PlayStation

NTSC U/C

PlayStation

TEEN

T

CONTENT RATED BY ESRB

SLUS-00914
PMN-5026-151

ARMY MEN™
SARGE'S HEROES™



ARMY MEN AIR ATTACK
DEMO INCLUDED!

REAL COMBAT. PLASTIC MEN.™

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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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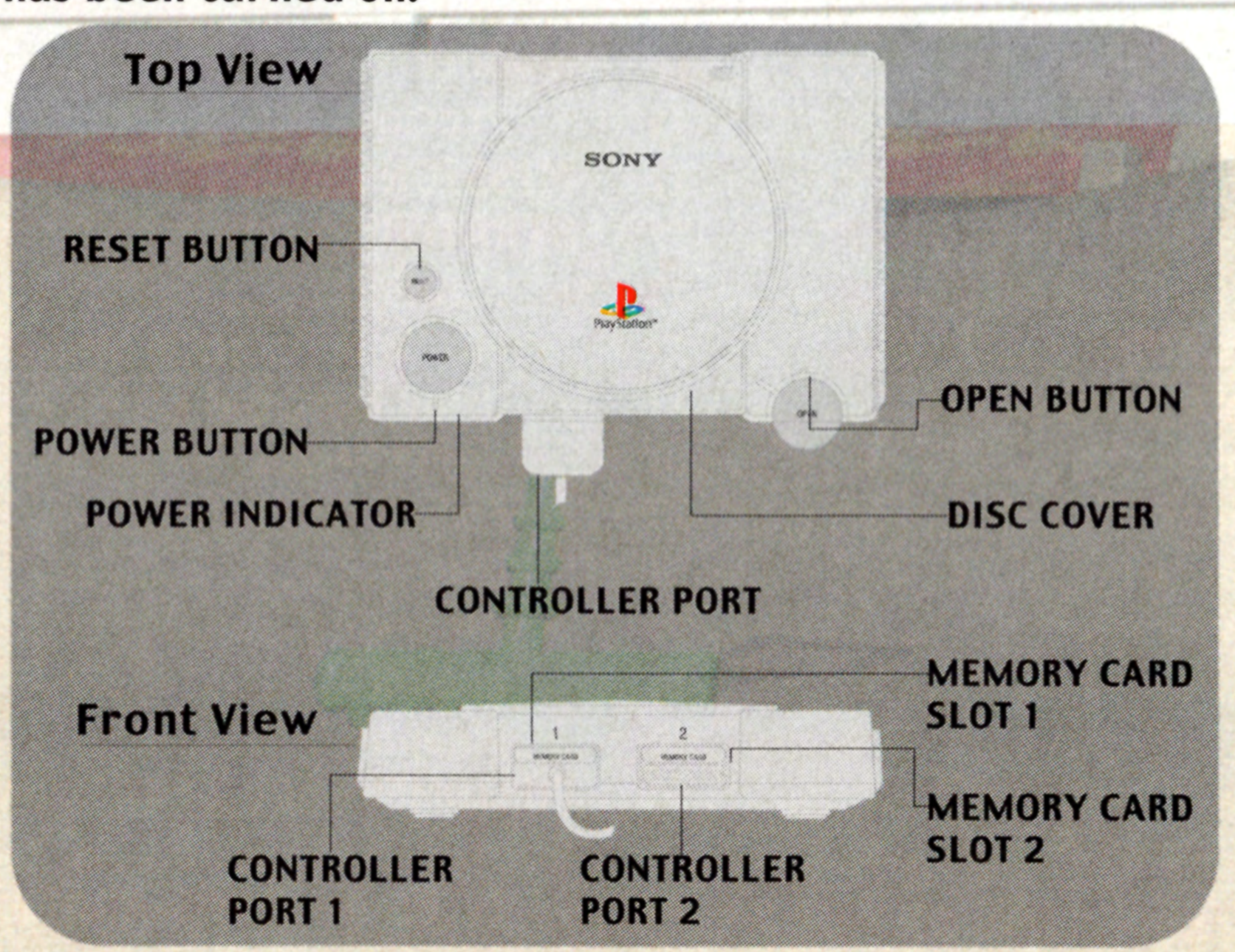
