PlayStation

NTSC U/C

PlayStation

# ARMY MEN®

# SARGE'S HEROES™ 2




REAL COMBAT. PLASTIC MEN.®

3DO™

TEEN

CONTENT RATED BY ESRB

SLUS-01202
PMN-5089-151

**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 peripherals may damage your PlayStation game console and invalidate your console warranty.

**HANDLING YOUR PLAYSTATION DISC:**

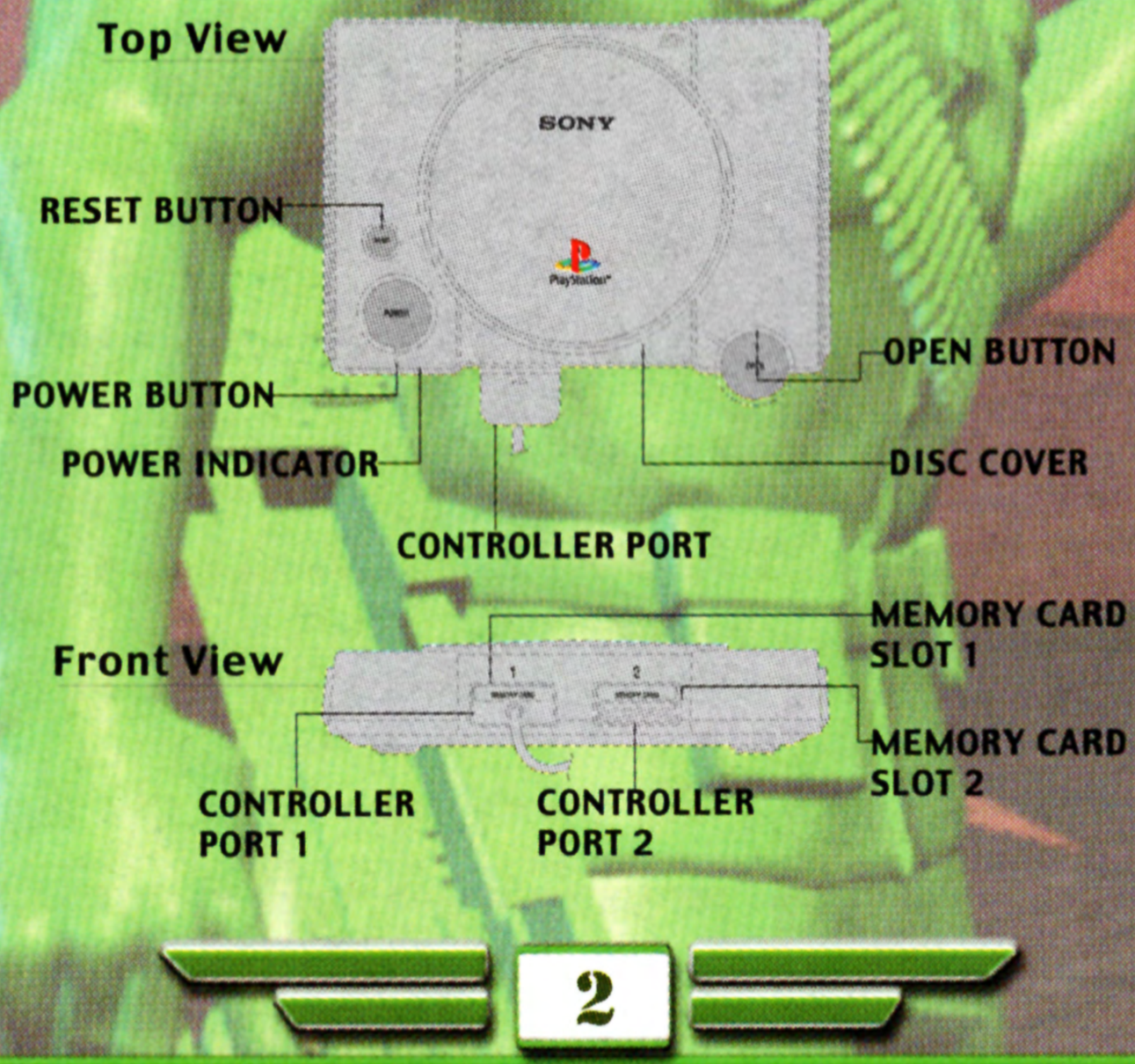
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
