

Army Men: Sarge's Heroes FAQ/Walkthrough

by Hyperactive

Updated to v1.0 on Mar 10, 2003

This walkthrough was originally written for Army Men: Sarge's Heroes on the PSX, but the walkthrough is still applicable to the DC version of the game.

Army Men: Sarge's Heroes Real Name: Aaron Baker
Playstation E-Mail: Wayalla1@yahoo.com.au
By: Wayalla Version 1.0

=====

1) TABLE OF CONTENTS

=====

1) TABLE OF CONTENTS

2) THIS FAQ

- Details
- Email
- Websites
- Updates
- Copyright

3) GAME BASICS

- Starting
- Controls
- Characters
- Weapons
- Menu

4) WALKTHROUGH

- Attack
- Blue Spy
- Bathroom
- Riff
- Hoover
- Garden
- Snow
- Shrap
- Fort Plastro
- Scorch
- Showdown
- Sandbox
- Kitchen
- Living Room A
- Living Room B

5) REQUENTLY ASKED QUESTIONS

6) TIPS

- Against Infantry
- Against Tanks

- Against Helicopters
- Against Spiders
- Other tips

7) CHEATS

- Button cheats
- X-Ploder 900 codes
- AMAA demo codes

8) BOOTCAMP

- Introduction
- South map
- West map
- North map
- East map
- Walkthrough
- Improvements
- Tips

9) MULTIPLAYER

- Introduction
- Places
- Game modes
- Scoring
- Tips

10) MOVIES

- Introduction
- Videos
- Bloopers
- Funny

11) AIR ATTACK DEMO

- Controls
- Walkthrough
- Basic Tips
- Screen
- Features

12) OTHER

- Level count
- Review
- Other FAQs
- Sites
- Credits
- Abbreviations
- The End

=====
2) THIS FAQ
=====

Details

GAME: Army Men: Sarge's Heroes BY: wayalla
SYSTEM: Playstation REAL NAME: Aaron Baker
TYPE: Action EMAIL: azzbake@yahoo.com.au
GUIDE: FAQ/Walkthrough CREATED ON: Wordpad
UPDATES: 1 each month VERSION: 1.0 WALKTHROUGH
COMPLETENESS: 100% LAST UPDATED: 10/11/02

E-mail

I don't have a problem with anyone e-mailing me to correct any errors, or pointing anything that is wrong with the information that has been put in. I don't mind either if you contribute any information, I will gladly accept it and put it in this FAQ and you will get full credit for all the information you contributed.

Websites

Ok, if you would like this FAQ on your site, please e-mail me, just so I know who uses it so I can keep a record of who has my FAQ so I can write a list, and I will put every website that has it on a list on this FAQ so if anyone sees this on an unauthorised website, they can tell me and it will be delt with harshly. Of course gamefaqs will always have my update. So basically take my FAQ and then just email me saying you have got it on your site. With my last few FAQs, internet FAQ sites have asked for my FAQs, but have e-mailed me for permission, and I have said yes, but I found they never posted my FAQ.

Updates

Updates to this FAQ will be about 1 each month:
This is version 1.0

Version 1.0
=====
First release to gamefaqs

Copyright

This document is (C) 2002 Aaron Baker, and can be used on your own site. But this can not be reproduced to make it look like your own, sold, or printed in a magazine. This can be used for personal and private use only.

=====
3)GAME BASICS
=====

STARTING

To at least start playing Amry Men, Sarge's Heroes, your playstation must be set up and woirking.

- Set your playstation up
- Insert disc
- Watch or skip movie by pressing X
- Wait for menu to load

Simple isn't it.

Before you even go to play, select options on the main menu by pressing X when 'options' is highlighted. First of all, select the sound levels you want by going into 'audio'. Press Left and Right to make the sound lower/higher for sound effects and music.

Next, set the difficulty of the game, for beginners, select easy, for people that have finished this game at least once, select Normal, For veterans and Pros at this game, select hard.

Next go to controller 1 and select what configuration you want and vibration on or off.

Now if you are new to the Army Men series, choose Bootcamp to perfect your skills. I have made a big section of Bootcamp later on in this FAQ, go there if you need help.

CONTROLS

X: Shoot bullet

S: Crawl, Duck

O: Change weapon

T: Jump

L1: Quick turn around

R1: First person aim

L2: Strafe left

R2: Strafe right

CHARACTERS

Sarge: You play this guy. He loves being in warzones and is very brave. Always honours Jack Grim and proud to be on the green team.

Jack Grim: Leader of the green team, fights against the tan. Leader and the commander of the green. orders Sarge and everyone else.

Hoover: Minesweeper. This guy is a little scardycat and well suited to the minesweeping job, the only thing he can do.

Riff: Big musly man. Because he is so tough, he carries a Bazooka and anything that gets in the way of that bullet, well you know.

Thick: The name says it all. he is a machine-gunner with no brain. Fires rapid rounds a muntion.

Shrap: Mortar man. Likes everything to do with surfing and acts real cool. Is deadly with the mortar.

Scorch: This guy is facinated with fire. He likes to turn the tan into a big puddle of glue. He's crazy.

General Plastro: Leader of the Tan. He likes killing little green men with his new super weapon.

Vikki: Daughter of Jack Grimm, Viki is a brave girl who is kind of a spy who records fottage with her camera.

WEAPONS

M16: Standard gun, but it isn't really a machine gun. Start off with this weapon as well as 25 bullets. tap of X fires 1 bullet.

M-60: Machine gun, not very useful as bullets can go off target. Hold down X for rapid fire.

Bazooka: Fires a bazooka shell, used to destroy big moving objects such as helecopters and tanks.

Sniper Rifle: Used to kill enemies from far away. USe R1 to manual aim and target an enemy and shoot for a 1 shot kill.

Mines: Place them in the path of a tank, and when the tank runs over it, it can have a nasty affect.

Flamethrower: Used to melt the opposition. press X to fire and it melts anything in the range of the flame.

Grenades: blows up things within a certain radius of the explosion. Press X and hold it down to set position.

Mortor: Same as grenades, but more powerful. Hold down X to set position, let go when in the right position.

MENU

Campaign

=====

1 player mode against the Tan army. You play as Sarge in around 18 levels. This is called story mode.

Bootcamp

=====

Practise all your weapons and skills here in the green army bootcamp. Essential before playing a campaign.

Multiplayer

=====

Verse a friend or anyone else that thinks they are better than you at this game. Team 1 is green and team 2 is Tan.

Options

=====

Change all the settings for the game, such as Difficuly, sound, and even play an Army Men Air Attack level.

Movies

=====

Here you can watch any FMV sequence in the game, even if you haven't gotten up to that level yet, you can still watch it.