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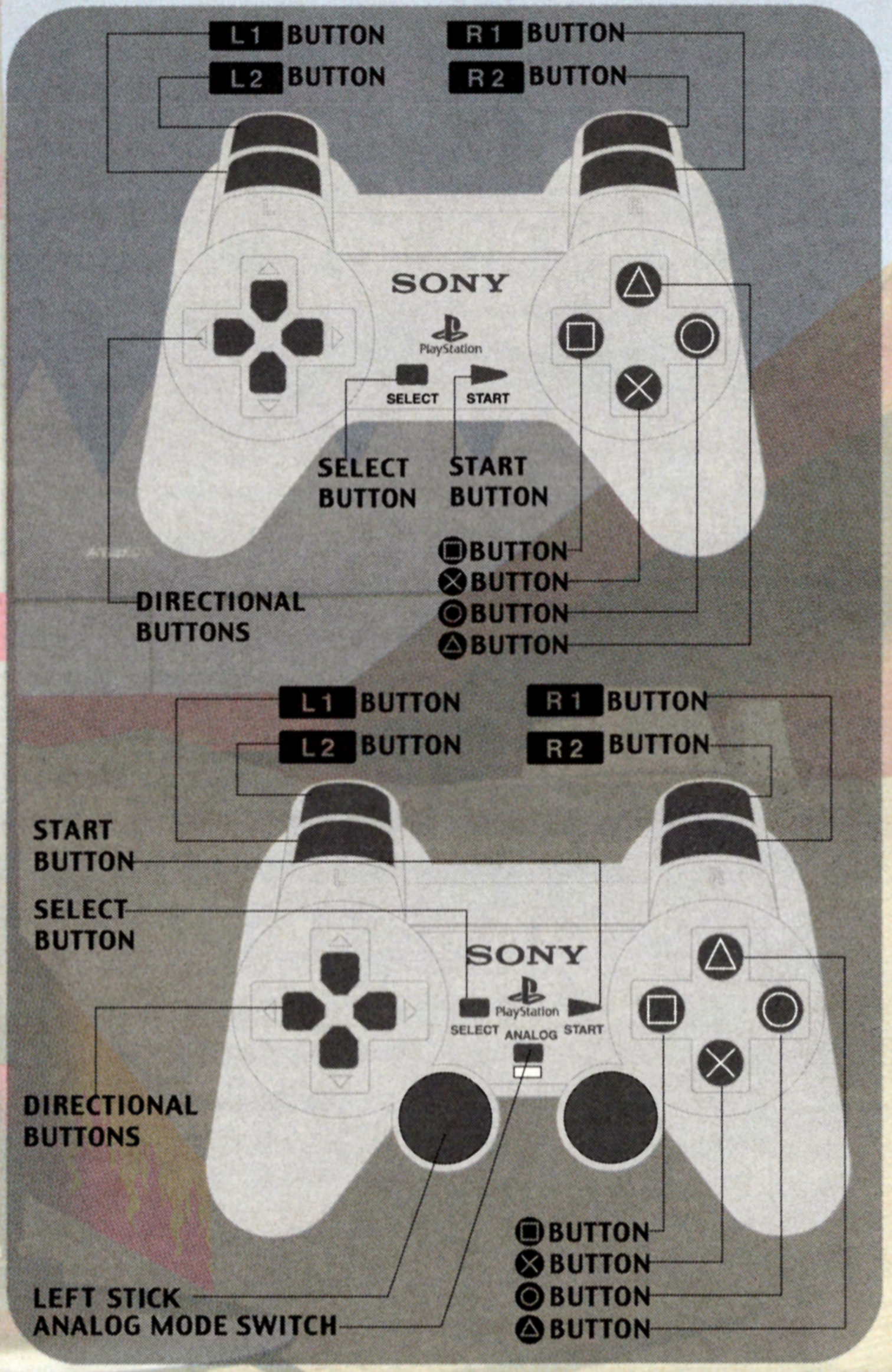
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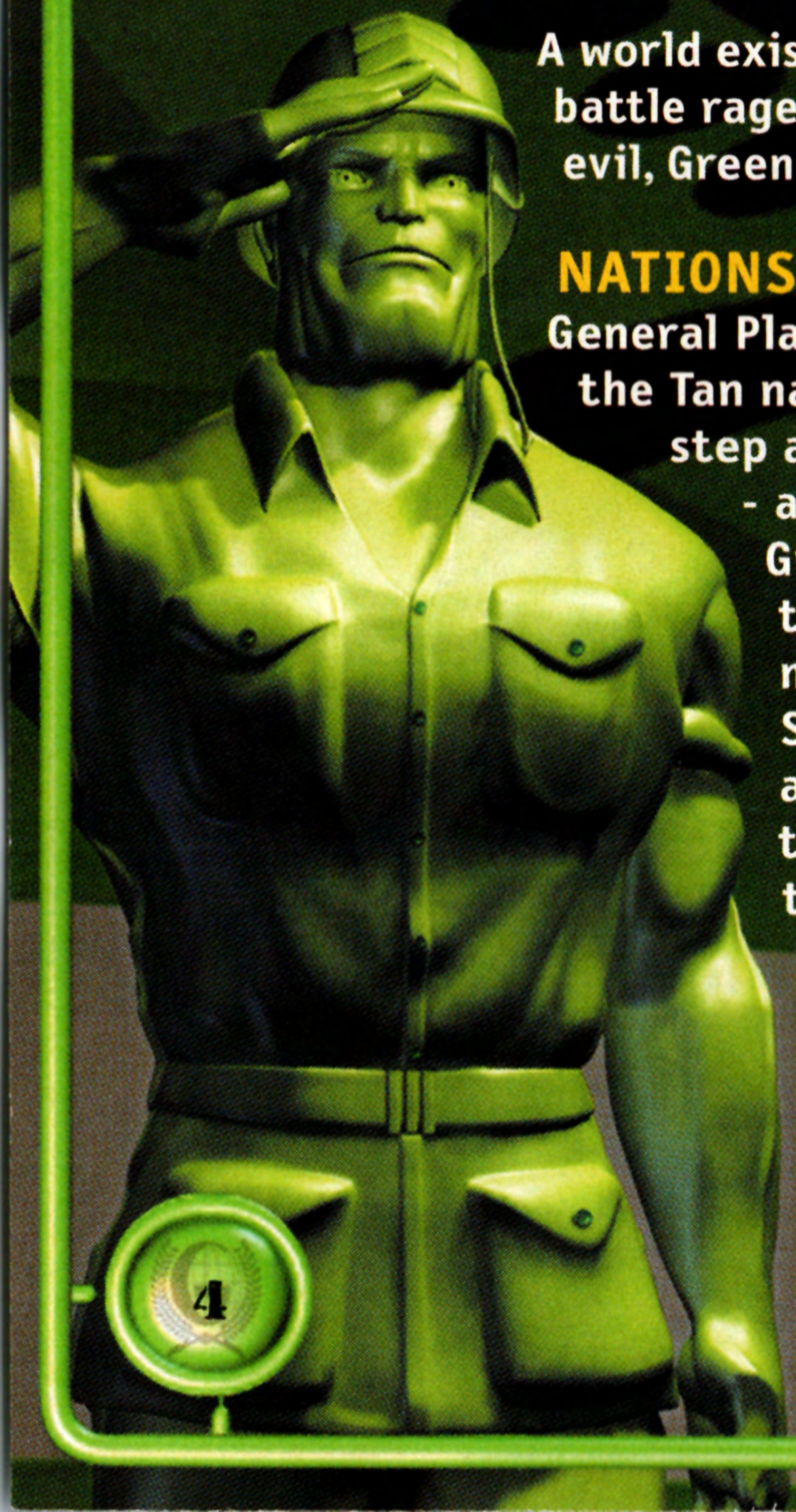
GAME SETUP