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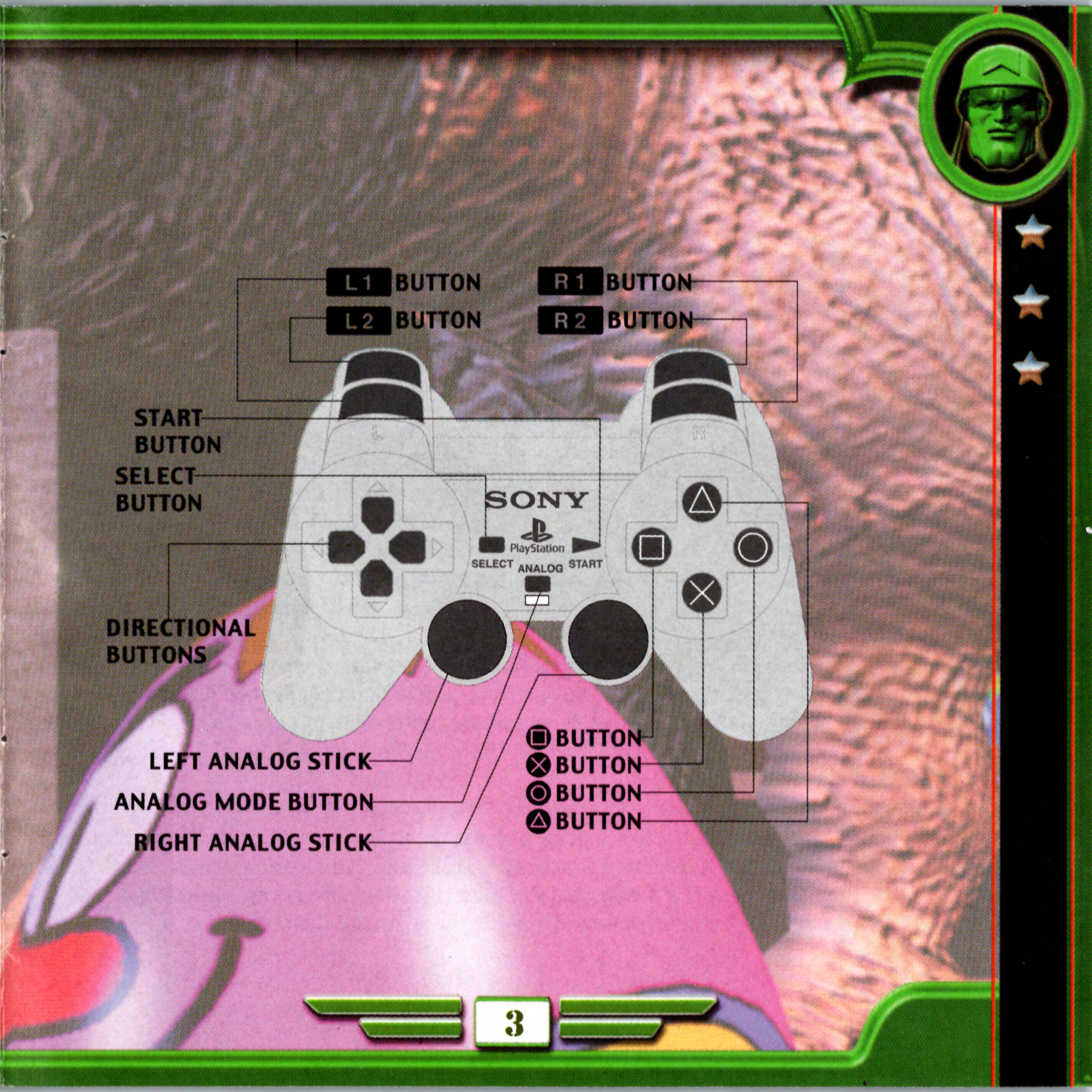
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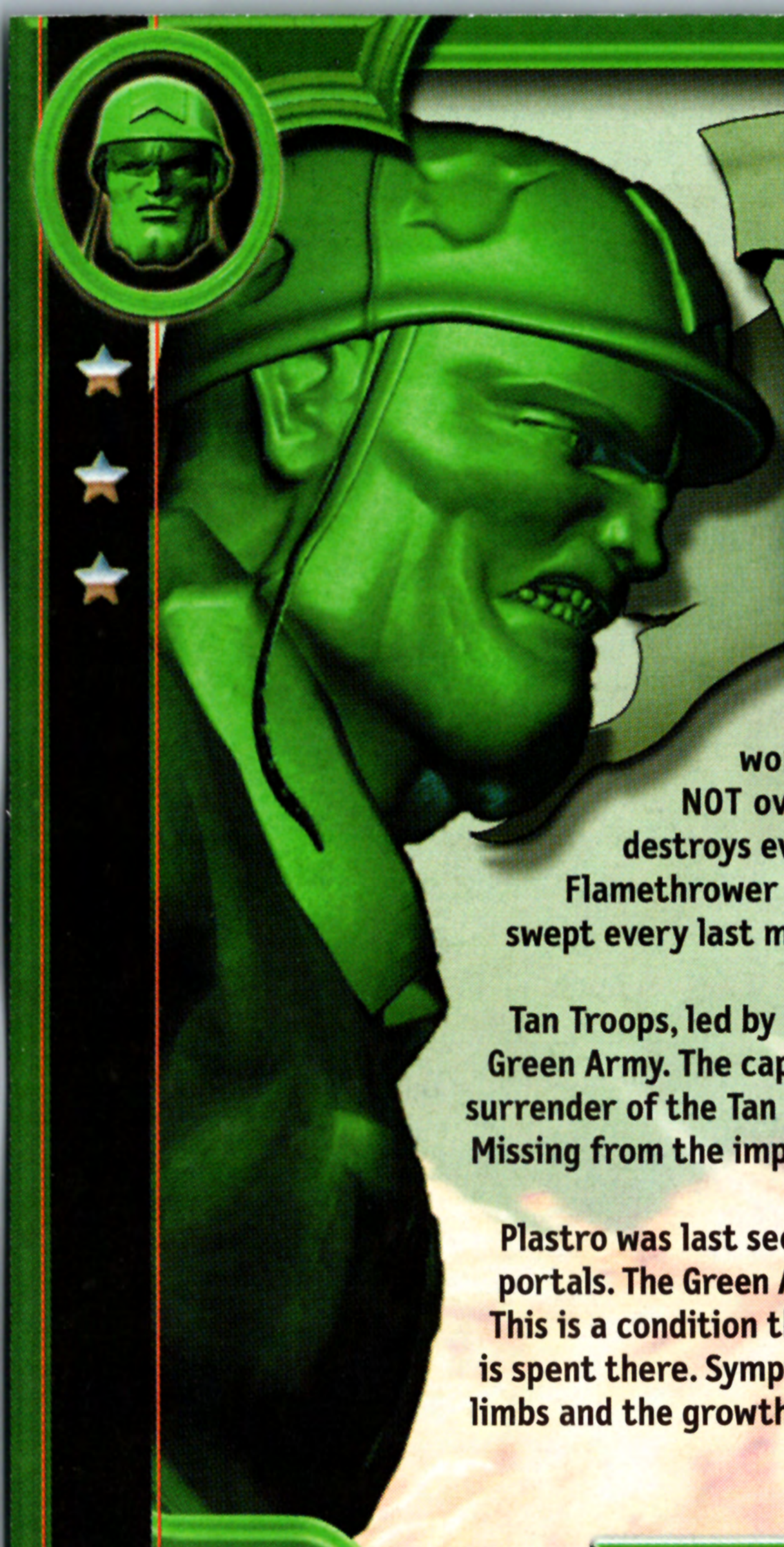

