

Army Men: Sarge's Heroes 2 FAQ

by General Eric

Updated to v2.6 on Dec 22, 2002

This walkthrough was originally written for Army Men: Sarge's Heroes 2 on the PSX, but the walkthrough is still applicable to the PS2 version of the game.

```
##### ##### ##      ## #   #   ##      ## ##### ## #
#   # #   # # #   # # # #   # #   # # #   # # #
##### ##### # #   # #   ##      # #   # # ###   # # #
#   # #   # # # # #   # #   #   # # #   # #   # # #
#   # #   # #   # #   ##      #   #   # ##### #   #

##### ##### ##### ##### ##### ##### #   # ##### ##### ##### #
#####
#   #   # # #   # #   #   #   #   # # #   # # # #   # #
##### ##### ##### #   ## ###   #####   ##### ###   ##### #   #
#####
# #   # #   # #   # #   #   #   #   # #   # #   # #   #
#
##### #   # #   # ##### ##### ##### #   # ##### #   # #####
#####
```

```
####
#   #
#   #
#
#####
```

"Real Combat, "I love those little plastic army
men!" Me men!"
Plastic men"
Army Men slogan "Toys now adays break so easily!"
Grandpa Simpson steping on army men

This FAQ/Walkthrough was proudly made in the USA

Author's Note-If you e-mailed me something that was not a question, the reason I didn't send you a e-mail back is because I put all helper reconigtion in the credits, and I have a busily life, please don't think I'm mean because I didn't send you a e-mail saying thanks

For Playstation, and Nintendo-64

Army Men Sarges Hero's 2 FAQ/Walkthrough

=====
For both the N-64, and Playstation versions(But more on the Nintendo Side)
Walkthrough and FAQ.

By Eric Burkemper

ericburkemper@hotmail.com (e-mail and MSN messenger address, talk to me all you want)

ericburkemper@aol.com (Additional temporary e-mail, ericburkemper is my AIM name)

Version 2.6

Last update 12/22/02

=====

Hi I'm Eric Burkemper also known as General Eric, I will be writing this guide and FAQ on Army Men Sarges Hero's 2, not a great game but this will help you if your struggling through the game. The FAQ/Walkthrough should be enough for the Playstation version of the game(I rented it for my N-64 because of the Non-multitap multiplayer of the N-64) GameFAQ's always has the latest version of this guide, so if a website has this that hasn't been updated in a month, then go to www.GameFAQ's.com because it always has it new.

Note- All Walkthroughs, FAQ, Enemy info etc. is done on the normal difficulty setting.

E-mail me if you got any info or stuff this FAQ might need at ericburkemper@hotmail.com

Note- I know that the pictures suck but at least there a start.

Note- I use "should" and "will" as the same thing unless other-wise noted.

Note- 50% of the walkthrough has is for both versions while the other 50% is Nintendo only

so it's 50% Playstation and 100% Nintendo

Things readers like you should send in
Playstation Walkthroughs and FAQ's
Playstation controls
N-64 Walkthroughs for levels not listed

=====

Copyright info

1. YOU CAN NOT TAKE THIS AND PUT IT ON A SITE UNLESS WITH MY PERMISSION!
2. Do not alter this if you put it on my site without my permission.
3. You can e-mail me all you want concerning this FAQ or me
4. This is copyrighted by Eric Burkemper ericburkemper@hotmail.com
5. If you want this sold or printed for stuff that concerns money, you can not sell this at all, this FAQ/Walkthrough is for gamer's help only. You can put it on your website but NO SELLING IT!
6. If you find a website that has this FAQ on it but isn't in the list below, report the website to me, either I forgot to put it in the list or it's there illegally. This is a direct violation of GameFAQ's or other sites with my FAQ and they shall be delt with harshly.

