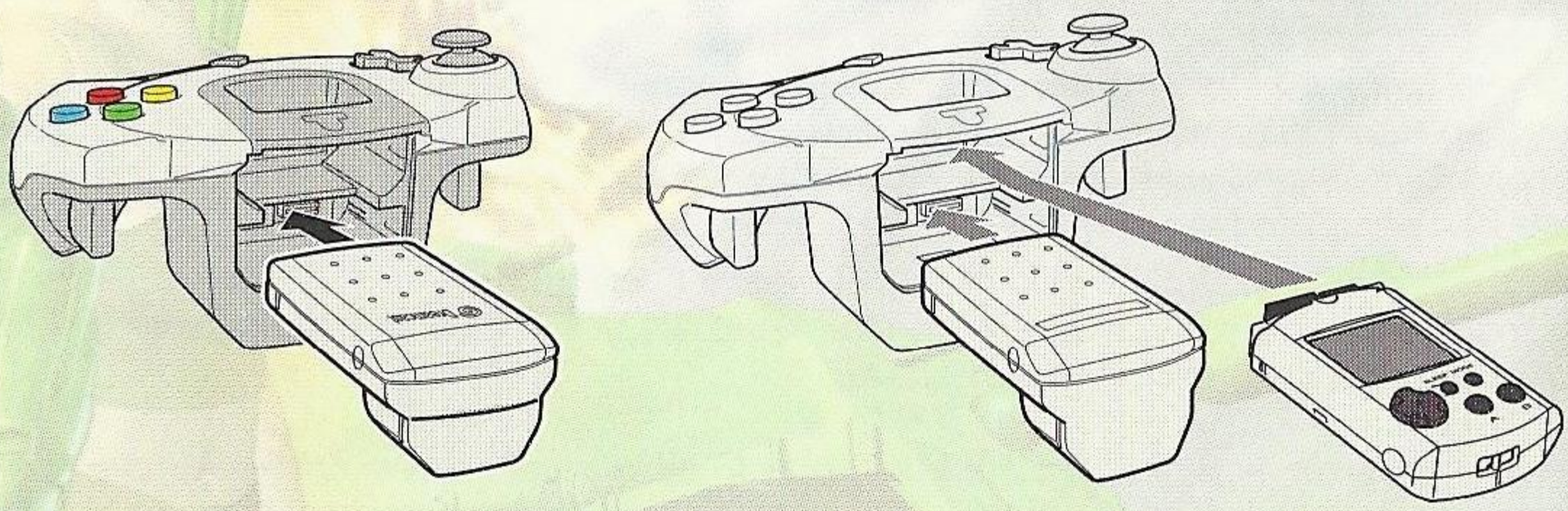
JUMP PACK

The Jump Pack is a peripheral (sold separately) that will enhance your gaming experience by vibrating during a game. If you are near an explosion, you'll feel it. If Sarge takes a hit during a mission, you'll really feel it.

Refer to the diagram below for proper usage of the Jump Pack. If you are using a Jump Pack and wish to turn the vibration feature off, you may do so at the Options Menu (see Page 9). Select VIBRATION and press Left or Right to activate (ON) or deactivate (OFF) the Jump Pack.



SEGA DREAMCAST JUMP PACK™



To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

When the Jump Pack is inserted into Expansion Socket 1 or the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

BRIEFING

A world exists that's quite different from our own. There, a battle rages out of control - a battle between the forces of 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 has 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 and Sarge's love interest, is dragged into the action. The Bravo boys are Sarge's best friends and Vikki is his girl. This war has just turned personal!

MAIN MENU

At the game's Title Screen, press Start to access the Main Menu. Use the Analog Thumb Pad or Directional Button to navigate through menus. To access a sub-menu, highlight it and press the A Button.



PLAYERS (1-4)

This determines how many players there will be in the game. Remember that Multi-Player game modes will only be available when two or more controllers are connected.

PLAYMODE

Depending on how many players there are, this allows you to choose a game mode. For more information, see Pages 11-14.

INPUT CODE

Codes allow you to continue missions in a Single Player Campaign mode game. After you successfully complete a mission, a code will appear. If you are not using a VMU to save your game data, enter a code the next time you play to continue the campaign. Use the Directional Button to highlight letters. Press the A Button to enter the letter (up to 12 letters in length). If you make a mistake, highlight ERASE and press the A Button to erase the previous letter. When you've entered the correct code, highlight ENTER and press the A Button to continue your mission.