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# GETTING STARTED

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™ 2 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
START BUTTON
SELECT BUTTON
DIRECTIONAL BUTTONS
LEFT ANALOG STICK
ANALOG MODE BUTTON
RIGHT ANALOG STICK
BUTTON
BUTTON
BUTTON
BUTTON
SONY
PlayStation
SELECT
ANALOG
START



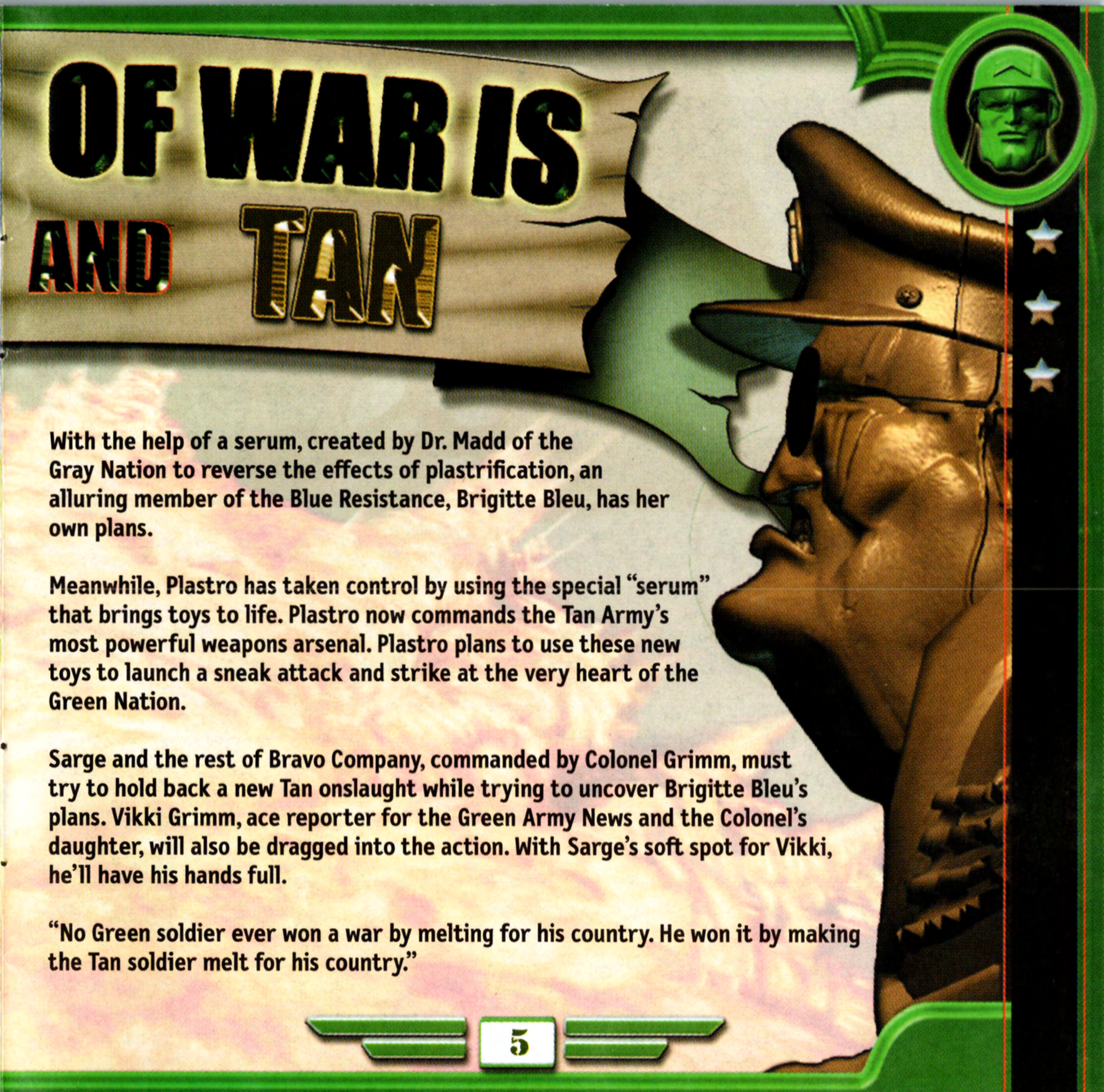
# THE COLOR GREEN

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 Riff destroys every last Tan tank with his 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 the restoration of peace to the Plastic World. Missing from the impending victory celebration is General Plastro.

Plastro was last seen 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. 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, an alluring member of the Blue Resistance, Brigitte Bleu, has her own plans.

Meanwhile, Plastro has taken control by using the special "serum" that brings toys to life. Plastro now commands the Tan Army's most powerful weapons arsenal. Plastro plans to use these new toys to launch a sneak attack and strike at the very heart of the Green Nation.

Sarge and the rest of Bravo Company, commanded by Colonel Grimm, must try to hold back a new Tan onslaught while trying to uncover Brigitte Bleu's plans. Vikki Grimm, ace reporter for the Green Army News and the Colonel's daughter, will also be dragged into the action. With Sarge's soft spot for Vikki, he'll have his hands full.

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

# MENUS AND OPTIONS

## MAIN MENU




**BOOT CAMP** — Don't go into battle without the proper training. Control Sarge through a series of exercises to familiarize yourself with the weapons Sarge and Bravo Company will need to complete their missions.

**CAMPAIGN** — Sarge, with the help of Vikki and the Bravo Company Commandos, is the Green Army's best hope to defeat Plastro and close down his toy store arsenal for good. If a saved game is detected, it will automatically 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** — In this mode, two players can battle it out on one of four fields of combat. You may vary the number of kills in Deathmatch or play Family Mode for easier play.