Websites that this is on and can be on-

- 1.www.gamefaqs.com
- 2.www.cheatcity.com
- 3.www.gameadvice.com
- 4.www.cheatplanet.com
- 5.www.psxcodez.com

6.DH gaming (could't go on the site in time to write it down here)

7.www.cheatcc.com

8.http://209.145.60.4

9.www.freshbakedgames.com

10.www.gameexperts.com

11.www.gamesdomain.co.uk

12.www.neoseeker.com

13.www.gamexperts.com

14.http://freepages.ugo.com/ArmyMen/ArmyMenMain.html

15.www.n64cc.com/

16.www.geocities.com/andrewclegg/gameFAQs_home_page.html

if you want this on your website e-mail me.

=====

E-mail info

Stuff you can e-mail me:

1. Level info
2. Maps of levels
3. Multiplayer info
4. Playstation controls and differences between N-64 version.
5. Any mistakes this has.
6. Other stuff this FAQ might need.

=====

Update info:

Version 2.6

12/22/02

Decided to finally update, fixed up maps, and updated some of the walkthroughs, Made breif Walkthorughs for levels 7, 16, and the final level 17. Since this is being run again, send e-mails, I really need help!

Version 2.5

03/14/01

I found codes for the PSX!Look for them in the codes section!Also More N64 codes

Version 2.5

01/27/01

Spellchecked it and added even more cheat code meanings, my frriend has rented the game, more Walkthroughs might follow.

Version 2.4

12/12/00

I updated the FAQ with more gun info, and spell checked it and put this up

for the Playstation 2 game

Version 2.3

12/8/00

Only 17 days until Christmas! I have just added a new, better, flashery, intro name, this is cool!

Version 2.2

11/25/00

Added stuff here and there and added some more tips fo levels, I hope readers will send me in there times.

Version 2.1

11/12/00

I removed some of the e-mail me this stuff for the stuff I have, added all level cheat codes, and added borders to it.

Version 2.0

11/9/00

I going to e-mail this to GameFAQ's and other sites today, I couldn't e-mail it all the othere times since I was busy, I put up my MSN address which is the same as my e-mail address, I'm now putting a complete enemy guide.

Version 1.9

11/1/00

I JUST PUT UP some tips for the later levels until I'm done doing Walkthroughs for them, expect the walkthroughs soon.

Version 1.8

10/30/00

I'm putting more time on my other FAQ's so that's why all the new update is adding a new game, The World is not enough to the comparing charts, once I get more e-mails I will continue up-dating it, all I got is one e-mail concernig the Walkthrough itself.

Version 1.7

10/24/00

Put in the finishing toches to my Revenge map, man, this guide must have the best and most accurate un-offical Revenge walkthrough in the world.

Version 1.6

10/23/00

Made some changes here and there.Finally completed the Revenge map.

Version 1.5

10/22/00

10:00 AM pacific time

Added some info to the chart.

5:00 PM pacific time

Added Bed walkthrough and the beginning of the Town walkthrough.

Version 1.4

10/21/00

WinZipped the Word Pad one and transformed this into Note-pad, also did the Goldeneye, Perfect Dark, and Army Men Sarges Hero's 2 comparing chart.

Version 1.3

10/20/00

Space Bug sent it to me in Word pad format so I'm now doing it in Wordpad,
not Microsoft Word,
the only bad thing about this is that it doesn't have a spell checker.

Version 1.2

10/19/00

Spell checked it, did little stuff here and there.

Version 1.1

10/18/00

Added Revenge walkthrough, maps and desk walkthrough.

Version 1.0

10/16/00

Made it.

=====
Other FAQ's by me

Army Men Air Combat FAQ/Strategy Guide for N-64 (On GameFAQ's)

FAQ's being worked on by me

World is Not Enough Multiplayer guide (N-64 and PSX)

Jurassic Park Rampage Edition FAQ/Strategy Guide

Perfect Dark Multiplayer Scenario's Guide
=====

Table of contents:

+ The story,charts, controls etc.