OPTIONS

This allows you to adjust the game's settings such as Difficulty, Volume, etc. See Page 9 for more details.

CREDITS

Check out the hard workin' folks who brought this game to you.

LOAD

If you are using a VMU to save your game progress, you can continue your missions here. Highlight LOAD and press the A Button. The VMU will automatically load your current mission.

OPTIONS MENU

At the Main Menu, highlight OPTIONS and press the A Button. To change an option, highlight the option to be changed and press Left and Right on the Analog Thumb Pad or Directional Button. To change your controller configuration, you must highlight CONTROLLER CONFIG and press the A Button. See below for more information.



SOUND FX

This controls the volume of the game's sound effects. Select from 1 (no volume) to 10 (loudest).

MUSIC VOLUME

Choose from 1 to 10 for the volume of the game's background music.

SOUND

Select from STEREO (both speakers) or MONO (one speaker).

DIFFICULTY

How good of a soldier are you? There are three levels of difficulty to select from. EASY is obviously the easiest level in the game, NORMAL is your average difficulty setting and EXPERT is the hardest level, recommended only for those skilled or crazy enough.

CONTROLLER CONFIG

As mentioned at the top of the page, this is the only option with a sub-menu. Highlight this and press the A Button. To change your controller configuration, use the Analog Thumb Pad to highlight an action. Next, press the button that you want to correspond with that action. If you mess up, highlight INITIALIZE and press the A Button. This will restore your controller configuration to its default setting. After you have configured your controller, highlight DONE and press the A Button to return to the Main Menu. Your configurations will be saved if you are using a VMU.

VIBRATE

If you are using a Jump Pack, you can turn the vibration action ON or OFF.

GAME CONTROLS

Alright listen up! Here's the default controls for the game. You may have changed your controller configurations in the Options Menu (previous page), so make sure you remember what buttons do what! Remember that in order to restore your controls to their default settings, highlight INITIALIZE at the Controller Config Menu and press the A Button.

BASIC CONTROLS

MOVE PLAYER - Analog Thumb Pad
SHOOT / USE WEAPON - X Button
ACTION (Jump / Climb / Pull Levers) - A Button
CHANGE WEAPON - B Button
RADAR (Turns Map On or Off) - Press the Directional Button Left
TARGETING (Activates 1st Person View when aiming weapon) - L Trigger
CHANGE VIEW (Toggles from Near to Far) - Press the Directional Button Up
STRAFE (Move sideways while firing weapon) - R Trigger
CHANGE STANCE (Kneel or Lay Down) - Y Button
DIVE ROLL - Press the Y Button while holding the Analog Thumb Pad in any direction
DODGING ROLL - While crawling, press and hold the R Trigger and press Left or Right on the Analog Thumb Pad
PAUSE GAME - Start Button

WEAPON CONTROLS

Each weapon in the game (believe us, there's a lot of them) has its own unique way of functioning. Some weapons such as the M-16 (your standard issue weapon) are as easy to use as pressing the L Trigger to aim, then pressing the X Button to fire. Some others, such as Grenades require you to aim using the Analog Thumb Pad while you hold the X Button down. When you want to lob a grenade at an enemy, just release the X Button. Check out the weapons on Pages 15-18 for details on using them and what they can do.

SINGLE PLAYER GAMES

So you think you're tough enough to take on the Tan Army by yourself, huh? Well, here's your chance to prove it! When playing a Single Player game, you can either practice or take on a campaign. At the Main Menu, highlight PLAYMODE and press Left or Right on the Analog Thumb Pad or Directional Button Left, Right. Next, press the A Button or Start to begin playing. Before each mission, the screen will display your objectives that you must complete in order to finish the mission. Pay close attention to these objectives!

BOOTCAMP

Ah, good ol' Bootcamp. These are the testing grounds of all new recruits. Bootcamp features every weapon you will use in the game by providing testing areas. Once you see a large sign, walk up to it. These signs will give you instructions on how to properly use your weapons. You will enter Bootcamp armed only with your standard issue M-16. Different weapons are available at their individual testing areas. Pay attention to your weapon training, it just might save your life!



