

# Army Men Advance FAQ/Walkthrough

by ribsy

Updated to v3.5 on Aug 8, 2001

```
-----  
|Game: Army Men Advance      |  
|System: Gameboy Advance    |  
|Version: 3.5                |  
|By: Ribs                    |  
|E-Mail: robo-tech@juno.com  |  
|Last Updated: August 08, 2001 |  
-----
```

```
[-----|I) CONTENTS|-----]
```

```
I) Contents  
II) Copyright Information  
III) Version History  
    A) Version 0.5  
    B) Version 1.0  
    C) Version 2.0  
    D) Version 2.5  
    E) Version 3.0  
IV) Introduction To The Game  
V) Characters  
    A) Good Guys  
    B) Bad Guys  
VI) Passwords  
A) Sarge  
    B) Vikki  
VII) Controls  
VIII) Walkthrough  
    A) Tan Army Jail  
    B) Training Camp  
    C) Area 41  
    D) Hangar 13  
    E) Bedroom  
    F) Hallway
```

```
[-----|II) COPYRIGHT INFORMATION|-----]
```

Copyright 2001 The 3DO company.

All rights reserved.

3DO, Army Men, and their logos are trademarks or registered trademarks of the 3DO company in the U.S. and other countries. All other trademarks belong To their respective owners.

Licensed by Nintendo.

(This walkthrough is property and copyright 2001 Ribs.)

```
[-----|III) VERSION HISTORY|-----]
```

```
[-----|A) VERSION 0.5|-----]
```

August 02, 2001

```
> Added "Contents"  
> Added "Copyright Information"  
> Added "Introduction To The Game"  
> Added "Controls"
```

- > Finished "Copyright Information"
- > Finished "Introduction To The Game"
- > Finished "Controls"

[-----|B) VERSION 1.0|-----]

August 03, 2001

- > Added "Version History"
- > Added "Good Guys"
- > Added "Sarge"
- > Added "Walkthrough"
- > Added "Tan Army Jail"
- > Updated "Contents"
- > Finished "Sarge"

[-----|C) VERSION 2.0|-----]

August 05, 2001

- > Added "Training Camp"
- > Added "Vikki"
- > Added "Bad Guys"
- > Updated "Tan Army Jail"
- > Updated "Good Guys"
- > Updated "Contents"
- > Finished "Tan Army Jail"
- > Finished "Training Camp"

[-----|D) VERSION 2.5|-----]

August 06, 2001

- > Added "Area 41"
- > Updated "Vikki"
- > Finished "Vikki"

[-----|E) VERSION 3.0|-----]

August 07, 2001

- > Added "Hangar 13"
- > Added "Bedroom"
- > Updated "Area 41"
- > Updated "Good Guys"
- > Updated "Contents"
- > Finished "Area 41"
- > Finished "Hangar 13"

[-----|F) VERSION 3.5|-----]

August 08, 2001

- > Added "Hallway"
- > Updated "Bedroom"
- > Updated "Contents"
- > Updated "Bad Guys"
- > Finished "Bedroom"

[-----|IV) INTRODUCTION TO THE GAME|-----]

This is one of the few launch games for the Gameboy Advance. Once again it was made by 3DO. I have to say that this game isn't all that bad. It isn't the greatest, but it's a lot better then the Gameboy Color games. I think 3DO just has to experiment a little with this new system so each game they make will just get better and better.

[-----|V) CHARACTERS|-----]

[-----|A) GOOD GUYS|-----]

Sarge: Sarge is one of the two characters you can choose to play as. He is the man in the game and loves to take charge and lead the

attacks.

Vikki: Vikki is one of the two characters you can choose to play as.

She is the "sweetheart" of the game. She's also Sarge's girlfriend.

Riff: He not only does he have a great haircut, he has a great weapon.

The bazooka!

Scorch: Don't let her looks deceive you. She carries a powerful weapon.

The flame-thrower!

Green Tank: This is a way of transport.

Green Ship: This is a way of transport.

[-----|B) BAD GUYS|-----]

Tan Soldier: These are bad soldiers so shoot as many as you want.

Plastro: The mastermind behind the tan army.

Alien: Works for the tan and they will fire at you.

Alien Device (Found In Hangar 13): They just move back and forth but  
can still hurt you.

White Bug: This little critter is not very nice. It walks almost as  
fast as you do but you can shoot them.

Red Bug: This little critter is not very nice. It walks almost as fast  
as you do but you can shoot them.

Tan Tank: Shoot these things before they shoot you.

Tan Ship: Shoot this thing because it can bomb you from a distance.

Land Mine: The name says it all.