1. Enemy and friendly people info
2. Weapons and your basic strategies
3. Walkthrough
4. FAQ
5. Multiplayer
6. Cheat Codes and Other stuff.
7. End notes

=====
+ The story

Ever since they were made, the Tan and Green army have been fighting,
the Green for peace, the Tans for World Conquering, since they have
fought each side had tricks up their sleeves, the greens have a great
helicopter force, and the Tans have a big army and always have
something stored for attack and also treachery, there leaders, General
Plastro for Tan, and Colonel Grimm for Green have been always targeted
for attacks, they fought the war in the real world, ever since portals
were made, but to the side-affect of being in the real world has been
discovered, if your in the real world too long you will start to turn
into a real world army guy that will become lifeless, but a blue spy
called Brigitte Bleu and a gray scientist named DR. Madd have invented
a serum that makes them come to life again, but there only giving it to
the Tan army, so Coronal Grimm has let Sarge and his troops wage a war
against the Tans.

=====
General Info

>From Nintendo Power #137 and ELECTRONIC Gaming Monthly #135

Publisher: 3DO

Developer: 3DO
1-4 players
Supports Rumble Pack and Controller pack
64 Megabits
17 1 player levels
6 Multiplayer level
Expansion Pack enhancements

=====
My review on the game (from GameFAQ's)

Hi I'm General Eric, I like to say that I rented it a couple of days ago and this game is worth a rental at least, the game looks like it should have been delayed a month so it would be made much better. I was pretty disappointed. Here's my review in sections for easier findings.

Gameplay 5/10

I will be honest, I was disappointed when I went thru the first level, the game goes way too fast(WHAT I mean is that it gets confusing after a bit) and the enemy's are more annoying then hard, it takes a whole bunch of shots to kill with your standard basic rifle that you always have and there's tons of slowdown when there's 5 guys on the screen at once, even with a expansion pack, also I liked the first Sarges Hero's boot camp better because it appeals to me more. Over all if you are a Sarges hero's lover you'll like it but if your a normal gamer you'll find it terrible. I didn't like the first because it was too hard and I hate the second because of it not appealing to me very well and plus there's no new weapons except for dynamite which I hate and the explosions look way too fake for this kind of game. Plus the hundreds of medicpacks almost around every turn make the game even easier, and aiming is the main part here because the gun's auto aim misses about 1/2. Overall its easy to beat until the enemys use explosives, flamethrower or they lay on there bellies. You can play as Vikki on a few levels and be silver when you get a shield like the cheats in the first Sarges Hero's

Controls 7/10

The game controls may be weird for Goldeneye and Perfect Dark players because A button shoots Z trigger strafes, strafing is bad because it feels weird and its better to just stand your ground. Sarge can jump now because I don't think you can jump in the first one sence I played it 2 years ago. Other then that the controls are O.K.

Sound and music 7/10

Sound is a problem because the chracters don't speak at all and the music is barely noticable because your too busy running around from the gunfire and explosions. I just liked the music and some of the sound FX, that's it.

Satisfaction 5/10 I felt that the 1st was better when I entered boot camp and this game would be a little below average of I can say the least, over all I say that this game is good if you play right thru and ignore the slowdown and details.

Graphics 5/10 If I didn't say everything in gameplay the graphics are O.K if I can say the least, if you put it on high resolution with a expansion pack you will find slowdown with 4 enemy's all firing at once, the graphics look like the originals but slightly better, I liked it when you blow up a tank or robot because I liked the tank cannon fly up in the air and the robot's parts flying after you grenade it. I liked looking around at the gag products and other stuff with funny writing on it like a milk carton with Plastos face on the back of it.

Multiplayer 7/10

Multiplayer is like the first but with new locations and new people, has some better graphics but still nothing really much to shout about.

Buy or rent

Rent, you'll find out yourself when you play this game, buy if its 25.00 bucks or less at Funco land or Target.

Final word.

The game itself is slightly better then the original, hard- core gamers that are into Army men will like the game, the rest will only like it a little if your not really into Army men, even though that it sucks a little you should still give it ago, it might appeal to you.

I have played Goldeneye(GE), Perfect Dark(PD), and This(AMSH2) and I have made a chart to compare them. For easier buying This may be out of order.This also has some worthless information for your own pleasure.