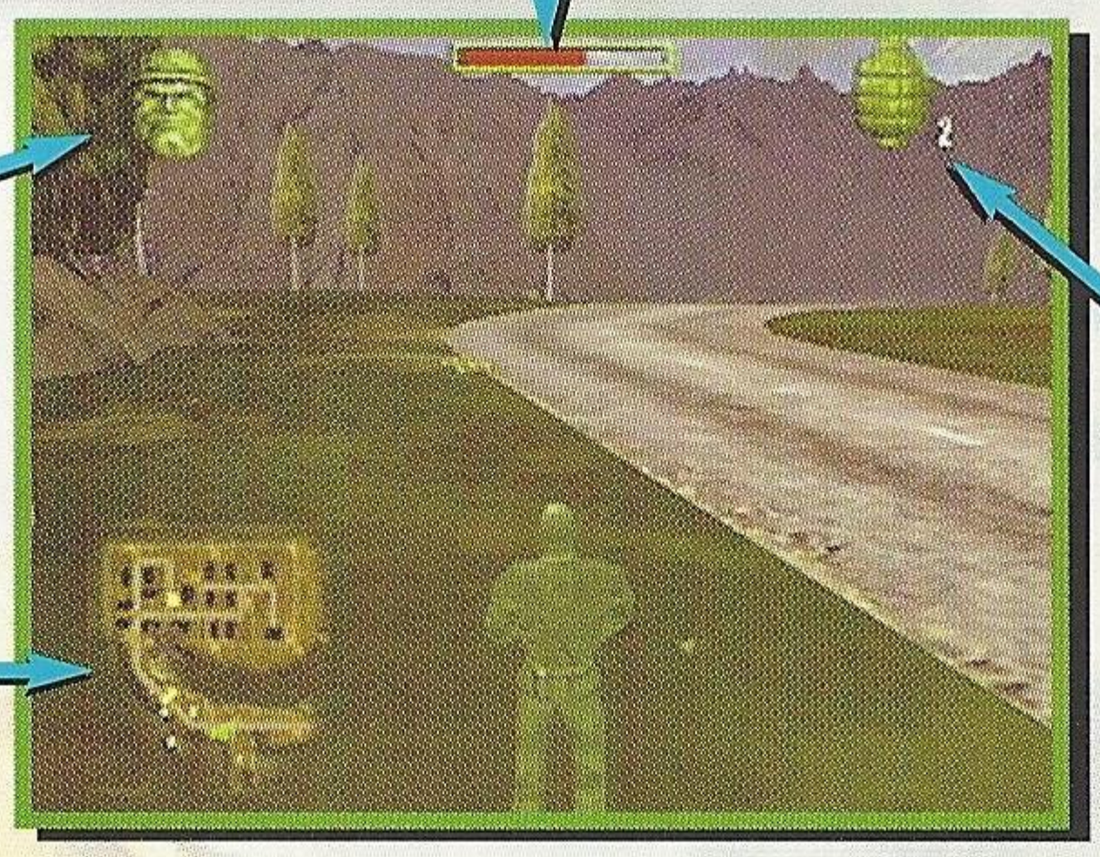
BOOTCAMP OBJECTIVES

- *Complete the Obstacle Course in less than 90 seconds.*
- *Survive the Live Fire Range. That's right, not only will you able to shoot moving targets, but they'll shoot back!*

CAMPAIGN

Once you've completed Bootcamp, it's time to take on the Tan Army! You will assume the role of Sarge and take on a variety of missions and objectives. Make sure you pay attention to your specific objectives before each mission! If you forget them, during a game, press Start to access the Pause Menu. Next, highlight ORDERS and press the A Button to view your objectives. While carrying out your orders, destroy the Tan forces whenever you can!

SINGLE PLAYER BATTLE SCREEN



HEALTH METER

This is one of the most important items to keep your eye on. You will begin each mission with a full meter. When Sarge takes a hit, the red portion of the meter will decrease. Find valuable MedKits (see Page 18) to restore your health. If you don't find a MedKit and the meter runs out, Sarge will die.

SARGE'S FACE



As Sarge takes damage, this gritty hero's face will turn from a smiling soldier into a banged up piece of plastic. When he starts to look bad, find a MedKit!

CURRENT WEAPON / SHOTS REMAINING

This displays the weapon you are currently using. The number below the weapon indicates how many rounds you have left in that weapon. To switch your weapon (if you have other weapons available), press the B Button. You can more ammunition by running over Ammo Boxes (see Page 18).