**MOVIES** — This option allows you to take a peek at the movies that present the Army Men: Sarge's Heroes 2 story.

**AMAA2 DEMO** — View the demo for Army Men–Air Attack™2.

## OPTIONS




**AUDIO** — Adjust the volume of the game's Sounds and Music and set up the game for either Mono or Stereo sound.

**DIFFICULTY** — Set the level of challenge for your adventure.

You can choose from Easy, Normal or Hard. On higher difficulty settings, Sarge will take more damage from enemy attacks.

**CONTROLLER 1 AND CONTROLLER 2** — You have the option to toggle the vibration on or off, or customize the button configuration. See controls on page 8 for more information.

**BIOS** — View the biographies of any of your favorite heroes.

**CREDITS** — See the names of the people responsible for bringing you the Army Men–Sarge's Heroes 2 game.




## 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 ON** — Toggle the vibration mode on or off (vibration compatible controllers only).

**QUIT** — Ends the game and brings the player to the Mission Summary Screen.




## MISSION SUMMARY SCREEN

**RESTART** — Restarts the level. This option only appears after you have been defeated or quit the mission.

**QUIT** — Brings you back to the Main Menu.

**CONTINUE** — Once you have successfully completed a mission, Sarge or Vikki's progress will automatically be saved and moved to the next mission.

# CONTROLS

## CONTROLS

### CUSTOMIZING CONTROLS

From the Main Menu, select "Options" and then choose either Controller 1 or Controller 2. Once selected, highlight "Configuration" and press the ⊗ button. Then 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 or Binoculars. Aim with the directional buttons. Press the L1 or L2 buttons to zoom in and out. If using the sniper rifle, press the ⊗ button to fire.