(Note: Contains some spoilers of the enemies in GE and PD)

27 up to date (10/22/00)

New addition! Damage Incorporated on computer(DI)

New addition! (10/30/00) The World Is Not Enough TWINE added!

I now spaced all of the stuff out for easier reading.

	AMSH2	GE	PD	DI	TWINE
Enemy Smartness(AI)	Average,a little	a little stupid	Smart	Average	Average
Area kills(Headshot kills in one shot)	No	Yes	Yes	No	Yes
Availible weapons	A few	Lots	Lots	About 15	Lots
How many times they can duck.	3 times	2 times	3 times	Once	Once
Multiplayer?	Yes	Yes	Yes	Internet	Yes
How many characters	Around 10	Around 64	Around 54 but	Around 15	Around 25

in Multiplayer?			can change heads		
+-----+-----+-----+-----+-----+-----+					
#Multiplayer levels	6		Around 14		Around 16
+-----+-----+-----+-----+-----+-----+					
Bots in MP?	No		No		Yes
+-----+-----+-----+-----+-----+-----+					
Save files?	No		Yes, 4		Yes 4
+-----+-----+-----+-----+-----+-----+					
Level design.	Not very much too		Giant levels w/		Same as GE only
textures	look at.		good design.		better
+-----+-----+-----+-----+-----+-----+					
Developer	3DO		RARE		RARE
+-----+-----+-----+-----+-----+-----+					
Cheats?	Yes, passcodes		yes, time cheats		yes,time cheats
	so far.		and push button		so far
+-----+-----+-----+-----+-----+-----+					
Nintendo Power Rate	7.1		9.0		9.6
+-----+-----+-----+-----+-----+-----+					
Cost(now 10/21/02)	\$30.00		\$30.00		\$20.00
+-----+-----+-----+-----+-----+-----+					
Difficulty	Mostly Easy		Hard		Hard
+-----+-----+-----+-----+-----+-----+					
Your enemys	Gen. Plastro and		Alec Trevelan		Skedar and
his	the Tan army		and the Russians		dataDyne
+-----+-----+-----+-----+-----+-----+					
You are a...	Green army guy		British Secret		Future Spy
			Agent/AKA Spy		
+-----+-----+-----+-----+-----+-----+					
+-----+-----+-----+-----+-----+-----+					

Your Commander Goldeneye	Colonel Grimm	Q and M	Daniel Carrington	"Madia"	See
+					
Your name	Sargent Hawk	James Bond	Joanna Dark	?	James Bond
+					
Gender	Male	Male	Female	Male	Male
+					
Girlfriend/boyfriend	Maybe Vikki	Lots of women	Unknown	?	See Goldeneye
+					
Trademark weapon	M-16 like weapon	PP7,PPK,now P99	Falcon 2	M-16	P2K
		or something			
		like that.			
+					
Sidekick Jones	Vikki	Natylan	Elvis	Marines	Christmas
+					
Famous for...	the army men	His movies,DUH!	RAREWARE	Notfamous	See GE
+					
Systems 64,GB	PS,PS2 and N64	N-64	N-64	Computer	PS,N-
+					
Kind of levels?	Mostly	Some Stealth	Mixture	Combat	Mixture
	all-out-combat	More Combat			
+					
ERSB rating	T	T	M	T	T
+					

Controls

N-64

A- Fire

B-Jump

Z- Strafe

Control stick- Move

Top C- Turn to face in back of you

< C- Change weapons

Bottom C- Duck

>C- Same as Bottom C
R- Aiming mode
L- Map shown

Playstation

Need info on Playstation controls

Differences between PSX, PS2, and N-64

Need info

Strategy Guides for this game (internet and books)

Nintendo Power # 137 (N-64 only)

Rating 6/10 This has basic info on the first 10 levels, it's good and shows you color pictures of the levels, I used this as basic info when I played the game the first time

Prima's Official Strategy Guide (both PSX and N-64)

Rating 7/10 This has great info on the weapons from both versions and the differences, but the only flaw is all of the pictures and maps are black and white

1.Enemy info and others info

Tan Army people and weapons:

Plastro- The Tan army's leader, a ruthless dictator ruling a strong army.