[-----|VI) PASSWORDS|-----]

[-----|A) SARGE|-----]

Tan Army Jail: -----

Training Camp: HJRDCHMC

Area 41: GGRSGJMC

Hangar 13: FSRSMKMC

Bedroom: DQRNB BMC

Hallway: CSRJGCMC

Bathroom: BQRDM DPC

In The Bath: TJRDQ FPC

Patio: SGRSCQPC

Garage: SGQSCRPC

Green Camp: RJQNLSPC

Area 41 - Return: QGQNRTPC

[-----|B) VIKKI|-----]

Tan Army Jail: -----

Training Camp: GGRSGHMB

Area 41: FSRSMJMB

Hangar 13: DQRNBKMB

Bedroom: CSRJGBMB

Hallway: BQRDMCPB

Bathroom: TJRDQDPB

In The Bath: SGRSCFPB

Patio: RJRNLPB

Garage: QGRNRRPB

Green Camp: PSRJCSPB

Area 41 - Return: NQRDGPB

[-----|VII) CONTROLS|-----]

A: Use L weapon

B: Use R weapon

Up: Walk up

Down: Walk down

Left: Walk left

Right: Walk right

Start: Pause  
Select: None  
R: None  
L: Change gun

[-----|VIII) WALKTHROUGH|-----]  
[-----|A) TAN ARMY JAIL|-----]

Mission Briefing:

Well done! You are behind enemy lines. You must escape from your captors. Use whatever means necessary to break free.

Mission Objectives:

1. Find the key
2. Escape from the jail.

You start out in a room. Go up 2 rooms and shoot the 2 tans. Ignore the blue button for now. Go right a room and shoot the tan. The tan will drop the keys. You now have completed your first task. Go left 2 rooms still ignoring the blue button. Now shoot the 2 tans and go left a room. Shoot the 3 tans and right 2 rooms. Now go up to the blue button on the wall and shoot it. Now quickly go left 2 rooms and up a room ignoring the green button. The door will close if you don't make it in time, but it will stay open after you go through it. Now shoot the 3 tans and go right a room ignoring the yellow button. Shoot the 5 tans and go left a room and then down a room. Now shoot the green button and go up a room and right 2 rooms still ignoring the yellow button. Now shoot the tan and go up a room ignoring the pink button. Shoot the 2 tans and go down a room and then left 2 rooms. Now shoot the yellow button and go left 2 rooms then up a room and right a room. Shoot the 4 tans and go left a room and then down a room. Shoot the pink button now and go up a room and right 2 rooms. Now shoot the 11 tans and exit through the double doors. You have now completed your second task.

[-----|B) TRAINING CAMP|-----]

Mission Briefing:

Good work! Satellite surveillance tells us there is increased activity in the Tan Army HQ. Security is high. You must get out with the maps, which are vital to our mission.

Mission Objectives:

1. Shoot all targets in the training area to get keys.
2. Destroy all tan vehicles.
3. Break into the tan headquarters.
4. Collect the maps hidden in the HQ.
5. Activate the distress beacon and exit area.

You will start outside the jail. 10 tan soldiers will come out of the jail doors. Shoot them to get a machine gun. Go behind the jail to get grenades. Walk up to the fence and throw a grenade. Shoot any tans that you encounter. Go down until you see 3 vehicles. Shoot or grenade them until they blow up. Continue down and grab the Health box. Go down some more until you see another vehicle. Blow that one up too. An extra fun little thing you can do is blow up the barrels lying around. Go right until you come to a fence. 10 tans will come out of the really long building. Go up to the circle in the road. Now go up until you see some walls on the right. Shoot the 3 tans standing around the walls. Now you have to shoot all 5 of the cardboard tans. They have to all be down at once so find the fastest route to do so. The keys will pop out when they are all down. It may take a while for you to get them. You

have finished your first task. Go up until you see a vehicle go back and forth. Shoot the vehicle and be careful it can hurt you if you touch it. After a couple of hits it will drop out a machine gun so grab it. Continue shooting it until it blows up and drops grenades, a machine gun, and a health box. Pick up all 3 and go down to the fence again. Now go up to the fence and it will open. Go right to the fence then go up to the vehicle. Shoot the vehicle. You have now completed the second task. Now go right to the road and go up to the HQ. Throw 2 grenades at the doors. You have now just done your third task. Shoot the six tans. Go to the green door. It will open. Go in and shoot the 6 tans. Make sure you get the keys. Go back to through the green doors. Go up to the elevator and shoot the button on the left and take it up. Shoot the 6 tans and go through the pink door on the left. Shoot the 7 tans. Go up to the safe and shoot or grenade it open. Get the keys. Take the elevator down and go through the pink doors. Shoot the 7 tans and grab the keys. Take the elevator up. Go through the pink doors on the right. Shoot the 8 tans. Shoot or grenade the safe open and grab the map inside. You just did your fourth task. Go back through the doors and take the elevator down. Go through the double doors and go up to the fence and shoot it down. Go up to the "H" on the road and shoot the white thing there. You have now completed your final task.

[-----|C) AREA 41|-----]

Mission Briefing:

Using alien technology, Plastro is planning to launch an assault. The map shows the tan's secret base. You must enter the heart of the alien world, Area 41.