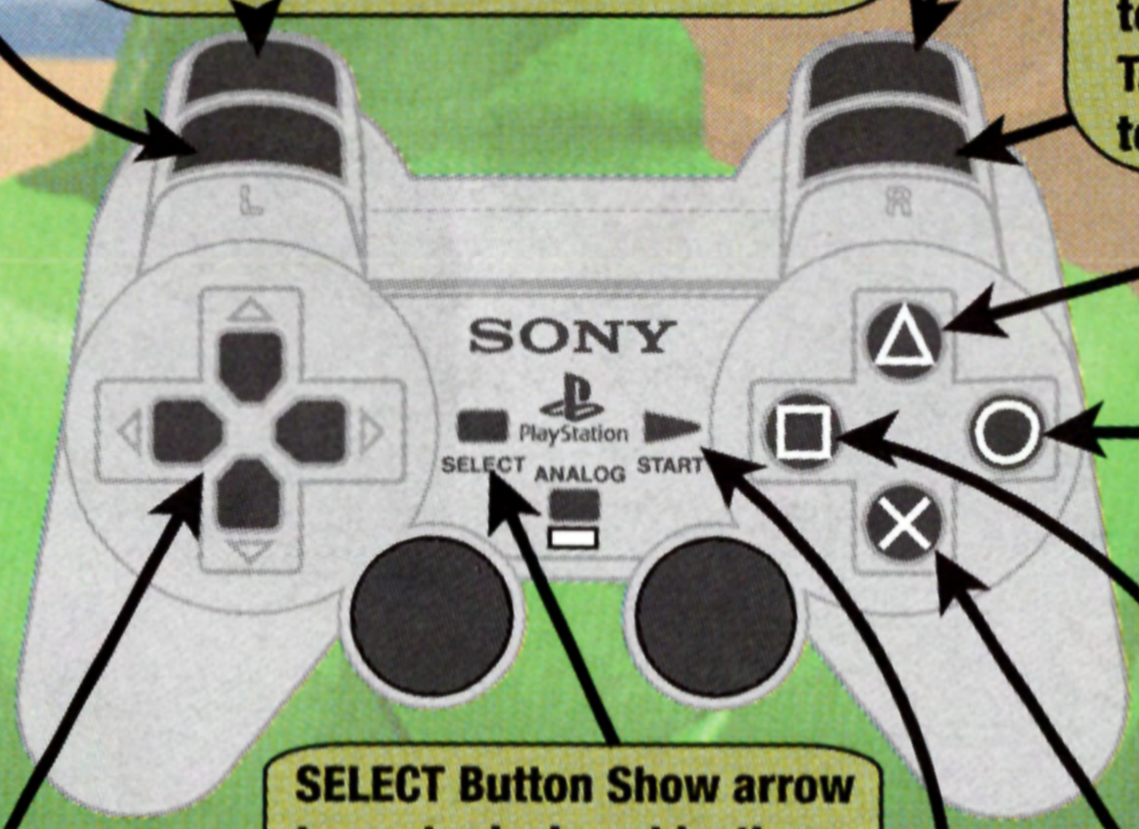
# DEFAULT CONTROLS

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

**L2 Button**
Left Strafe or roll left when kneeling. Move the directional buttons or left stick to circle strafe. If an enemy target is acquired, Sarge/Vikki will circle strafe in eight directions.

**R2 Button**
Right strafe or roll right when kneeling. Move the directional buttons or left stick to circle strafe. If an enemy target is acquired, Sarge/Vikki will circle strafe around enemy.

**R1 Button**
Hold the R1 button for the first person targeting mode. Use the directional buttons or left stick to move the sight cursor in the mode. Tap R1 to change the target cursor to a different enemy.




**△ Button**
Kneel from standing.

**◉ Button**
Weapon select. Hold the SELECT button and press the ◉ button to cycle backwards through weapons.

**▣ Button**
Jump/Climb - Will also make Sarge/Vikki stand from the kneeling position.

**⊗ Button**
Fires weapon.

**SELECT Button** Show arrow to next mission objective.

**START Button**
Pause game.

**Directional Buttons/Left Analog Stick**
Moves Sarge/Vikki. Controls gun sight in first person mode.

# ACTION SCREEN




## ACTION SCREEN

**Before you start your mission, familiarize yourself with the icons and information that can be found on the Action screen.**

**HEALTH BAR — Shows the current health status. If the health bar goes all the way down, you'll have to start the missions over.**

**CURRENT SELECTED WEAPON — The weapon Sarge or Vikki are currently equipped with is shown. Limited ammo weapons will show the current ammo supply.**

# FACES OF WAR

**SERGEANT HAWK A.K.A. SARGE** is the Bravo Company Commandos' unquestioned leader. Years of experience made 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 phase Sarge. Whether the battle is in a castle, on a bridge or at a toy store, Sarge is itching for the next 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 Vikki, the woman of his dreams.



**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. She is familiar with danger, even if the Colonel wants to protect her from it! 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!

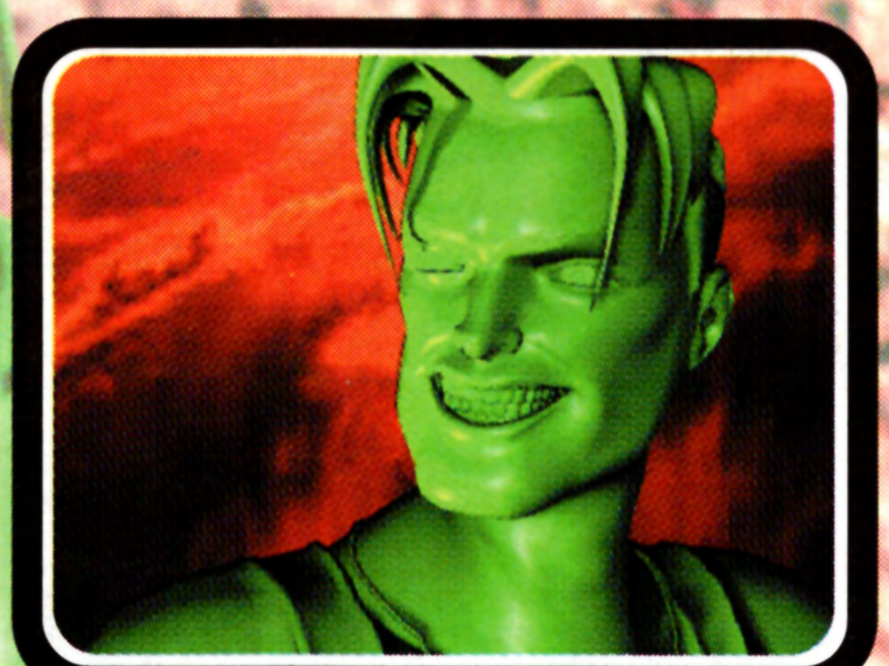


**COLONEL GRIMM** is a wise and wily veteran. As the commander of Bravo Company, Grimm has seen many soldiers molded and many soldiers melted. He has experienced all of the glory and all of the horror that war has to offer. Grimm longs for peace in the Plastic World and wants an end to the senseless destruction of plastic. Colonel Grimm treats Sarge like a son. He hopes that one day his daughter, Vikki, and Sarge will settle down together.