Tan Army troops, each troop takes around 3 bullets to kill.

Rifle carrier- the most common enemy, carries a basic rifle like yours and fires a shot every 1-2 seconds.

Difficulty 2/10 These guys suck big time, the only time there good is when there in a group with a bunch of other tannies, but nothing much too fear. Damage 5-10 out of a hundred

Shotgun carrier- Same as Rifle carrier but has shotgun and fires a bit slower.

4/10 They are better then the rifle carriers and their guns are more powerful

but their bullets are easy to dodge and only a little threat.

Damage 10-15 out of a hundred

Grenade launcher carrier- has a grenade launcher and fires every 2-3 seconds.

6/10 A sort-of threat, his explosives power is close to the rockets, but his range is short.

Damage 40-50

Rocket Launcher carrier- has a rocket launcher and fires every 3-4 seconds.

8/10 A big threat, he can fire far, but most of the times he will take 3 seconds

to pop-out or run for cover to protect himself.

Damage- 50-70

Flame thrower carrier- has a flame thrower and he will go up and fire continuously at you.

7/10 This guy will shoot at you continuously so just back off to a safe distance and shoot him, if your on fire press the down-c thing and keep on pressing <C and >C.
Damage- 20 at the beginning and it increases slowly after that, will go out in about 5 seconds.

Machine gun carrier- has a machine gun and will fire repeatedly, a threat in most cases but is easy to defeat if you strafe.

6/10 This guy will be hard to beat if you have low health or don't strafe.
Damage- Each shot does 3-5 damage

Sniper Rifle carrier- has a sniper rifle and will shoot if you stand still, bullets will take away 25% of your health if you have no damage on you, it will annoy you when they shoot and your in the middle of a fire fight.

7/10 There really annoying because they will shoot from a distant and are hard to spot, just keep on moving and shoot when you see them.
Damage- 25-40

Small Army men- There like the regular Tans but there smaller, a tough target

because they are kinda like Oddjob in Goldeneye 007.

7/10 There about the size of micro-machine figures compared to you, hard if they carry explosives.
Damage- Same as normal counter-parts.

Tank- A big armed fighting vehicle, cannon has same power as rocket, big and should take 2 rockets before it is taken down. A big threat because its more accurate and more likely to shoot you directly then a rocket launcher guy.

9/10 This guy is tough, as with the reasons above he will shoot or try to shoot you if your in it's range, I suggest taking cover and fire explosives at him when you get the chance, only explosives can kill him.
Damage- He can't run you over but his cannon is 50 damage on the spot.

Black robot- As big as a tank and is easy to defeat from a distance but if your up close it will hit you and take away 75% health if you have full health, not much of a threat when far away but when up close it's a major threat, takes 1 rocket or two grenade rounds to defeat.

7/10 Really easy when you got space in front of you, but he's killer when he's near you.

Damage- His only attack is a claw swipe that can only damage you if your up close,
but when up close he will do 75 damage to you.

Yellow robot- Giant as a building, it has a machine gun on each arm and has a flame-thrower in his chest if you go up close, takes a lot of shots to take down, a major threat, best to hide somewhere where he can't hit you or can't get accurate shots.

10/10 He's a dangerous one, lot's of damage and takes a lot of shot's, just hide in a safe place and pummel him with explosives.

Damage- Flame-thrower same as flame-thrower guy's weapon damage and machine gun's
do about 3-5 damage a shot.

Helicopters- They fly and will fire bullets at you, will sometimes drop troops, will explode if shot at a lot of times, 1 rocket or grenade is enough to take it out.

8/10 He's dangerous not because of his guns but he will explode when he's hit's
the ground causing massive damage if your near by.

Damage- His gun's do about 3-5 damage a shot but when your near his explosion, it will do about 60-75 damage.

Robot spiders- Are blue and walk around in circles, not much of a threat but they take a lot of bullets.

Robot scorpions- Same as robot spiders but they are scorpion-like and they take less shots.

Spiders- Like robot spiders but weaker and will follow you.