SINGLE PLAYER BATTLE SCREEN

BATTLE MAP (RADAR)

Thanks to the Intelligence Department of the Green Army, each battlefield has been mapped out for you. There are three modes for using the Battle Map: TERRAIN, FORCE and OFF. To switch between the three, press the Directional Button Left.

TERRAIN MODE

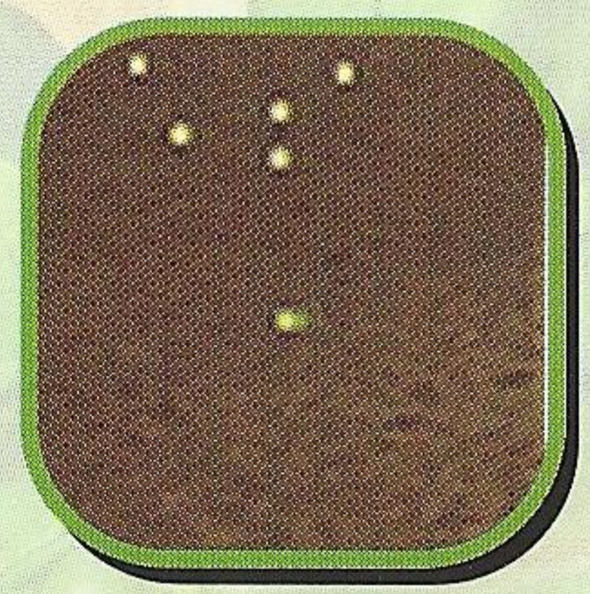
Terrain Mode displays the entire map. This is extremely helpful when planning attacks because you'll see everything on the battlefield including buildings and walls.



- *The green arrow is Sarge's position.*
- *The flashing X represents Sarge's mission objective.*
- *The letter H shows the location of a Green Army evacuation helicopter.*
- *Yellow dots indicate enemy forces, so use caution when approaching these areas.*
- *Green dots are fellow Green Army soldiers.*

FORCE MODE

This mode only displays Sarge and the Tan forces.



- *The green dot in the center of the screen is Sarge. This dot will not move from the center of the map.*
- *Enemy forces will appear as dots moving towards the center of the map.*
- *When a Tan soldier is eliminated, they will disappear from the map.*

MULTI-PLAYER GAMES

Multi-Player games allow between two to four players to compete on one of eight battlefields. The screen will be divided into halves, thirds or quarters, depending on the number of players involved. To begin a game, go to the Main Menu and decide the number of players there will be and what playmode you will be using.

RULES OF MULTI-PLAYER BATTLES

Basically, the only rule that matters is that the first player to earn the designated kill count is the winner. During a battle, players can pick up MedKits as well as additional weapons and ammunition. All players will begin the game with an M-16. There are four types of playmodes to use in Multi-Player games. All modes are based on the "it takes x amount of kills to win" system. 3 TO WIN requires 3 kills to win, 5 TO WIN requires 5 kills and 10 TO WIN...what do you think? The FAMILY mode sets the number of kills to 3 and gives each player unlimited M-16 ammo. In addition to equipping each player with an M-16, each player also receives a Flamethrower, Grenade Launcher, Bazooka, M-60 and a Shotgun.

PLAYER SET-UP SCREEN

Before each battle, all players can set-up their characters.



FLAG & UNIFORM COLOR

Select from GREEN, TAN, GREY or BLUE. When players select the same color, they will be on the same team, but remember that ONLY ONE SHALL WIN! While playing, all weapons laying around appear in your player color.

IDENTITY

Choose from a number of characters in the game to be.

DIFFICULTY

Select from EASY, NORMAL or EXPERT. This allows for players of all experience levels to participate.

When you're ready to get it on, all players must press the A Button to begin the battle.

TOOLS OF WAR

Now for the good stuff! Like a dentist needs a drill, Sarge needs a weapon. There's an entire arsenal of weaponry in this game. The next few pages will give you the breakdown of what each weapon does and how to use them. Keep in mind that the controls listed are based on the game's default settings.

To change weapons, press the B Button. To aim using the gunsight, press the L Trigger.



M-16

The M-16 is the standard issue weapon for all new recruits. Not only does it provide adequate protection and firepower, its ability to be fired on the run as well as from any position makes this a great weapon. Aim your weapon using the gunsight for best results.