Credits

=====

Basically, see who created this Army Men game.

BIOS

=====

View all the info from characters from the game. They all have their own stats and the weapon that they specialise in.

Press Up or Down to highlight a feature,

Press X to select a feature,

If at any time you need help, press O.

=====

4) WALKTHROUGH

=====

This section is just a really small walkthrough just helping you with specific hard parts of the level and/or making it to the finish.

ACT I

Level 1: Attack

=====

-Comments-

Being the first level in the game, this is quite easy if you have worked out all the enemy AI.

-Story-

General Plastro and his men have raged war on the green base, wanting to kill every green soldier. Don't you hate that guy.

-Level-

Let the airstrike kill the 2 guys in front of you, now follow the road all the way around killing all tan soldiers on the way and get to the bridge and kill the 2 guys on there. After that, Jack Grimm will come out of the bushes. Go up to him. Once again, kill everyone and lead Jack to the minefield, but first get the minesweeper near you off the track. Hold down X to use the minesweeper and clear the whole path of mines. Let Jack catch up to you once you are past the mine field, kill everyone in this section and follow the road round and kill the 2 guys near the helicopter. Go up to the helicopter and it is mission accomplished. First level complete.

Level 2: Blue Spy

=====

-Comments-

Hard for beginners, there is a new thing you have to face here, it is a tank. They fire bazooka shells that will kill you in 2 shots. Learn to master dodging bullets.

-Story-

While in the helicopter, Jack Grimm and Sarge spot a blue 'spy' tank in

the village below. They need to capture the guy in the tank for information.

-Level-

Straight up the road, kill the 2 guys and eliminate the tank and get the bazooka from the path leading out. Continue on past the village and kill all tan you encounter. Once you are through the 2nd village, you will come to a tank and about 3 guys, 1 hiding behind sandbags with a machine gun, one straight ahead of you, and the other I can't remember where, anyway, eliminate the tank, then the 3 guys. Do kind of a U turn to your left (looking out) and go behind the village houses. Make sure you have 3 bazooka bullets left, if you don't, go back and find some. Now you will see a red tank, master the skill of dodging tank and enemy fire and eliminate the tank. Walk up and you will see the portal, and then the blue spy will come out the building. Don't bother, you can't kill him. Walk up into the portal where he goes.

Level 3: Bathroom

=====

-Comments-

Your first major protection level. This one may take you a few times to do, especially with the helicopter sniping at you.

-Story-

Sarge spots the blue spy, and follows him through the portal. The portal leads to a bathroom, where Sarge has to capture him.

-Level-

Alright, the first major bit of trouble is the 2 guys in front of you, so kill them. All the way along this side of the bathroom path, use the blocks and boxes to hide from the bullets of the helicopter. Once you kill everyone on this part, turn left at the corner, and next to a box on your right will be a bazooka. Now aim and eliminate the helicopter buzzing around up there, 2 bullets will force it to crash. Go around the bathtub and eliminate all the tan and capture the blue spy. Now you have to get him back to the portal. First of all kill the guy in front of the blue spy, and then the guy sniping all the way back at the portal. If you run, the spy will follow you, unless he is actually being shot at. Kill everyone and get back to the portal with the spy.

Level 4: Riff

=====

-Comments-

Another rescue mission, actually quite hard, there is a few hard parts in the level, especially with your mate.

-Story-

The blue spy gave information about the tan's new super weapon and where the Bravo team is being held. First of all, Sarge has to find Riff, who is being held at a tan base.

-Level-

As you start off, you will see a tank in front of you, just stay where you are for a minute until it goes, don't follow it at all, you only have a MI6. Actually this would help in the later part of the mission if you could eliminate the tanks now. Turn back, and go through the little part which will lead to the tank(s). Obtain the mines there and play around with them and make the tank move so you can eliminate them.

-Follow the road all the way down, obtaining health, ammo and killing enemies on the way. After awhile, you will come to the base, but you can't get in. Look on your right to see a ramp leading up. Go up to where the health is on here and jump up. Go all the way forward on the path and jump over the wall into the tan base. Shoot the barrels by the gate to open it, explore the base for new weapons, and you will come to

another part of the base, and a timer will start, you have to quickly find Riff before the explosive device blows up, along with Riff. Follow the road along until you find another part of the base. On the way here, try and ignore all the enemies. Once you find the little room, you will see Riff. Rescue him, and kill all the enemies in your way. Make your way back to the blue tanks and hop in 1 of them and Riff will get in the other one. Eliminate anything that poses a threat to you and Riff, this means all tanks.

Level 5: Hoover

=====

-Comments-

A hard level, due to Hoover. This level took me awhile before I actually got Hoover to safety. He kept dying.

-Story-

Sarge has to find the portal leading into the garden to rescue Thick, his best machine gunner.

-Level-

At the start, just dodge bullets and fire and kill everyone, watch out for the bazooka men to the south, and the mortar man to the north-west. Make sure you pick up all the ammo, such as mortars and bazookas as you will need them coming up. Somewhere, I forget where, there is a tank for you to use. Hop in it. Wanna see something a bit rude, press down to make the tank turret go up. You will see what I'm talking about once you do it. Anyway, get in the tank and destroy the other tank hanging around, or alternatively, use mortar to destroy them, but you must be really skilled to use mortar against a tank without being shot at least once. After awhile, you will come to the X looking things, Go through them and kill the guy running. Follow the path around and kill everyone. Once around, kill everyone and go to the ducking green dude between the 3 logs. It's Hoover, your wussy minesweeper. Talk to him. Run up to the minefield and protect him while he sweeps the mines. As soon as you see the lock on target, fire 3 or 4 M16 bullets. This is the hardest part of the level. Once past the minefield (sp?). Once Hoover is safe, run up and shoot everyone to secure the portal, once your close enough, guys will come out of the portal, once again, eliminate them and then go through the portal to end the level.

Level 6: Garden

=====

-Comments-

About medium difficulty, the mission is very easy in the first half, but when you come to protecting Thick, it does start to get difficult, and if he or you dies, it's mission failed.

-Story-

After talking to Hoover, Sarge finds that Thick has been wrestled through a portal into a garden. Sarge goes through the portal, and when he gets up, there is all hung green army men.

-Level-

No much to really say about this level, just do what you always do. Follow all the paths around the garden, finding ammo and killing all enemies. You will now notice that you come across a new type of enemy, yep, that's right, it's the spider. Never let it touch Sarge. To defeat it, try to make sure that it hasn't seen you yet, then manual aim at it and fire around 15 machine gun bullets. A hard bit in the level is the tank part, use a mortar or a bazooka if you can find one to destroy it, you may even have to run past it to find the mortar, then hide and pop out and shoot the mortar before the tank bullet can hit you. Note that mortar kills the tank in usually one shot. After this part, climb up on the big box and onto the barrier and obtain the SR from the part here

with the 2 guys and use the flower leaf to get back up. From here, go around the barrier into the part you haven't been to.