6/10- Appear in most inconvenient places, and will swarm

Damage- 30 Damage

Zombies- Unarmed, will hurt you up close, they take 9 normal bullets but are easily dispatched with flamethrower or shotgun

Friendly people:

Green helicopter-This does more help during cut-scenes and non-scene stuff then in the

game :), when he's in a level he will just circle around the area

not doing anything he can be taken out but it does nothing in the mission, but fun to play target practice with :).

Green Tank- Only in one mission, all he does is blow open a hole in a wall and is then taken out, but if you notice, the cannon doesn't fire anything, a missile comes from underneath it and blows the hole.

Allied Soldiers- More likely to die then anything, but make good distractions

More coming soon!

2. Weapons and your strategies

Assault Rifle- Your basic, standard rifle, you always start out with one with infinite, it fires a shot a second.

Best used as- Use when your low on ammo, or don't have a sniper rifle

M-60 machine gun- Like your Assault rifle but much faster, firing 3 shots a second.

Best used as- Use as your main weapon when you get it, or you can use it to spray the area with bullets killing all the survivors.

Shotgun- fires buck-shot that stays in a small area, kills most troops in one shot, fires a bullet every 2 seconds.

Best Used- Up Close

Sniper rifle- A slow firing gun with a sight, kill's in one hit to most enemies.

Best Used- To scan areas and kill any in sight, and to take out other snipers

Flame thrower - A Flame thrower that kills most enemies only using 5 fire pp.

Best used- To quickly dispatch large numbers of enemies in a small area

Grenade: A explosive that you can control where it lands, explodes in around 4 seconds.

Best used- To kill enemies that aren't moving

Grenade launcher(N-64 only)- Same as grenade but you can shoot it farther.

Best used- As backup against armored weapons

Mortar- Cross between a rocket launcher and grenade, you point out where it will land and it fires in the air and hits the ground. Very powerful.
Best Used- To take out far-away enemies.

Rocket Launcher or Bazooka- Fires a rocket that goes until it hits something.
Best Used- To take out armored enemies

TNT- You place it somewhere and after 10 seconds it explodes causing a major explosion.
Best used- To take out tanks and robots

Dynamite- You throw it and after 3 seconds it will explode causing a big explosion.
Best used- To take out vehicles and large swarms of enemies

Air receiver(N-64 only)- You call for a bomb to drop down in front of you that doesn't do any damage to you, the airplane that drops it is a P-51 Mustang, a World War 2 plane.
Best used- To take out far away (or close) enemies

Throw and pop (PSX only) Need info

Guided missile launcher (PSX only) Need info

=====
Your strategies
=====

Lesson 1-How to get the most out of your controls

3. The walkthrough.

Mission 1: Dinner

Objectives

1. Find and rescue Bravo team members
2. Go through the Portal

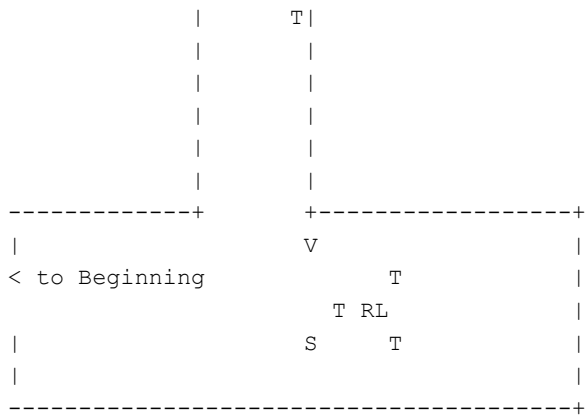
Weapons available: Assault Rifle, Grenade ,Shotgun.

Story- The green troops are attacked by the Tans, Sarge must find his troops and go through the portal.