M-60

The M-60 machine gun allows you to lay down a fully automatic stream of bullets when you need to. This deadly weapon can be fired from any position and even when you're on the run. Use the gunsight for better accuracy.



SHOTGUN

The Shotgun is another versatile weapon in battle. Best used at close range, the shotgun emits a blast of buckshot about 2 feet wide. This wide area of attack allows you to be a little more careless with your aim. This weapon can also be fired on the run and from any position.



BAZOOKA

The Bazooka is the strongest weapon against tanks or helicopters. For the best results, use the sight. A very destructive weapon, make sure you use its ammunition sparingly in case you encounter any armored vehicles.

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TOOLS OF WAR

SNIPER RIFLE

The Sniper Rifle is one of the most valuable weapons in the game. This weapon can be used in any position, but for the best results, try using it from long distances to take out the enemy. Press the L Trigger to aim the rifle. Press the R Trigger to zoom in and out with the scope. Once you have the enemy in your crosshairs, pull the trigger to take 'em out. Not only is the Sniper Rifle good for picking off enemy troopers, its scope allows you to view objects or potential hazards from far away.



GRENADE

Grenades are small in size but huge in power. Not only will they destroy a cluster of troops or crates (which can reveal hidden ammo or health), but they can also blow up tanks and some buildings. To use a grenade, press and hold the X Button to activate the grenade targeting marker. This marker can be moved (aimed) by moving the Analog Thumb Pad. When you've moved your marker over your target, release the X Button to throw the grenade. Remember that when using a grenade, Sarge will be unable to move until the weapon is thrown.

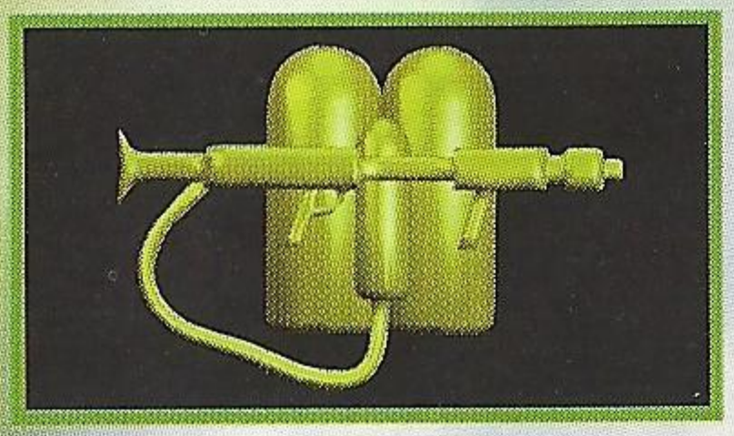


GRENADE LAUNCHER

The Grenade Launcher allows you to move while firing, something that ordinary grenades don't allow for. For the best results, aim the weapon (L Trigger) first. Next, move your crosshairs slightly above your target. You must aim the weapon this way due to the fact that when used, the Grenade Launcher lobs a grenade at the opposition. Remember that the longer the distance to your target, the higher you will have to aim. When used correctly, the Grenade Launcher is a highly flexible and deadly weapon.



TOOLS OF WAR



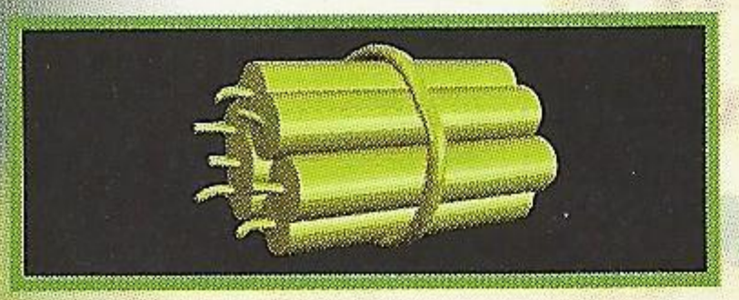
FLAMETHROWER

Scorching hot flames and plastic just don't mix. When activated, the Flamethrower will lay down a path of burning terror directly at your enemy. When the flames connect (whether its with you or them) a soldier will run around for a few seconds before being reduced to a melted clump of plastic. This weapon is best used in close distances for clearing a number of enemy troops. It can be used on the run, which allows you to toast a few troops before turning tail and running.