-ACT I COMPLETE-

ACT II

Level 7: Snow

=====

-Comments-

Way too easy, it makes it too easy because this isn't a protecting mission, the only one for about what, 4 missions. This is the 2nd non protecting mission, so this makes it very easy. The previous 2 levels have been harder than this one.

-Story-

Sarge learns that his Mortar man Shrap has been captured and taken to a secret Tan base hidden somewhere around here.

-Level-

As soon as you start, you can go right and obtain some ammo, but still equip your trusty M16. Walk down this path and kill all the Tan here, use the logs for cover if you need to. Note that you don't even have to cross the minefield. Instead, what you can do is just go up the ramp on the left of it, follow it up to you are past the minefield (you can see the sign saying it ends). When you see this, slide down off the ramp back onto there. From here cross the bridge and eliminate the Tan dude and the tank. So make sure you get a bazooka from somewhere. Cross the bridge and go left and eliminate the tank and get the 2 bazookas, and then go right from the bridge and continue round this path and eliminate everyone on the way. Jump onto the bug zapper and stand on the switch to deactivate it. Then climb onto the steel crates and climb over and it's mission complete.

Level 8: Shrap

=====

-Comments-

Pretty easy, even though it's another protection level. It also has a time limit as well, at the 2nd part.

-Story-

Sarge finds the secret Tan base and realises that they are turning green soldiers into bugs, and Sarge hates bugs. With closer inspection, Sarge realises that his Mortar man Shrap, is a few soldiers away from being turned into one.

-Level-

Before you go anywhere, collect the ammo. Now follow the path right and keep on following it. This isn't the real way to Shrap, but at the end, you have to quickly get to the helipad, so explore around the base first to try to find the helipad, eliminating guards on the way. Once you have worked out where the helipad is, go back and memorise the way to the helipad, probably by a path is better. Anyway, find Shrap surrounded by all the evil Tan, so eliminate them. Once they are all dead, head up to Shrap. After you two have had a little chat, follow your path that you memorised that would get you back to the helipad and follow that. You will now see a time limit of 1 minute come up. Follow the path to the helipad, when you first reach the first part of where the helipad is, eliminate the spider and the Tan guy, and continue on. Now you will come to about 3 spiders, don't worry about any of them, run through them and sprint it to the helicopter which you should see from now. Once that is done, it's mission accomplished. Riff, Hoover, Thick and Shrap have now

been rescued, that only leaves Scorch and Vikki Grim which you know has been kidnapped by General Plastro.

Level 9: Fort Plastro

=====

-Comments-

Basically a very easy level, most people wont have trouble completing this level in 1,2 or 3 goes.

-Story-

With Sarge still missing Scorch, Sarge is sent to rescue Vikki from the hands of Plastro.

-Level-

The basics of all levels, the first part, you are on a beach. Just run round shooting all the Tan up ahead. Then run up and follow the path. Kill everyone here as well, now under the lookout tower you will find a minesweeper, you will need it just up here. Equip it and run to the sign that says minefield. Hold X down to use the minesweeper and disable the mines. Once you reach the end of the minesweeper, equip your M16 again and continue on destroying the enemy. Run up here and kill everyone who poses a threat, and until you finally come to a helicopter and the camera veiw changes. Now you should of got a bazooka, use it on the helicopter, 2 shots will eliminate it from ever flying again. Run up to where it is and jump on the powerboard and press the switch on it to turn off the bug zapper. Go back a bit and use the steel crate to jump the fence. Now eliminate all Tan in the base and make your way to the portal in the middle of the base.

Level 10: Scorch

=====

-Comments-

An extreme;y hard level, protecting scorch is hard if you run out of ammo, this was always my problem.

-Story-

Sarge was betrayed by Vikki, Sarge was captured and thrown in the pit. While in the pit, a big bunch of sand falls down on him and the bottom gives way and he falls down into a secret path and jumps out at the ned before the spider gets him.

-Level-

As soon as you start, turn right and go up and kill the guy and take the machine gun, then return to the start and go the opposite way you just went. Equip your M-60 and kill the spider with about 25 bullets. Next turn the corner to see another damn spider, do the same thing, it makes it easy to kill the spider with less shots if you don't get to close to it. Cause then it comes to you. Once the spider is dead, take the ammo next to him and kill the 5 guys that come. After all that is done, the thing blocking the next section will explode. Don't go in there yet, turn right and follow the path around and obtain the minesweeper along with 2 bazookas. zGo back and into the section with the tank, eliminate it and then run foward and obtain some ammo from the next part. In here there is some health and a 25 pack bullets of M16. Go back to the minefield and use your mine detector that you picked up and use it to deactivate the mines. Go around the corner and collect the M-60s, but save them for rescuing and getting Scorch to the poratl. Climb on the block and onto the barrier and then onto the concrete to hear the music change. Kill everyone in this section who poses a threat to you, especially the bazooka men. Run up and jump onto the block into the grass area you haven't been to (left side of concrete way up). You will now be in a different grass area than before. Eliminate both tanks by using your bazooka and find one ontop of the blocks. Find scorch near the dog bowl once the barrier has blown up. Go to Scorch and now equip

your M-60 and battle your way out of there and follow Scorch to the portal to end the level. Protect Scorch at all costs, especially when fighting that tank straight away, use mortar on it, get it from near the concrete part with the 2 spiders on it, or use your bazooka a few times if you have any shells.

Level 11: Showdown

=====

-Comments-

I haven't played this level for awhile, but I can still remember a lot of it, for example the objectives.

-Story-

The green plans to attack General Plastro before he gets the super weapons through the portal and destroys the green nation. So Sarge is sent to get back Vikki.

-Level-

FOA, listen to the conversation between you and Grimm. Walk up with your M16 and kill any Tan dudes on the beach. Walk up, and then I think it is to the right and follow the path around near the bug zapper. Now you will be able to see the switch to turn the bug zapper off. Go up to it, and jump on the power switch, and then the bugzapper will be disabled. Now look for the big carte around where you are. You need to get on this to get into the Fort. Go up to the crate and press triangle and then up to pull Sarge up. Now you will see a helicopter, eliminate it from ever flying again. Jump over the fence and you will be in Fort Plastro, again. Now you have to make it into the Portal. All I can say here is follow the maze around and try to find the portal hidden amongst it. Most, in fact nearly all enemy's are dumb in here and they don't know of your presence, use this to your advantage, and even better if you can find a sniper rifle. Once you find the portal, go to the front gate. (I wouldn't have a clue where it is) and then you have to escort Colonel Jack Grimm to the Portal. Once all objectives are done, is mission completed and the end of act II

ACT III

Level 12: Sandbox

=====

-Comments-

The first mission in the third act, and it is really hard to complete. I can't get past here without cheats.