**RIFF** is itching to play some tunes on the Tan Army in the key of "B" for Bazooka. A saxophone player when he's playing the Bazooka Blues, he is Sarge's best friend. Riff is the heavy hitter of Bravo Company Commandos and the soldier the Green Army needs when serious thumping on the Tan Army is required.



**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.



**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.



**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. But it won't be the Tan Army that Shrap needs to fear if he calls Sarge "Dude" one more time.



**HOOVER** has the most stressful job in Bravo Company and it shows judging by his easily startled nature. Still, he is the hero that is called when the Bravo Company Commandos encounter a mine field that needs sweeping.



**BRIGITTE BLEU** 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 the Bravo Company Commandos 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 cavalry and a few surprises against the smaller Green Army.**

## MUTANT ZOMBIES

**These poor souls have been pieced together from the remains of various plastic parts by Dr. Madd. Mutant Zombies are slow but can gnaw hard on plastic limbs.**

## CREEPY CRAWLERS

**These 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.**

## DROID BUDDIES

**Admire these little guys from afar. Get too close and you will find yourself in an explosive encounter.**

## MINI-TAN SOLDIERS

**Don't let these small guys fool you. They can really pack a punch. Keep one eye to the ground because these mini-soldiers could be anywhere.**

## TANKS

**The good: Tanks are slow and easy to hit with a Bazooka. The bad: Their extreme firepower demands respect. The odds of winning a staring contest with the gun barrel of a Tank are not good.**



## WARTANKS

As if normal tanks weren't bad enough, Plastro has outfitted some toy tanks. These tanks are fast and shoot pierce missiles.

## HELICOPTERS

These swift-moving birds can lay down rounds in a hurry. Take them out quickly or you will end up plastic swiss cheese.

## MEGABOTS

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

## WARTROOPER

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.

## WARJETS

These heavily fortified air fortresses can throw an arsenal of weapons at you. Plenty of strafing will be needed to stay alive against these toys.

## MECHANICAL SPIDERS

These mechanical spiders are one of Plastro's finds in an alternate world toy store. These baddies move more quickly then normal spiders.

# WEAPONS AND ITEMS



## MEDKIT
Returns Sarge to full health.



## ARMOR
This power-up will allow Sarge to absorb another full life meter of damage.



## 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.



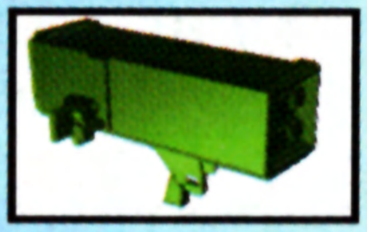
## M-16 ASSAULT RIFLE
This lightweight weapon is standard issue; you begin every mission with it. It handles well in tight firefights and can be fired on the run. The M-16 is accurate at long range when used with the gunsight (R1 button + directional buttons to aim). This weapon has unlimited ammo, but, careful, fire it too much and it'll overheat.



## CROSSBOW
This is Vikki's default weapon. It's silent but don't let the lack of noise fool you. This is one sharp weapon.



## 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.



## SWARMER LAUNCHER

This is the ideal weapon for when you see a lot of tan plastic. The swarmer rockets will spread out and seek targets.



## BAZOOKA

This baby will even up the fight with a tank or helicopter. Try to save your bazooka charges for the heavily armored enemy machines.



## PIERCE LAUNCHER

These heavy-hitters have two advantages no other weapon has. They have homing capabilities and they can travel through multiple targets.



## 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 powerful weapons. Press the ⊗ button and a moving cursor will appear. Move the ←/→ directional button to set the direction of the shot. When the cursor is positioned over the target, press the ⊗ button again to fire the shell.



## GRENADE

Want to take out a whole squad? A grenade is excellent for attacking multiple hostiles or taking out someone hiding behind cover. Make sure you throw them far enough so the explosion doesn't hit you as well! Press the ⊗ button and a moving cursor will appear. Move the ←/→ directional button to set the direction of the shot. When the cursor is positioned over the target, press the ⊗ button again to throw the grenade.



## SNIPER RIFLE

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. 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.