MORTAR

The Mortar cannon is used in the same manner as the Grenade, meaning you must be in a stationary position before using it. Press and hold the X Button and aim with the Analog Thumb Pad. Release the X Button to fire. Not only is the Mortar a more powerful weapon than the Grenade, it has an extremely long range of attack. This allows you to hit enemies without them seeing you. If you see a tank, the Mortar cannon is a safe way to destroy it without having to get in close.



TNT

Very easy to use and extremely powerful, this little bundle of joy is used when you want to blow things up. To use TNT, simply walk up to the target and press the X Button. When activated, you will have 10 seconds to get your green butt out of the area!

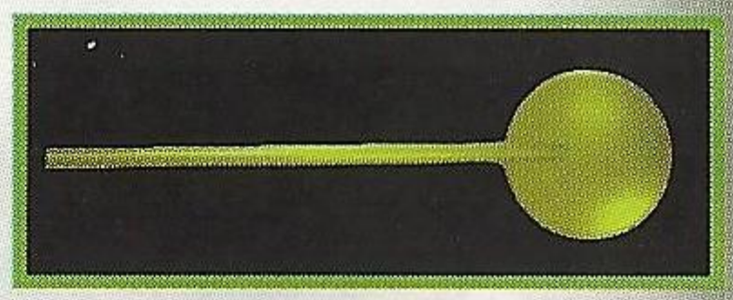
TOOLS OF WAR

MINE



Mines should be used in areas such as roads or where there is a lot of moving activity. When placed, a mine will detonate when something comes in contact with it. To place a mine, press the X Button. Keep in mind that mines are buried underground and will be invisible. The only way to detect these hidden weapons is with a Minesweeper.

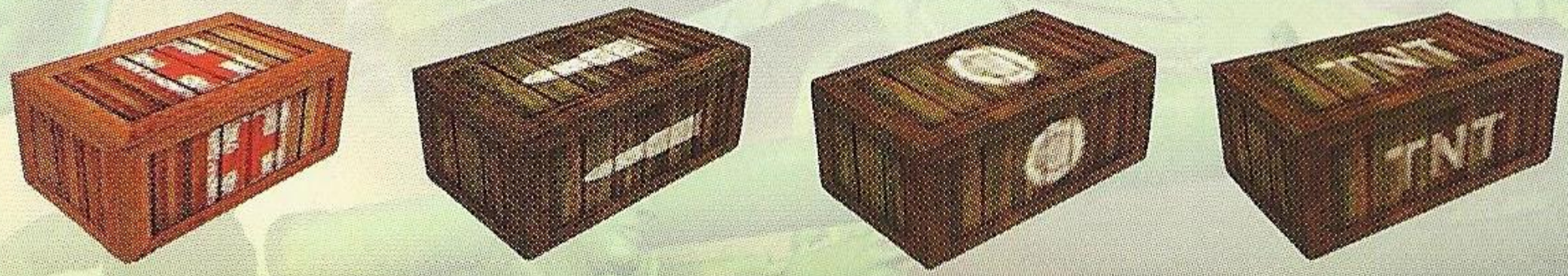
MINESWEEPER



As just mentioned, the only way to see mines is with a Minesweeper. On the battlefield, signs will show you if you are entering a minefield. When you plant a mine, it's up to you to remember where you put it. To use the Minesweeper, press and hold the X Button. The sound you hear is the Minesweeper scanning for hidden mines. When one is found, Sarge will stop and point it out to you. After a mine is detected, it will be remain visible.

CRATES

Each level is full of valuable crates. Crates contain either ammo or health. MedKits contain health that will completely fill Sarge's life meter. Ammo crates provide ammunition to your guns as well as mines, TNT or grenades. The crates below will give you an idea of what to look for.



ROLL CALL



SERGEANT HAWK A.K.A. "Sarge"

The hero of our story, Sarge is the tough-as-nails leader of Bravo Company. After witnessing his father's demise at the hand of the Tan Army, Sarge vowed to avenge his father's death by defeating the Tan forces whenever he can. Whether the battle takes place across the vast dunes of a sandbox or the dangerous depths of a bathtub, Sarge and Bravo Company will be there to put an end to Plastro and his evil forces.



COLONEL GRIMM

The veteran of many battles, Col. Grimm looks after Sarge as if he were his own son. Serving as the commander of Bravo Company, Col. Grimm hopes that Sarge will one day marry his daughter, Vikki. Col. Grimm knows that this won't happen until peace is once again restored in Plastic World.