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Army Men™ - Sarge's Heroes™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game. If you wish to load or save information during play, insert a Memory Card, with at least 1 free Memory Card block into Memory Card slot 1. See those sections later in this manual for more details. It is advised that you do not insert or remove peripherals or Memory Card once the power has been turned on.




L1 BUTTON
L2 BUTTON
R1 BUTTON
R2 BUTTON
SONY
PlayStation
SELECT
START
SELECT BUTTON
START BUTTON
DIRECTIONAL BUTTONS
BUTTON
BUTTON
BUTTON
BUTTON
L1 BUTTON
L2 BUTTON
R1 BUTTON
R2 BUTTON
START BUTTON
SELECT BUTTON
SONY
PlayStation
SELECT
ANALOG
START
DIRECTIONAL BUTTONS
LEFT STICK ANALOG MODE SWITCH
BUTTON
BUTTON
BUTTON
BUTTON

COLOR OF WAR



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

NATIONS AT WAR

General Plastro is the insidious dictator who rules the Tan nation with a plastic fist. Plastro is only one step away from ruling the entire Plastic World - all that stands in his way is the brave Green Army, who are outnumbered 50-1 by the Tan horde. Fortunately for the Green nation, it has Sergeant Hawk (A.K.A. Sarge), a one-man wrecking ball, trained and guided by the brilliant Colonel Grimm to be the leader of the most elite squad in the army... the Bravo Company Commandos. With Sarge and the Bravo Company Commandos opposing him, Plastro's plans for world domination have been thwarted - until now.

SNEAK ATTACK!

General Plastro doesn't believe in fighting fair. Sarge wakes up one morning

to a sneak attack mounted by Plastro on Bravo Company HQ. By the time Sarge fights off the overwhelming Tan forces and gets Colonel Grimm to safety, he finds that Plastro has captured the five Bravo Company Commandos! Sarge must rescue the Commandos before it's too late. But where have they been taken? Even Vikki Grimm, the Green nation's star reporter (and beautiful daughter of Colonel Grimm) has no information - it's as if they've vanished into thin air!

GATES TO ANOTHER WORLD

Plastro and his evil Tan scientists have recently discovered a group of mysterious devices known as Portals. Portals offer passage to another dimension. This strange land contains weapons of awesome power that plastic soldiers have never seen before. General Plastro plans to use locations in the new world to hide some of the the kidnapped Bravo Company Commandos, while his men seek new weapons to use against the Green Army.

A DESPERATE GAMBLE

Can Sarge, alone and outnumbered, survive long enough to rescue his men, shut down Plastro's Portals and halt the Tan army's inexorable attack? And what about the awesome new weapons Plastro is mobilizing from the other dimension, like the dreaded V-Bot? Sarge has to move fast, especially since Vikki Grimm, his true love, is about to be dragged into the conflict by a twist of fate. It's a one in a million shot, but Sarge is the toughest plastic soldier in the Green Army - and he loves a challenge. Knowing General Plastro, he'll get one. Sarge had better be on guard for more nasty surprises on his road to victory!

MENUS AND OPTIONS

MAIN MENU



BOOT CAMP — The basics of battle. Control Sarge through a series of drills and weapon ranges to prepare for your missions. (There are no enemies in Boot Camp only targets.)

CAMPAIGN — Commence with Sarge's current orders. Control Sarge on his mission of restoring prosperity to the Green nation and therefore ending the evil tyranny of the Tan Army. If a saved game is detected, it will automatially be loaded. Otherwise, pressing the START button begins the campaign (or press the ⊗ button while campaign is selected to select a campaign act).

MULTI-PLAYER — Classic multi-player deathmatch for two players. Match your skills against a friend and earn some bragging rights! The first player to achieve 3, 5 or 10 kills wins the war.

MOVIES — This option allows you to take a peek at the movies that present the Army Men - Sarge's Heroes story.

CREDITS — Here you can see the names of the people responsible for bringing you the Army Men - Sarge's Heroes game.



OPTIONS

AUDIO — This option allows you to adjust the volume of the game's Sounds and Music and set up the game for either Mono or Stereo sound.

DIFFICULTY — Here you can set your game's difficulty level. You can choose from: Easy, Normal or Hard. On higher difficulty settings, Sarge will take more damage from enemy attacks.