-Story-

Sarge goes through the Portal and lands in the sandbox and he sees Vikki being taken away.

-Level-

Same as usual at the start, blast everyone who poses a threat. Then run up the ramp a bit later on and obtain the bazooka on top of it as well as other ammo around here. Watch out for TAn that have bazookas in this level. Follow the map around and destroy all Tan around. Only 2 tanks are in this level, they are near the end of the level though. Also in this level you will need to find a minesweeper around somewhere as there is a minefield. Save all bazooka bullets, and don't even use them on the tanks, unless you really need to. In most cases where you can't work out where to go, you probably have to go through the little mountain valley's or turn behind you. At the end of the level, you will come to a skyrocket, looks like an easy exit hey, think again. The rocket is protected by 2 moving bazooka and machine gun shooting lego things. First of all, don't shoot them, eliminate all guards around the outside

just to make it easier to battle the Lego things. After the guards are all dead, pull out your bazooka and fire at the monstrous lego things. After awhile they will be destroyed, and if all guards around the outside are as well, go up to the Skyrocket and you will have completed the level.

Level 13: Kitchen

=====

-Comments-

This starts off to be a tricky level, but once you know where to go and all, it is kind of easy.

-Story-

Sarge rides the rocket and lands on the window ledge of the kitchen and can see Vikki. He must rescue her

-Level-

All right, as you start, you will see 2 bugs in the sink, you say, damn, not 2 more bugs, I don't want to waste my ammo, so don't. Turn around the opposite way to the Bugs in the sink and go that way. Run and kill all Tan and collect ammo and health in the corner if you need to. Then go over to the speed-wrap and from here, jump onto the box and do a massive leap over the cereal box. From here turn right and make sure you don't fall off the box onto the floor of the kitchen. Jump down onto the bench and eliminate all and any Tan until you come to the toaster. Here, make sure you have some bazooka ammo, but don't use it on the normal Tan guards. Just use your M-60 or M16 here and kill all the Tan that come on top of the toaster. After all they are dead, the toaster will explode and 2 more of those lego things will appear. Hide behind the boxes and strafe and shoot your bazooka and destroy them along with the few Tan members behind them, and you will now see Vikki. Just go up to her to end the level.

Level 14: Living Room A

=====

-Comments-

Being the second to last level and all, this is a very hard level, requiring last of skill to complete the mission.

-Story-

Sarge goes under the dorr after being chased by the dog and finds himself in the living room at Christmas.

-Level-

ASAYS, collect the ammo and walk forward and turn left, then look left and kill the beetle and look right. You will see a Tan guy in the corner under a little table, eliminate him and go over there, collect the ammo and the health if you need it. Press L1 while facing the wall to do a quick turn around. Run forward into the part you haven't been to and eliminate the Tan soldier on the high present and walk forward to the X things and eliminate the soldiers to the right of them. In the North west corner from here is the tank that you have to rescue. Do what you normally do and blast your way through the enemies. Get in the tank and from its original starting position, drive it up and eliminate the tank along with the little Tan soldier. You will get to Kringle camp if you go up and turn right and follow the rug along. Under the little tree is a few bazookas, you will need these to eliminate the Tan super weapons, find them both by climbing on the presents and then onto the table.

Level 15: Living Room B

=====

-Comments-

What do you know, this is the last level of Army Men: Sarge's Heroes. Complete this without cheats, and you are the very best at the Army Men

series.

-Story-

Sarge must find the portal before plastiro gets there.

-Level-

ASAYS, collect the ammo and don't worry about the first guy running as it's just a waste of ammo. Run forward and work your magic by killing all Tan. Watch out though, they all have bazookas. Once all here is dead, continue forward and run to the right and get some ammo and health. Don't worry about the dog at all, you can't defeat it. Find some heavy weapon ammo somewhere as you will need it. Dodge the airstrikes and kill the flood of Tan that comes. Follow the rug along and once again dodge the airstrikes. Now you will come to the super weapons. Run over to the corner next to the portal and obtain the bazooka and eliminate all 3 super weapons. Once all are dead, go up to the portal and you have just finished Army Men Sarge's Heroes. Well done.

=====

5) FAQs

=====

Q: How do I complete the first mission?

A: Read my walkthrough about how to complete it.

Q: But I keep getting shot and killed?

A: Well look at my tips section to dodge different types of enemy fire.

Q: Is there a way to be the enemy?

A: NO there isn't, but that would be really cool playing as the Tan as well, even though they are bad.

Q: Do you get anything special for finishing the game?

A: Well, you kind of do, once you finish it on easy, you get a few bloopers, on medium, even more, and on hard, more again. Bloopers are things that have gone wrong in the movies from the game, like word stutters and things like that.

Q: How do I get into the enemy base on the Riff mission?

A: Jump onto the part with the health on it from your right when facing the gate.

Q: What are the cheats for this game?

A: Cheats for this game include unlimited ammo and all weapons, I will list them later.

Q: How do I turn off the bug zapper?

A: Step on the switch on the powerpoint.

Q: How do I complete the last level?

A: With pure luck, especially on Hard mode. I've only done it about 4 times using the unlimited ammo cheat, that's all.

Q: How do I defeat a tank without a bazooka?

A: There is many ways to defeat a tank without a bazooka, 1)Find a mortar and hide behind something 2)Find some grenades 3)Find a tank of your own, but if none of those 3 work, you will have to get past it without battling it by strifing to dodge the bullets while running away to wherever you have to go.

Q: How do I save the game?

A: It automatically saves after the mission when the 'checking memory card' writing comes up.

Q: Why does Vikki take Plastro's side in the war?

A: Because she is imprisoned and she will proably be tortured,
SPOILERS: She secretly gives the plans to Sarge when he is captured.

Q: With your North map of bootcamp, the left side of the obsticle course is smaller than the right side where in game it clearly shows that both of the space between the fences are the same, please update your map?

A: I don't care, the bootcamp map wasn't drawn to scale, so who cares weather one side of the map is bigger than the other so why the heck would I update my map to make it bigger because you said so you idiot.

Q: What is the difference between 'Family' mode and 'Deathmatch' mode in multiplayer?

A: Good question, this one had be stunned for awhile:

Deathmatch: Start off with just the M16

Family: Start off with a little family of weapons (M16,Bazooka,M-60)

Thats the only difference I found.

Q: On the level 'Scorch', I keep being shot by the tank when I'm in the minefield, how can I get rid of the tank so it doesn't shoot me in the minefield?