VIKKI

The daughter of Col. Grimm, Vikki lost her mother at an early age. Since then, she's become an ace reporter and the love of Sarge's life. She isn't a member of the Bravo Company Commandos, but things are about to change, dragging Vikki deep within the Green-Tan war.

ROLL CALL



GENERAL PLASTRO

General Plastro is the evil leader of the Tan Army. His sinister deeds have thrown the once peaceful Plastic World into total chaos. This dictator was responsible for the death of Sarge's father, a crime that Sarge will not allow to go unpunished. Ruling with a plastic fist, General Plastro's wicked ways will not cease until the battlefield is strewn with the melted bodies of the Green forces.

BRAVO COMPANY COMMANDOS



HOOVER

The Minesweeper of Bravo Company.



RIFF

Bravo Company's Bazooka Man.



SCORCH

Bravo Company's Flamethrower.



SHRAP

The Mortar soldier of Bravo Company.



THICK

Bravo Company's M-60 Machinegunner.

KNOW YOUR ENEMY

Your missions won't be easy. In addition to the evil Tan Army, you'll square off against a variety of enemies and challenges. Only a true soldier like Sarge is able to take on such odds.

ENEMY FORCES

The Tan Army is a well-equipped one. Their forces consist of every type of soldier imaginable. Some of the lethal troops in their ranks consist of snipers, flamethrowers, grunts and bazooka soldiers. In addition to troops, the Tan Army has a nightmarish fleet of armored vehicles. Tanks are slow-moving but extremely powerful. Attack Helicopters are fully equipped with heavy machine guns. Helicopters are a serious threat and you need to know how to fight them. V-Bots are giant robots that not only unleash a barrage of bullets, but they also shoot flames as well. All heavily armored machinery can be taken out with bazooka fire, grenades (or the grenade launcher), or if it's land based, mines.

Spies are a part of every war. These phantom soldiers are well-hidden, providing the enemy with vital intelligence information. The Blue Army has its spies working for the Tan forces. The capture of these Blue Spies is crucial to the Green Army, as the information they hold can prove extremely valuable.

Giant insects can also make a bad day for Sarge. Ants are fast-moving and capable of causing severe damage. Giant spiders are slow, but their bite is twice as deadly as that of an ant. Both spiders and ants should be destroyed from a distance.

YOUR MISSIONS

This game is packed with 16 missions for you to take on. Each one will bring new dangers and never-before-seen challenges. Pay very close attention to your mission briefing before you begin playing. The briefing will tell you exactly what needs to be done in order to complete your mission, as well as provide you with a few hints. If you forget your assignments, press the Start Button to Pause the game. At the Pause Menu, select ORDERS and press the A Button. Your mission objectives will be displayed.

The terrain in your missions will differ from time to time. General Plastro's forces are scattered throughout Plastic World and it's up to you to stop them! You'll travel to dangerous places such as a garden complete with snipers and killer ants, a snowy mountain prisoner compound, a sandbox, a bathroom and even the kitchen sink! It's you against them so remember what you've been taught. Sarge may be tough, but he's not invincible. Failure is not an option, for if you don't succeed, the Tan Army will finally rule once and for all!







MILITARY INTELLIGENCE

There's just some things that can't be taught in basic training. Pay attention to the following information! It just may save your green butt in battle!

- *Be careful around water. If you fall in, you'll have to start the mission over.*
- *Soldiers armed with flamethrowers are very fast. Take 'em out as soon as you can!*
- *Tanks should be destroyed from a distance.*
- *Always look for climbable objects.*
- *Learn to strafe when shooting! It works great when approaching blind corners.*
- *Take out helicopters as soon as you can! You'll pay for it if you don't.*
- *Lay mines in the path of oncoming tanks or enemy troops. Be careful you don't step on one of your own! Use the minesweeper (if you have it) to locate mines.*
- *Keep a good eye on your battle map. Studying it may find an alternate route to take!*
- *Blow up large crates if possible. They may reveal hidden weapon crates and MedKits!*
- *Remember that you can't store MedKits. Remember their location for when you need one.*
- *Switching to Targeting Mode (L Trigger) can allow for better visibility at times. Remember to use the Sniper Rifle's scope to check an area out before entering.*
- *Hidden weapons are all over the place! A little recon might come in handy.*
- *Familiarize yourself with your weapons in Boot Camp. You'll thank yourself later.*
- *Run in a zigzag pattern to avoid helicopter fire. When the chopper turns away from you, blast 'em away!*

FIELD NOTES

Alright soldier, here's some space for you to use to gather your own intelligence. Feel free to take down any notes you may find in the game. Information such as hidden crates, shortcuts and level passwords will be valuable for future games. You might want to do some recon in magazines or on the internet. These are terrific resources for finding codes and other hints.