CONTROLLER 1 — Here you have the option to go to the configuration screen or toggle the vibration on or off. To customize controls you must go to the Configuration screen (see instructions on page 10).

CONTROLLER 2 — This option works the same as Controller1.

BIOS — Here you can view the biographies of any of your favorite soldiers.

AMAA DEMO — Play a demo for Army Men - Air Attack™.

PAUSE MENU

RESUME — Resumes game.

SHOW OBJECTIVES — Lists mission objectives, both completed and incomplete.

AUDIO — Allows you to adjust the sound effects settings in relation to the music within the game.

VIBRATION — Toggle the vibration mode on or off (vibration compatible controllers only).



QUIT — Gives player the option to abort the current game. Quits game and returns player to Mission Summary Screen.

MISSION SUMMARY SCREEN

RESTART — Restarts the level (only appears after you have been defeated.)

QUIT — Brings you back to the Main Menu.

CONTINUE — Go to the next level.



GAME MODES

BOOT CAMP

Boot camp consists of drills and weapon ranges where you can practice and sharpen your skills.

CAMPAIGN GAME

The Campaign consists of a series of missions with one or more objectives to complete. You do not receive any special benefit for eliminating the opposition, so concentrate on achieving your mission objectives. You can review your mission status at any time by pausing the game and selecting Show Objectives. If someone you rescued is following you, don't let them be killed or the mission ends!

MULTI-PLAYER BATTLES

In this game mode, two players go head-to-head. One player will be Green and one will be Tan. This option will only be available if two controllers are plugged into your PlayStation game console. Family Mode is a variant that is easier to play — complex weapons are not used, and players automatically use their weapons they collect.

MAP SELECT SCREEN

Choose from several multi-player battlefields on this screen using the directional buttons. Press the ⊗ button to begin play on the selected map.

CONTROLS



CUSTOMIZING CONTROLS

From the Main Menu, select Options, then choose either Controller1 or Controller2. Once selected, highlight Configuration and press the ⊗ button. Now, highlight the button you wish to change using the directional buttons and cycle through the different commands using the ⊗ and ▣ buttons. The commands that you select will swap positions with the current button. Confirm your setting with the "Done" selection.

SNIPER SCOPE / BINOCULARS CONTROLS

Press and hold the R1 button to activate the scope. Aim with the directional buttons. Press the L1 or L2 buttons to zoom in and out. Press the ⊗ button to fire.

TANK CONTROLS

To enter tank, walk Sarge up to a Blue or Green tank, he will automatically enter.

Directional Button	Moves tank
⊗ Button	Fires cannon
△ Button	Exit tank
L2 Button	Rotates turret left
R2 Button	Rotates turret right
R1 Button	Activate turret gunner mode
Directional Button	Turn turret and raise and lower gun
▣ Button	Quick rotate turret 180°

DEFAULT CONTROLS

Directional Buttons / Left Stick - Move Sarge

△ Button Jump / Climb - Will also make Sarge stand from a prone position

○ Button - Weapon select

✕ Button - Fires weapon

□ Button - (While running) Dive

□ Button Kneel / Go Prone - Once in a kneel, pressing the □ button again will make Sarge go into a prone position, pressing the □ button again, will make him go back into a kneel (Sarge crawls when the directional buttons are pressed from a prone position, but when kneeling, pressing the directional buttons moves him into a run)

SELECT Button - Toggle map on/off

START Button - Pause game

L2 Button Strafe Left / Roll Left - Strafe left or roll left when in a prone or kneel position

L1 Button - 180° quick turn

R2 Button Strafe Right / Roll Right - Strafe right or roll right when in a prone or kneel position

R1 Button Hold for First-person Targeting Mode - Hold the R1 button to activate first-person mode, and use the directional buttons or left stick to aim

R1 + R2 + L1 + L2 - Toggle Radar on/off

ACTION SCREEN

The Action Screen is where all of the battling takes place. Before the mission starts, familiarize yourself with the icons and information that can be found on it.

SARGE - Sarge's picture reflects his current health.

HEALTH BAR - Shows Sarge's current status. If it goes all the way down... you've lost the level!