A: Find the 2 bazookas next to the minesweeper.

Q: But I want to save them for later on?

A: There is more bazooka bullets later on in the level, and plus here you get 10 bazooka bullets.

Q: How do I defeat the 2 tanks in the 'Riff' level with only mines?

A: Lure them out and place mines, or go past them and get the blue tank after you have rescued Riff.

=====
6)TIPS
=====

-Against Infantry-

--Dodging Bullets--

1)To dodge their bullets that they fire, use the strife buttons (L2 and R2). The Tan bullets don't lock on to you, so they fire at you, but by the time the bullet actually comes to you, you have strifed out the way

and the bullet wont even go near you.

--Firing and dodging--

2)Use the same method as top to dodge the bullets, but get a lock-on on the enemy, and shoot 3 M16 bullets and the enemy will die. Very simple, and you will need to use this to even complete the first level.

--Don't waste ammo--

3)As soon as someone gets a bazooka they think, oh yeah, cool, it's time to blow those little men into smitherines, but don't fire them at the little infantry men, it's just a waste of bullets and you will probably need them for a tank or helecopper. So conserve your heavy weapon ammo for the bigger things.

--Taking them out--

4)At some occasions, you will come across 2 or 3 or 4 guys trying to kill you at once, try and get a lock on the one that will do the most damage to you if you are hit.Ffor example if there was a Tan guy carrying a M16, another carrying a M-60, and another carrying a bazooka, try to take out the bazooka guy, then the M-60 guy, and then the M16. So basically take out the guy that poses the biggest threat to you first.

-Against Tanks-

--Dodging--

5)Basically once again, use the 1st tip about the strfifing out the way of the bullet that is fired.

--Firing--

6)To defeat a tank, you must have a heavy weapon, example: Bazooka. When using a bazooka, use the strife method and fire once you get the lock on symbol. But sometimes you are in a small place where you can't strafe alot, what you can do is strafe to the right until you reach the edge, and then jump over the flame from the bullet to your left. Sounds complicted doesn't it.

--Mortar--

7)To use mortar, what you have to do is try and hide behind a crate, box, wall, or anything and press and hold down X to set where it will go. Aim on the tank even if the crate is in the way, once you let go and the aim is on the tank, the mortar will fire in the air, over everything and destroy the tank. You must be very skilled when using mortar to destroy a tank and not even be hit once.

-Against helecoppers-

--Dodging and Firing--

8)Same as usual, but like the bathroom level, the bullets can be pelted at you really fast that they hit you before you get a chance to strafe, what you do is just use R1 to manual aim or just VERY QUICKLY strife and shoot with a bazooka.

-Against Spiders-

--Back away--

9)One out of the two best things to do, id just back away and don't let the spider see you, then fire about 20 bullets of you M-60 and it will kill the spider.

--Run--

10) In some missions, there might be a few spiders guarding the portal, what you can do is just run past the spiders through the portal without having the hassle of taking the time and shooting them when you don't have to kill every enemy before completing the mission.

--Seen--

11) if the spider sees you, do either number 2, or just manual aim and shoot with your M-60 to force it backwards.

-Helping Buddies-

--Protect--

12) Once you rescue a team member, you have to protect them back to wherever you have to go (Usually just the portal or helipad). The main basic tip for protecting your team is to always be next to them helping out and mainly doing the firing to protect them, in this situation, it's OK if you lose health, you can always replenish it by finding a health kit, but your buddy can't, and they always seem to have less health than you if they get hit. So you be the main shooter, especially with Shrap and Riff.

-Other-

=Some crates can be destroyed and under them sometimes in ammunition and some health, but not always.

=Throw mortar onto a minefield and it will destroy all mines close enough to it.

=Mortar destroys a tank in one shot, so hide behind something and aim at the tank for there.

=Kill unaware enemies with your trusty sniper rifle.

=====
7) CHEATS
=====

Button Cheats

All weapons with unlimited ammo
=====

press START to pause game play and then press SQUARE, CIRCLE, R1, L1.
The phrase 'Power Up' and a voice will confirm correct code entry.

All levels Available
=====

At the main menu, hold SQUARE + L1 + R1 and press UP, DOWN, LEFT, RIGHT.
A voice will confirm correct code entry.

Nuke Enemies
=====

Pause gameplay, then press LEFT, LEFT, RIGHT, RIGHT, CIRCLE, SQUARE. The phrase 'Nuke Em' and a voice will confirm correct code entry. Note this can only be used once.

Bloody Chunks
=====

Pause gameplay, then press L1, UP, DOWN, LEFT, RIGHT. The phrase 'Bloody Chunks' and a voice will confirm correct code entry.

XPloder 900 codes

Infinite Health

=====

85B917F7CFF9

Infinite Health Partner

=====

85B96D97CE95

Hyper Mode (Bootcamp)

=====

85BC2FFFCECD

Army Men Air Attack Demo X-Ploder Codes

Infinite missiles

=====

35C229F3CE31

35C22923CE31

=====

8) BOOTCAMP

=====

INTRO

it doesn't matter weather your new, or old to playing the Army Men series, it's always good to practise firing weapons and learning new skills at the bootcamp. Here you can use every weapon in the game and practise against cardboard targets.

MAPS

KEY/LEGEND

=====

S: Sandbags

G: Grass

N: Nothing

O.C: Obsticle Course

T: Tank

WEST BOOTCAMP:

```
|_____|
|_____||_____||
| FLAMETHROWER | | |
| RANGE | | N |
|_____||_____||
| SNIPER RIFLE | S |
| RANGE | S |
```

	NOTHING	
		N
	MI6	
	RANGE	
	S	
	S	
	S	

SOUTH BOOTCAMP:

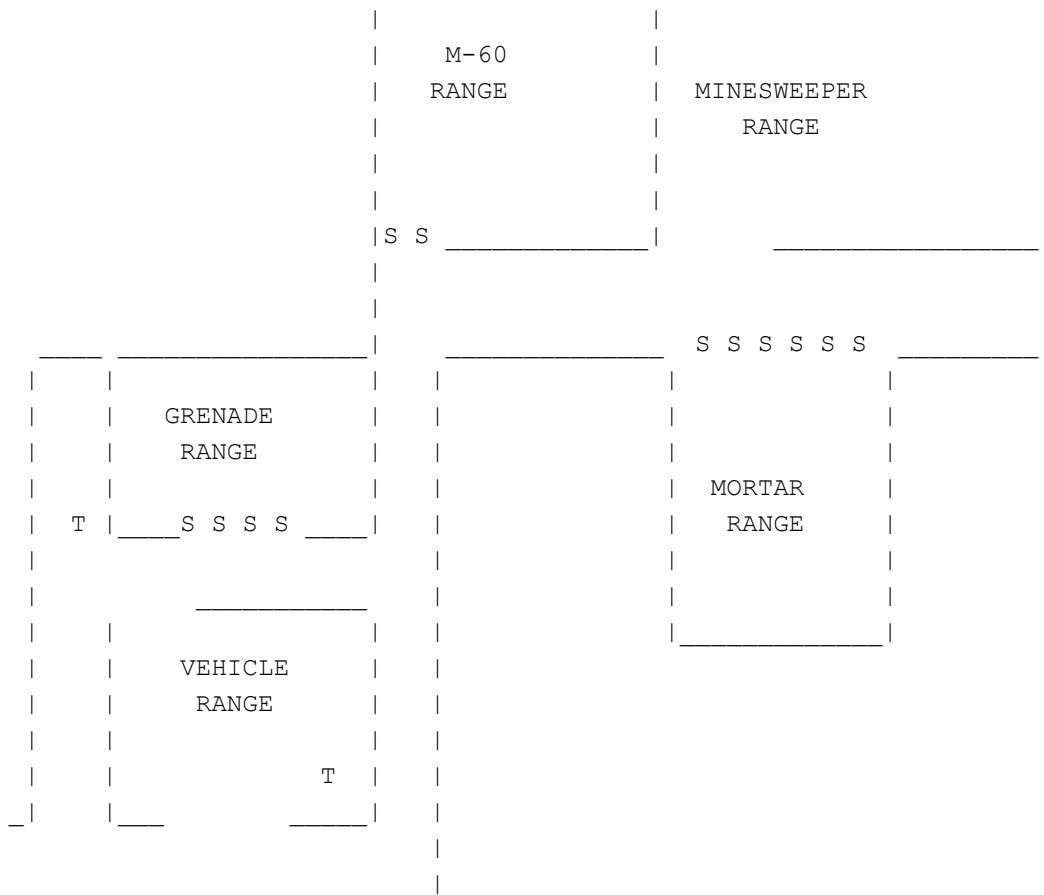
	S	
	S BAZOOKA	
	S RANGE	
	S	
	S	
	NOTHING	

START

NORTH BOOTCAMP:

	=	=	
	=	=	
	=	=	
=====	=	=	
			=====
=====	G		
=====			
	=		
	=		
	=		
		O.C	
	O.C	END	
	START		

EAST/NORTH EAST BOOTCAMP:



WALKTHROUGH

Alright, from the start, run up until you come to the good old Bazooka range. Pick up the bazooka and turn into manual aim. To blow up 2 close targets, fire it at the ground between them both. You only get 5 bullets, but there is about 20 targets. Fire and destroy as many targets as you can. It doesn't matter if you don't destroy them all.

From here, once you are done, press L1 to do a 180 degree turn around and follow the lillte path into the next section. In this section, lets start off by doing the flamethrower range. Grab the flamethrower and start hooting at the barrles with it. Once that is done, go down and try the sniper rifle range. Get it and equip it. Now press R1 from where you are, and press L2 to zoom in and L1 to zoom out, simple. Aim at the targets and shoot at them. Note that some bullets don't hit the targets. Go down again and now sample the M16 range. Get all the ammo and once again manual aim and shoot to destroy the targets. Thats all here folks, take the path back so you can see the bazooka range. From here, turn left and run up into the obstacle course. From here, turn left into it and do all the jumps by pressing up + Triangle. Follow the path around and do all the jumps. Once th last jump is done, exit the obstacle course and your done, well, actually only if you done it in 90 seconds, but who couldn't do that hey. From here, turn left and then left again to see the tank. Don't destroy the other tank roaming around or you can't finish boot camp. When I first played bootcamp, I destroyed the tank and I couldn't finish boot camp. Practise firing and all in the tank. Once out, head upwards to the grenade range and start throwing grenades killing or destroying as many targets as you can. Once that is done, follow the path up into the next section. Straight ahead is the M-60 machine gun section. Get the weapon and use manual aim to destroy all the targets. From here, strife all the way right and obtain the minesweeper. From here, go in the minesweeper section and press and hold

X to use your minesweeper. Locate all the mines. Once this is done, head to the mortar range across from this. Get the mortar and eliminate as many targets as possible. Now, equip your M16 or M-60, and what you have to do now is go back and destroy every single target in bootcamp (except for real tanks and barrels). Once all this is done, you will get the objectives up on screen and now just go back to the start of bootcamp to complete the mission.

IMPROVEMENTS

Overall, I think bootcamp is pretty sweet, but here is a few things that I think could of been better.

More weapons, it's really silly that you get 5 bazooka bullets when there is about 20 targets, they should put more near the sandbags.

Defenetly a combat range to perfect your shooting skills, like all the other army men series.

Sections together, all the different sections seem to be too spread out, and why couldn't they of just put the first 3 zones to the way left as you start right next to the start instead of all the way out there.

Not too many, as I do think the bootcamp is good.

TIPS

M16

Use manual aim to pick off the targets. Don't waste too much ammo as you will need it for later.

Sniper Rifle

Use L1 and L2 to zoom in and out to get a good veiw of the targets and then shoot when the aimer is on them.

Flamethrower

Go up near the barrels and fire the famethrower, the toxic waste barrels will catch on fire and burn anything around it. Use it as a chain reaction.

Grenades

Hod down X to set the positioning. Note once you let go of X, it takes 1/2 a second before Sarge fires the grenade.

M-60

Aim at one target out far using auto aim, and then press X and nearly hold it down and do a run through.

Mortar

Press and hold down X to set positioning, best time to throw it is when

the aimer goes on top of something.

Minesweeper

Basically hold down X for the first part, then run foward and tap X to get rid of all near mines just around you.

=====

9)MULTIPLAYER

=====

INTRO

You all know that you can play against a friend or your brother/sister, anyone you want in a Sarge's Heroes battle to see who is better.

LEVELS

BASE:

Level 9 in the game, inside of Fort Plastro

TOWN:

Level 2 in the game, around and inside the town

SNOW CAMP:

Level 7, camp thats snowy

SANDBOX:

Level 12, box with sand

FORT PLASTRO

Level 11, the fort at night

ISLAND:

Just an Island

TYPES

=MODES=

Now, I suppose everyone is wondering what the 2 different game modes mean, I have kiond of worked out what the difference is:

Deathmatch: Verse someone in a macth where you only start off with the basic M16.

Family: Start off with a family of weapons, actually 25 M16 bullets, 75 M-60 bullets, 5 bazooka bullets. But each level has it different, this is just the most common one.

POINTS

Before you even start, you are given how many points you want to play to, or how many kills, which is the same thing:

3 kills: Short game

5 kills: Normal game

10 kills: Long game

TIPS

-If whoever you are playing against doesn't know how to use the strafing method, take advantage of it by just getting close enough and firing. If the bullet is close enough, it will lock on if you are far enough away.