Mission Objectives:

1. Disable the control towers.
2. Gain entry to Hangar 13.

You start out on some grass. Shoot any tans you encounter. Go up but be careful. You have to shoot the control tower but it has a spike that attacks you. Then go through the gate that just blew up on the left. In this next area one of the tans has a machine gun when you shoot him. When you walk in go to your left as far as you can and go up until you reach the grenades. Take the grenades and go up until you reach a gate. Shoot or grenade the gate until it breaks. Go through it and go as far left as possible. Go up and destroy the control tower there. If you want to, on the right of the tower is a building with 10 tans that come out. Tan number 4 will drop a machine gun. Go left past the tower into the next section. Be careful because there is a airplane runway that has airplanes moving on it and they can hurt you. Figure out the pattern to the planes and cross the strip when safe. At the bottom of the left side is a bunch of mines. They are the flasing dots. Be careful not to step on them for you will get hurt. Make your way through them heading left. Ignore the gate and guards for now and head all the way left and grab the health box. Then go all the way up and then right to the next control tower. Destroy the tower and you have completed your first task. Go on to the right and go up through the gate. Go to the left and grab the machine gun. Go up and grab the grenades. Go all the way up and grab the health box. Shoot the top truck to get a machine gun. Go right and shoot the doors open to Hangar 13. Go through the doors and you have completed your second objective.

[-----|D) HANGAR 13|-----]

Mission Briefing:

Good news! Riff's been transmitting alien code, but his transmission was broken. You must find that radio and then get to Riff.

We don't know how much time he's got.

Mission Objectives:

1. Find the radio.
2. Exit Hangar 13.

You start out in a tiny room so move up and out of it but be careful. There is an alien device roaming this hallway. Then go right and go up at then first room you see. Shoot the green button until it explodes. This deactivates the green force field. Go back out and go left and into the first room you see. This hallway has no alien device. Go right and into the next room. This hallway has an alien device. Go right and into the first room you see. This hallway has an alien device. Go left and into the first room that you see. This hallway has an alien device. Go up into the next room. This hallway has no alien device. Go up into the next room. Shoot the red button until it explodes. The red force shield is now gone. Go back down 2 rooms and go right. Go into the next room that you see. Go left and go into the next room that you see. Shoot the blue button until it explodes. Then go up and go right. Enter the second room that you see. This hallway has no alien device. Go up into the next room and up again to the next room. This hallway has an alien device. Go left and enter the next room that you see. Go right and grab the health box. Go left and enter the next room that you see. Go right and enter the second room that you see. This hallway. Go around the block in the room to get to the next room. This room has an alien device. Go right and grab the health box. Go left and enter the first room that you see. This hallway has an alien device in it. Go right and enter the next room that you see. Shoot the yellow button until it explodes. The yellow force field is now gone. Go down 2 rooms and go all the way left and enter that room. This hallway has an alien device. Go right and enter the next room that you see. This hallway has an alien device. Go right and enter the next room that you see. Go and grab the radio. You have completed your first task. Now exit through the portal. You have finished your second task.

[-----|E) BEDROOM|-----]

Mission Briefing:

Excellent! Locating the radio means we can initiate the downfall of Plastro. Our main concern is Riff. He needs to be rescued. We believe he is being held in a high security enclosure.

Mission Objectives:

1. Crack the code to release Riff.
2. Help Riff escape.

You start out on a bedroom floor. Shoot any tans that you encounter and watch out for the white bugs. Go to all the way to your right and then go up past the truck. On of these tans will drop a health box. Then go right to a second health box. Ignore the tennis balls, the trains, and the guy in the box for now. Figure out the best way to cross the 3 tracks and cross for the trains will hurt you. After you cross, go all the way to your left and grab the health box. Now go all the way right and shoot the piggy bank until it explodes. Grab the bazooka gun inside. Go up a little and grab the health box. Go up to the snake and one of the tans will drop a machine gun. Now go all the way to your left and shoot open the tennis ball and grab the blue box. Now switch to your bazooka gun. Go down to the tracks and stand at the end of one of the tracks. As soon as the train starts coming at you fire your bazooka. Do this for the other 2 trains also. Then go down to the box with the guy inside. Face where he pops out and fire your

bazooka at him. Go down to the tennis ball and go right to the other tennis ball. Shoot this tennis ball open. Touch the blue box to turn it yellow. Touch it again to turn it blue. Go back to the box where the Simon Says is at. Stand beside the Simon Says. It will start to flash blue. Go back to the blue box and pick it up. Go to the left and shoot the tennis ball open. Touch the red box to make it blue. Touch it again to make it red. Go back to Simon Says and stand beside it. It will now be flashing red. Go back and grab to red box. Go up and cross the railroad tracks and go right to the blocks A, C, and B. Go up to the tennis ball and shoot it open. Touch the green box to turn it red. Touch it again to turn it green. Go back down and stand by Simon Says. It will now start flashing green. Go back and grab the box and go stand by Simon Saysa again. It will now blow up. You have finished task 1. Now you play as Riff. Go back to the snake an one of the tans will drop a health box. For fun if you want you can blow up the plug in the socket to the left. Go right and go in the portal. You have finished you second task.

[-----|F) HALLWAY|-----]

Mission Briefing:

Good work! Riff has returned. Sorces inform us that Scorch is still free, but the tans are rapidly closing in. Transport is awaiting your arrival.

Mission Objectives:

1. Fight throw the tan defenses.
2. Reach the end of the hall.