CURRENTLY SELECTED WEAPON - Shows which weapon Sarge currently has selected for use and his current supply of ammo.

MAP (bring up with the SELECT button) - Not shown. Shows your location in the level and the situation locally (white dots for objectives, yellow dots for infantry, red for tanks, helicopters and other major opponents). Distant enemies are not shown.

RADAR - The arrow shows which direction Sarge is facing and enemy units in the vicinity (yellow dots for infantry, red for tanks, helicopters and other major opponents).

FACES OF WAR

SERGEANT HAWK (a.k.a. Sarge) is the Bravo Company's unquestioned leader. He's an experienced soldier who has seen it all. 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 kidnapped by Tan attackers and is now presumed dead. Sarge vowed that he wouldn't rest until his father's death was avenged.

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 though, and if it weren't for her beautiful face and well-toned figure, you'd think she was another of the Bravo Company Commandos!



COLONEL GRIMM is a battle-tested veteran. He commands the elite Bravo Company Commandos, and 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.

SQUAD MEMBERS

You are in control of Sarge! Sarge can use every weapon on the battlefield. Sarge also has a squad of some of the toughest vets ever molded into an army. The squad consists of five members, who are all specialists of a particular weapon. Together they are known as the "Bravo Company Commandos."

SCORCH - Flamethrower Man
SHRAP - Mortar Man
THICK - M-60 Machine Gunner
RIFF - Bazooka Man
HOOVER - Minesweeper Man

SCORCH

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 and ooze into nothing but water-resistant paint.



STR
INT
BRV

Flame thrower



SHRAP

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 field artillery. Sarge sometimes gets annoyed with Shrap's free spirit...but what's a "Sarge dude" to do?





THICK

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 the mind of a rock.



RIFF

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.



STR
INT
BRV

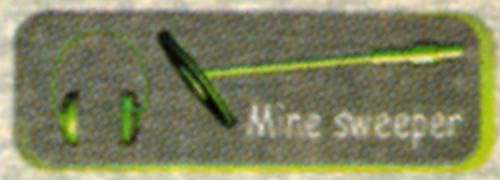


HOOVER

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.



STR
INT
BRV



WEAPONS AND ITEMS

M-16 ASSAULT RIFLE



This lightweight weapon is standard issue and Sarge begins every battle 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 + directional buttons to aim).
Note: On EASY difficulty, the M-16 *gets infinite ammunition!*

M-60 MACHINE GUN



When Sarge wants to lay down a punishing barrage of automatic fire, the M-60 is his weapon of choice. The M-60 can be fired from any position. It takes down Tan enemies faster than a weed-wacker cuts through dandelions.
Hold R1 + directional buttons to use the gunsight.

SNIPER RIFLE



The Sniper Rifle is a precision shooting instrument. It comes with a scope that allows for zooming in and out on enemy targets. It is used for long range shots or when Sarge needs to be extremely stealthy. The Sniper Rifle does more damage than the M-16 with each individual bullet.
Press and hold the R1 button to activate the scope. Aim with the directional buttons. Press the L1 or L2 buttons to zoom in and out. Press the ⊗ button to fire.

FLAMETHROWER



This weapon is every plastic soldier's worst nightmare - it melts them. The Flamethrower is very effective in tight areas with multiple attackers.

BAZOOKA



This baby will even up a fight with a tank, giant toy or a helicopter. The Bazooka has limited ammo so it is best to save your Bazooka charges for heavy armor. The Bazooka can be fired from any position.
Hold R1 button + directional buttons to aim.

GRENADES



Whether Sarge wants to take out a whole squad or a single enemy hiding around a corner, the Grenade is his weapon of choice. The Grenade uses a targeting cursor that determines the distance of Sarge's throw. Sarge must remain stationary when throwing a Grenade.
Press and hold the ⊗ button, a moving Red cursor will appear. Move the directional button left / right to set the direction of the throw. When the cursor is positioned over the target, release the ⊗ button to toss the Grenade. The Grenade will bounce, with the distance based on the terrain.