-If whoever you are playing against does know the strafing technique, use a machine-gun on him as most of the time it can hit.

-Use manual aim to get a good shot.

-Try to work out where whoever is going to strafe next and shoot there.

-Fire next to it on the ground to cause a big explosion and if he/she walks into it the will catch on fire.

-More ammo is always back at your base if you need it.

=====
10)MOVIES
=====

INTRO

This section is just describing all the movies in the game and what they are about, just in-case you missed some, you can go to 'Movies' on the main menu and watch as many as you want.

WARNING: MASSIVE SPOILERS

VIDEOS

Attack: All is peaceful in the Green village until the Tan wage war on it. Sarge calls Colnel and asks whats going on. He must get out of there fast.

Blue Spy: Helicopter is up in the air and they spot a blue spy in the town below. Colnel orders the pilot to take the plane down while Sarge reminds him that he needs a medic.

Bathroom: Sarge falls through a portal and lands in the bathroom and says that he doesn't think he is in Kansas anymore.

Riff: This movie shows Fort Plastro and the Tan leader happy until he is told the bad news to him that Sarge and Colnel Grimm have survived last nights attack.

Hoover: Vikki is recording the words of her dad's fight to never give up on defeating the Tan.

Garden: Sarge falls through the portal and lands in the garden where he find alot of hung green soldiers.

Snow: Thich and Sarge make it out of the portal in into the helicopter, then vikki jumps up from hiding and repots the portal to the green nation and then is captured by the Tan and taken to the secret Tan base.

Shrap: Sarge makes it to where his Mortar man Shrap is being held and he finds that the Tan are turning green soldiers into spiders.

Fort: Plastro makes a threat to Grimm about everything he owns will die, na dJack is going to surrender but being a brave Sargent, Sarge says he will go in there and find the last Tan portal.

Scorch: Sarge falls through the portal and lands at the feet of Plastro

and his men. He drops his weapon to protect Vikki and they throw Sarge in the pit where there is spiders underneath. The sand collapses and Sarge falls through and jumps out at the end of the secret tunnel just before a spider gets him.

Showdown: Sarge gets the information about plastro's plans back to grimm, then they learn that there is going to be an attack on the green base, so they have to attack Plastro before it happens.

Sandbox: Sarge rounds up the area of Tan. While this is happening, Vikki tries to escape, but unsuccessfully, then she is taken by tank to be stuck on a cereal box (da). The Tan throw a dynamite stick through the last portal (So the green think that it is the last portal) So Sarge jumps through it before the dynamite blows up and sees Vikki being taken away by truck, and then he sees tanks approaching Sarge.

Kitchen: Sarge finds a rocket in the middle of the sand box which he rides and lands on the window where he can see Vikki.

Liv A: Sarge finds and rescues Vikki, then Sarge kisses her and they jump into the dogs bowl, then they see the dog chacing after them, so Sarge runs under the door while Vikki hides.

Liv B: Sarge says what he thinks will happen. Then Plastro appears along with 4 other Tan men. While Plastro is speaking to Sarge, Sarge knocks the Tan men off the edge with a kids block, and Plastro sasy to Sarge that he couldn't outamrt a bullet. Then the dog comes and chews up Plastro.

Win: Sarge finds the last portal with Vikki there, Sarge lights the dynamite and then Vikki jumps through the portal, then as Sarge is about to jump through, plastro comes out and wacks Sarge over the head with a lamp. They fight and Plastro finds as he is on top. Then the dog comes and chews up Plastro and Sarge makes his scescape back into Amry Men world Where Jack Grimm and his team are waiting while Plastro is being chewed up and still survives because there is another portal that he finds instead of him being stuck in this world.

BLOOPERS

Finish the game to get bloopers of the things being done wrong in the making of movies. I will not give away any of them, find them yourself.

FUNNY

Another thing about Army Men: Sarge's Heroes is that it is funny in alot of parts, here is some. I don't know all the quotes word by word, but I will do my best.

Key

===

CJG: Colnel Jack Grimm

S: Sarge

P: Plastro

TM: Tan Members

OTM: Other Tan member

CJG: "Hundreds of our courageous soldiers, dead due to Plastro's new super weapon"

S: "That thing is babrberic, it's monstorous..... captain, can we

build one"

CJG: "Negative"

CJG: "Our engineers don't have the technology"

S: "Then where is Plastro getting these magnificent, I mean murderous weapons."

P: "Last nights attack on the green army was a complete sucess"

TM: "Yeah, woo"

OTM: "General Plastro"

P: "Yes, what is it little man"

OTM: "Sarge and Colnel Grimm have escaped our forces, and to make matters worse, they have captured a blue spy intelligence officer"

P: "!!WHAT!!"

OTM "Sarge and colnel Grimm have escaped our.."

P: "I heard what you said, it was a retorical word"

Then Plastro punches the guy out the window.

S: "OK, i will make it to the portal, destroy it and save the Green Army, not bad for a days work"

P: "Except you are forgetting something"

S: "Plastro"

P: "I will secure the portal and destroy the Green Army"

S: "Why don't you put that gun down and face me like a MAN"

P: "Because I'm the bad guy, thats why"

P: "If you wern't about to die hmmm, you could watch me wed Mrs Ms Vikki Grim"

S: "Your brain gone soft, she wouldn't marry you on your best day"

P: "How about my worst"

P: "Ha, good move, I didn't see that one coming, but do you think you can outsmart a bullet, hmm?"

S: "Maybe not, but I bet that thing could"

P: "Ah, that thing, oh no, Mummy"

=====
11)ARMY MEN: AIR ATTACK DEMO
=====

CONTROLS

X: Fire machine gun

S: Fire special weapon

O: Use winch

T: Change special weapon

Rl: Strafe right

Ll: Strafe left

L2: Map

R2: Unknown

ST: Pause

SE: Quit

WALKTHROUGH

I', not going to go into alot of detail here, just general dot points:

- Go up and kill the first 2 tanks
- Find the train
- Eliminate the forces around the train
- Grab the Battery from the tan plane
- Put the battery on the battery pad
- Destroy any forces shooting the train
- Follow the train all the way along the tracks
- Shoot out things in the way of the train on the tracks
- Pick up health and ammo on the way
- Find the portal to end the level

This is the only level you get to play, so enjoy it, but you can play this level as much as you can by going back into AMAA demo again.