## 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. Press the L1 or L2 buttons to zoom in and out.



## TNT

For pure explosive power, TNT gets Sarge's endorsement and it's easy to use. Press the ⊗ button to place the charger at your position and then run!



## FLAMETHROWER

This weapon is every plastic soldier's worst nightmare. Don't melt for your country; make the enemy melt for theirs!



## FIRECRACKER

A much tamer version of TNT. Still, it will do enough damage to those Tan soldiers who are in the way of you completing your mission.



## WHIP 'N' POPS

These are even smaller little explosives wrapped in tissue paper. Throw them the same way you would throw a grenade and watch them stun your enemies.

# MISSIONS

## MISSION 1 — DINNER

Lock 'n load soldier! Our spies report that Tannenburg is using a new portal to move in troops right under our noses! Hook up with Bravo Company and secure the area. Once that is done, blow up the portal.

## MISSION 2 — BRIDGE

The Tan have developed a serum that prevents the effects of Plastrification. They're bringing the stuff in on trains, using the bridge over Dead Man's Drop. Defeat all Tan forces and cover Vikki while she wires the bridge with TNT! Then make your escape through the portal.

## MISSION 3 — FREEZER

Good work on that bridge, soldier! Looks like the Tan are stock piling the serum in a giant freezer, but they've probably disguised it as something else. Find it and put any Tans you come across on ice.

## MISSION 4 — GRAVEYARD

Watch your step. Dr. Madd's graveyard is no place to get caught after dark. Move cautiously and find a way into Madd's castle. Sarge will meet you inside. Good luck soldier.

## MISSION 5 — CASTLE

It's rescue time, soldier! We've lost contact with Vikki. She's probably locked up somewhere inside the castle. Find her and bust her out. Then, find Madd's stash of serum and secure it.

## MISSION 6 — TAN BASE

It's been a long hard fight, soldier. But victory is finally within our reach. Tannenburg is slippery, but if Brigitte Blue is right, he's got no where left to run. Attack the Tan Headquarters and secure Tannenburg. We need him alive! He can't sign the treaty if he's plugged with holes.

## MISSION 7 — REVENGE

This victory just turned sour. General Plastro's back and he brought some new friends with him. The surprise attack has left Colonel Grimm exposed. Fall back and make sure the Colonel reaches the Landing Pad in one piece.

## MISSION 8 — DESK

This is it, soldier. If we don't turn around now, the Green Army is finished. Plastro's WarTroopers are just too much for our boys. Clear a path on the other side of the portal and wait for back up. The Green Nation is counting on you...

## MISSION 9 — BED

So, Brigitte Blue is Plastro's new sweetheart. There's nothing worse than a traitor. Get to that landing pad and bag her for questioning. Colonel Grimm has some interesting news she might want to hear...

## MISSION 10 — TOWN

Grimm wasn't kidding about the Blue Nation being under attack. Plastro has sent a platoon of WarTroopers into the Blue Capital, and they're turning it into scrap wood. Get out there and save what's left of Brigitte's homeland. If we don't stop Plastro's army soon, the Green Nation will suffer the same fate.

## MISSION 11 — TOY AISLE

It's payback time, soldier! Brigitte has led us right to Plastro's main base! The Bravo Company Commandos have split up to locate Plastro and find Vikki. Clear out all enemy forces as you make your way through the Toy Aisle.

## MISSION 12 — CASHIER

Vikki is in trouble again! That gumball machine is tougher than it looks, so you'll have to find some sort of key to unlock it. Maybe the cash register has a key... Be prepared for a hard fight, and watch your steps near the edge!

## MISSION 13 — TRAINS

All aboard the Demolition Express! Plastro is using this toy train set to carry rockets back to the Tan Nation. Every missile that gets through means another Green city is destroyed. Vikki will help you to put those trains out of service for good!

## MISSION 14 — ROCKETS

Showtime, Vikki! Just 12 minutes to destroy the five remaining rockets before they're let loose on the Green Nation! You'll need TNT to blast through the armored doors outside each launch pad! Better hurry!

## MISSION 15 — POOL

Brigitte Blue isn't going to win any good citizenship awards, but even she doesn't deserve this. To reach her, you'll have to get past a series of electric fences. That means figuring out a way to bypass them before the bomb explodes!

## MISSION 16 — PINBALL

That does it! Plastro has gone too far. It's payback time for capturing Vikki and starting the war! First, you'll have to reach the heroes before the Tan firing squads do. Then find Plastro and give him what he deserves!

# CUSTOMER SERVICE

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