MORTAR



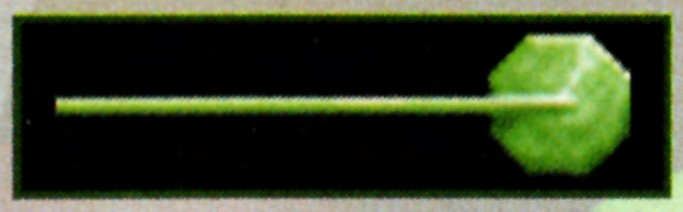
The Mortar is a long range weapon that can inflict major damage on just about any enemy in the game. The Mortar uses a targeting cursor that determines the projectile's range. Sarge must remain stationary when firing a Mortar.
Press and hold the ⊗ button, a moving Red cursor will appear. Move the directional button left / right to set the direction of the shot. When the cursor is positioned over the target, release the ⊗ button to fire the shell.

BINOCULARS



Binoculars allow Sarge to survey an area prior to passing through. Binoculars have a zoom in and out mode that allows for viewing very distant objects.
Press and hold the R1 button to activate the binoculars. Aim with the directional button. Press the L1 or L2 buttons to zoom in and out.

MINESWEEPER



Keep your eyes peeled for minefield warning signs. When navigating a minefield, move slowly while holding the ⊗ button. If you hear a short whistling sound, you are close to a mine. Mines will appear when they are within the sweeper's radius. Once a mine appears, it will become deactivated.

MINES



Sarge can drop small land mines for unsuspecting enemies to step on. Press the ⊗ button to lay a mine.

FIRST AID PACK



Heals Sarge and anyone traveling with him to full health.

AMMUNITION PACK



Contains ammo for Sarge's M-16 Assault Rifle.

TANK



Sarge's vehicle of choice to maximize firepower and protection. To command a tank, move Sarge into it and he'll take control. See page 10 for more information on how to control the tank.

ENEMIES



THE TAN ARMY

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

GENERAL PLASTRO

Plastro is the Tan Army's sadistic leader. He rules with a plastic fist 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.

TAN 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. Helicopters can also deploy Tan troopers.

TAN TANKS

Tanks are slow and easy to hit with a Bazooka. But their extreme fire power demands respect. Don't get caught in their path or staring down the barrel of one of these babies!

V-BOTS

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

ANTS

Ants are always raiding picnics - but this time, Sarge is lunch. They attack fast, and can cause severe injury if they get their chompers on him.

SPIDERS

Spiders are slow but twice as deadly as ants. Kill them before they can bite Sarge. Maybe some grenade action?

COCKROACH

Roaches are the toughest insects in the game. Not only are they fast and dangerous, they also have armored bodies. Be prepared for a good fight!

PRECIOUS THE POODLE

"Precious" the Poodle is one of the most dangerous enemies in the game - while a poodle may not seem very dangerous, imagine one that is as big as an elephant. Precious guards the house in our world. She will attack anything that moves!

MISSIONS

ATTACK

The Tan Army raids the Green base in an early morning surprise attack. Fight off the Tan forces and rescue Colonel Grimm. Watch out for heavy fire and mine fields as you escort Colonel Grimm to the evacuation location.

BLUE SPY

A Blue Spy hides in a small town. It's up to Sarge to find and capture him. The information that he has could reveal Plastro's master plan to destroy the Green Army. Sarge's search will take him beyond the world he knows.

THE OTHER WORLD

The Blue Spy is scummier than a bathtub ring, but if Sarge can get him out alive he'll reveal Plastro's master plan. Walk carefully around the bathtub 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. Sarge must take out the perimeter defenses and infiltrate the base. Rescue Riff before he's destroyed by Plastro's super weapon. Once rescued, Sarge must escort Riff back to the evacuation location.

HOOVER

The Forest is crawling with Tan snipers and ambushes behind almost every turn. Sarge needs to be extra careful as he searches for Hoover, the squad's Minesweeper. If Sarge can rescue Hoover and keep him alive, he'll lead him to one of the mysterious Portals.