BASIC TIPS

- When facing an enemy such as a tank, strafe around it by using R1 and L1. Doing this will dodge the bullets from enemies and you can get a lock on with your machine gun and fire away and it will be destroyed in a few shots.
- You can use the winch to pick up things such as rocks, then land over the top of an enemy and press the winch button (O) again to drop the rock over the top of an enemy and it will destroy it.
- Also all weapons and health have to be picked up by using your winch, position yourself over the weapon/item/health and press O to use your winch and you will obtain whatever it was you picked up.

SCREEN

Top left

=====

Your Radar, shows you, enemy and what direction you have to go.

Bottom left

=====

Weapon slected, press S to see more

Bottom right

=====

Helath

FEATURES

Features of AMAA (Real game, of course)

=====

+Fly different plastic planes

+Play one-player mode or co-operative

+Hours of bloodless, toy violence

+Over 16 one-player missions that will keep you eneterained

=====

12) OTHER

=====

LEVEL COUNT

How many levels are:

-Protection: 8

-Inside a protal: 7

-protection inside a portal 3

-Total levels in game: 15

Just to give you a little idea of whats in the game if you haven't brought it yet.

MY REVIEW

Army men- Sarge's heroes:

Story

Once again, the army men series is about a war between little figurine army men that can move. The good side that you fight for is the Green team, leaded by cornel Happy Jack Grim. The Tan is the veil team, they always start the wars and all the attacks and all the green do is retaliate, and never make the first move. Anyway, the tan is the bad, and is leaded by the Tan Baron, a really evil guy, who wont rest until you are dead. You play Sarge, who has help from his team throughout the game. All you must in most missions is kill the tan, and get to a ceertain place and rescue your team that get captured and you must

rescue them and help them fight their way out. The game starts by your base being attacked and you have to get out of there to the helipad for evacuation, and you have to do it fast.

Gameplay

Well, the controls are actually quite hard to master, basically you can do lots of commands but when Sarge does them, they don't look real enough, not even the bullets look real enough. Ducking is bad, because there is usually no need for it as you can just fight stand and do it better, instead of crawling, that wastes time and doesn't aim properly. Also the movement of the character is very very bad as once again, it doesn't do it properly and doesn't look real enough.. Now, for the funness of the game. The game is fun to play, but can get boring in the harder levels where they are so long and hard levels that take ages to complete. Also the game is hard in the last 7 missions, but very easy in the first 4, as each game should really be, easy at the beginning and hard towards the end. That is all for gameplay.

Graphics

Yuh, another bad feature, the graphics are good in some places, but very bad in other places. The first mission has actually has good graphics, but all the levels in all the missions are cartoon like graphics, which is I guess good for a game that isn't real and played with little army men. the second mission is basically the same as the first, but worse. 1 level is the same as a level in the first mission. Next, we come to the 3rd missions, nothing is good here, they screwed it up with all the battles with the enemies, plus it gets bad when your just always in the battle field with all the enemies shooting at you, firing bazookas and flamethrowers. So it gets really messy and its a little claustrophobic where your location is. The movies has nice graphics, as all FMVs do, but once again, it looks so cartoonish. Now we move on to the looks of the weapons and the enemies. The weapons look kind of real and you can control alot of them. They look real enough, except for you always start off with a gun with 25 bullets, maybe they should of reduced it for the last level in the second act, you will see when you get there. The enemy appearance looks very bad as well, once you kill them fully, you can always see the plastic fly off the body so they have no body features or any face. You look the same as the enemies, but your green.

Sounds

Once again, very poor. When you shoot the enemy, he makes this really annoying and bad noise that puts you off. Also when firing a weapon, especially the machine gun, the bullets sound wierd and go in all sorts of directions. But the sound of airstrikes sound very real as the blast comes in, you will see when you start the first mission. They have really done a great job with the voices I must admit, they have made Sarge's team have all different voices and different accents and personalities. Some are dumb, others sound tough. I like the way the Tan Baron speaks, he sounds so real.

Replayability

Once you finished it, you probably wont want to play it again as it can get very tough in the last missions that you just want to tear your hair out. Some missions are boring because of the longness and you can't save it to the end. yes, this game is worth renting, but you probably wont finish it in the days your allowed to have it. But you shouldn't pay much to borrow it as it's not that good of a game to fork out alot of money on just to rent it.

=Overall= 7/10

Story: 8/10- because of how far the in depthness of the war between the two sides goes.

Gameplay: 6/10- The controls are very bad and all the actions look fake.

Graphics: 7/10- Cartoonish, but still alright.

Sounds: 8/10- Voices are good, but sound effects could be alot better.

Replay/rent: 7/10 wont want to play it again and don't pay to much to rent.

OTHER FAQs

Of course, apart from this FAQ, I have created many more, here are my others:

1st) Tenchu 2---First Posted:June---Last Updated:9/902---V 1.4

2nd) This is Football---First Posted:July---Last Updated:8/1/02---V 1.1

3rd) Syphon Filter 3---First Posted:Aug---Last Updated:10/7/02---V 1.9

4th) Ducati World---First Posted:Sept---Last updated:9/21/02---V 1.0

5th) SF MiniGames---First posted:Oct---Last updated:10/7/02---V 1.0

SITES

Some great internet sites to go to see Army Men series:

3do

====

The maker of the game:

<http://www.3do.com>

Gamefaqs

=====

Look for more Army Men FAQs:

<http://www.gamefaqs.com>

Contrib recognition

=====

See what other FAQs/Walkthroughs/Reviies I have made:

<http://www.gamefaqs.com/features/recognition/24572.html>

CREDITS

Kevin Toone

=====

Asked me a question about the Thick level, apparently there is a big glitch, or something.

The Videogame Master

=====

For staying on the gamefaqs Sarges Heroes message board

CJayC

=====

The owner of gamefaqs, for posting my FAQ on his site and of course creating www.gamefaqs.com

Wayalla

=====

Me, for creating this FAQ, I got to have some credit as well you know!

3do

====

For creating the ever popular army men series.

ABBREVIATIONS

Some commn abreviations in my FAQs and others:

BTW: By the way

IMO: In my opinion

SYAS: Soon as you start

DAQ: Don't ask questions

=====
=====

```

_ _ _ _ _   _   _   _ _ _ _
|_|_|_|_|_|  |_|_|_|  |_|_|_|_|
  |_|_|_|_|  |_|_|_|_|  |_|_|_|
  |_|_|_|_|  |_|_|_|_|  |_|_|_|_|
  |_|_|_|_|  |_|_|_|_|  |_|_|_|_|

```

```

_ _ _ _ _   _   _   _ _ _ _
|_|_|_|_|_|  |_|_|_|_|  |_|_|_|_|
|_|_|_|_|_|  |_|_|_|_|  |_|_|_|_|
|_|_|_|_|_|  |_|_|_|_|  |_|_|_|_|
|_|_|_|_|_|  |_|_|_|_|  |_|_|_|_|

```