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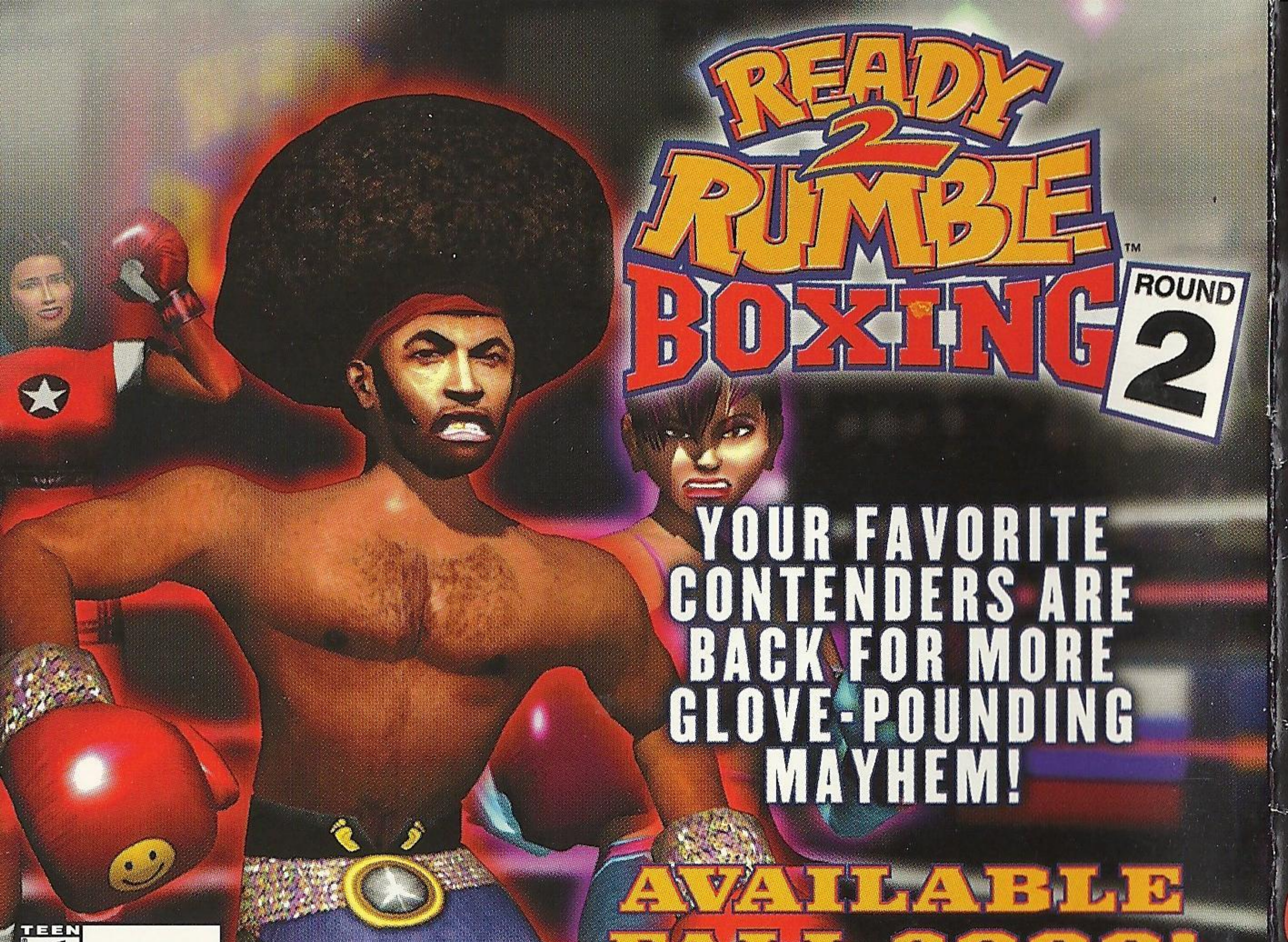
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