THICK

Sarge returns to the alternate world to find and rescue Thick, the squads less than brilliant M-60 Machine Gunner. Killer ants team up with the Tan Army to stop him. Strands of grass block your shots and tanks patrol the flower beds as Sarge makes his way through the Garden.

SNOW

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

SHRAP

Plastro's experimenting with a sinister device and Shrap, the squad's Mortar Man is the next test subject. Sarge will have a limited amount of time to rescue Shrap and then escort him to the helicopter evacuation location.

FORT PLASTRO

Sarge is a one-man invasion force! His mission is to break into Plastro's impenetrable fortress, to do this he will need to turn off the Bug Zapper fence that protects the fortress perimeter. Once inside Sarge will need to fight to get to the Portal.

SCORCH

The Portal takes Sarge to our world. Sarge will need to fight his way across the backyard, to the dog house where he will rescue Scorch, the squad's Flamethrower man. Sarge will then need to escort Scorch to another Portal so they can get back home to the plastic world.

SHOWDOWN

Sarge sneaks back into Plastro's island fortress. He must smash the fortress defenses and open the main gate for the Green invasion force before Plastro releases his dreaded 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. Sarge must fight his way through Plastro's elite guards to find a skyrocket.

KITCHEN

Plastro's forces are holding Vikki Grimm and Sarge must survive the battle of the counter top if he is going to have any chance of rescuing her. Snipers command the battlefield from the tops of cereal boxes.

LIVING ROOM

Sarge will need to battle his way through the living room to secure the Christmas tree. Plastro will throw everything he has at Sarge in order to stop him.

THE WAY HOME

The final showdown with Plastro is about to take place in the hallway. Sarge will have to fight his way through countless Tan enemies and Plastro's super weapons to get back home.

STRATEGIES

STRAFING

This is one of the most important skills in the game. If you are getting killed often, it is probably because you aren't strafing.

FIRE AND FLAMETHROWERS

If Sarge is on fire, drop yourself to the ground (use the ● button to dive) and roll to put out the fire.

USING FIRST AID PACKS

While First Aid Packs are not usable if Sarge is at full health, he will use one if he is even a few points below full. Think carefully before you run over one of these life-saving items. Is Sarge badly wounded? If not, you may want to wait until his health bar is a little lower, because once he uses one of these, they're gone, even if just a few points were healed. If Sarge is escorting a friend and he is wounded, Sarge can use a First Aid Pack to heal his buddy. This works even if Sarge is at full health.

GOING PRONE

Look for covering terrain that Sarge can hide behind while prone, like logs and sandbag walls. Sarge can shoot and be shot while behind these objects, but the opponent will have a harder time hitting him!

AUTO TARGETING

Keep your eyes open for Sarge's targeting cursor. It shows the enemy you are about to shoot.

FALLING

Sarge can take damage and even die by falling too far a distance. You should learn what short distances are acceptable for not taking damage.

MAP

Keep an eye on your Map and always look for alternate routes. You don't need to make contact with every soldier.

ATTACKING

Running and gunning may work in some missions, but not all. Many times you need to move forward slowly and carefully.

ENEMIES

Make eliminating Flamethrower, Grenadier and Bazooka enemies your highest priority.

WEAPONS

Grab every weapon you can and use all your weapons. Each has unique combat applications. Grenades and Mortars are not good weapons to use out in the open. If you are shot while targeting one of these weapons, it will temporarily stop you from firing.

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

Calls to the Hint Line cost $0.99 per minute for recorded hints and Tips; calls must be made from a Touch Tone Phone. If you are under 18 years of age, you must get your parents' permission before calling.

CUSTOMER SERVICE INFORMATION

WEB SITE

Visit WWW.3DO.COM/SUPPORT for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.
CUSTOMER SUPPORT E-MAIL ADDRESS - If you want to ask a specific technical question, you can use the online email form available at our web site or send email directly to CUSTOMER-SUPPORT@3DO.COM.

PHONE

If you would prefer to call us, our Customer Support phone number is:
(650) 261-3454, MONDAY THROUGH FRIDAY, 9:00AM - 12:00 NOON AND 2:00PM - 5:00PM, PACIFIC TIME.
You can also send us a fax at (650) 261-3419.

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