Walkthrough

At the beginning, you will here helicopter blades, don't worry, its just your Helicopter and it will just fly around the dinner table doing nothing, you will then hear a explosion and a guy will come running in and then shoot you while he's on his stomach, on to your right, shoot him and run forward following the green guy that's with you, kill the tan firing on the mortar green guy and collect a shotgun, head North-West or right and you should see two green guys, walk to them and 3 tans should run to the 2 green guys to your right, kill them with the shotgun and run toward the portal, 5-6 tans should come-out and then you should kill them, then a cut scene should appear showing the Sargent Hawk and his troops walking to the portal while a Blue Spy watches and then a explosion should happen.

End Level.



- Key- RL rocket launcher locations
- T- Tan troop locations
- S Shield location
- V Area where Vikki will be
- P portal location
- B bunker locations

Level 3: Fridge

Weapons: Assault Rifle, Shotgun, Grenade Launcher, Grenade.

Story: The blue spy has used the serum to bring Plastro out of his Frozen state in the real world, Sarge and Vikki have split up to find the serum.

Walkthrough- At the beginning, walk until you see enemies, take them out and collect weapons walk until you hit the wall and jump on the bread and jump up a floor and your on the second floor, kill the 3 guys on this level and get the grenade launcher, jump on something to get to the 3rd floor, take out all the tans you see and get the grenade launcher, wait until you see it and fire until its destroyed, it should take 4 shots, then jump on the stuff behind the ham, get on the hams edge and jump toward the 4th floor, throw a grenade to the guys on the butter and kill them off, go behind the pudding to get a medic pack and jump on the butter and jump again to reach the 5th floor, jump on the Chinese food that's near the corner and you won, the cut scene shows Sarge getting up a hole in the ceiling.
End level.

Level 4: Freezer

Weapons: Grenade Launcher, Assault Rifle.

Story: Sarge has found the serum and is planning to destroy it, but the tans won't give up the serum without a fight.

Walkthrough

Run toward the Ice cube trays and collect the body armor, ignore the robot and go left until you see a path, go up it and kill the two tans there, destroy the two soda cans and collect the grenade launchers, now go toward the entrance until you can see and shoot the robot and unleash your grenades, when its destroyed destroy all the soda cans and jump on the red box in the middle of the area and shoot everyone that comes out, then go to the entrance and your done.

Missions 5-6 won't be written right now because there the most annoying missions and I don't have the patience to do a walkthrough to them so if you want to make one for this go ahead I might also make them myself if I have the patience to play them.

Tip for the levels from Juan

Use the flamethrower or the machine gun on the zombies. Also use the machinegun and get the red power up in the insidewall mission(mission5). But if you meet spiders in the castle level. Use the flamethrower.

Level 7: Castle

Weapons: Assault Rifle, M-60, shotgun, grenades

Brief Walkthrough: In the first part walk around killing all the enemies, until you find a key use the key to enter the next area, take out all guards, watch out for spiders, and get the key to rescue Vikki.

Protect her as she walks to the serum room. When you get there, kill all Tans, then face the place you came from

and prepare to take on a couple of waves of enemies, once there gone, mission Complete!

Level 8: Tan base

Weapons- Assault Rifle, M-60, Shotgun, TNT.

Story- A spy has told the location of a secret Tan base, Thick and Sarge are sent to attack the base.

Walkthrough

As you begin get the machine gun that's near you and wait for the green tank to fire on the entrance to the base, after it hits it, (if you notice, the tank doesn't fire anything, a rocket comes from underneath the tank and hits it) the tank is then blown up, go to the area the tank was in and shoot everyone you see from there using your regular rifle to save ammo for the M-60, walk through the open wall and thick will come in and fire at the tans, then go through and thick will go in and attack keep doing this until he has to stay in a pillbox, use your basic rifle or shotgun to help him take out the wave of troops, go to the box ahead of the pillbox and stay behind it to hide from the machine gunner, when your ready jump over the box and shoot him with your M-60, then go through the area he was in and kill the guy behind the rock, go behind the rock and keep killing the tans, then go through to the area left of the tans and shoot the guys on each side, then hug the wall and shoot the machine gunner, go left and kill the other troops and collect the medic pack, shoot the guy in the pillbox and kill the guys by the helicopter, now back away because the helicopter will explode for some strange reason if it doesn't shoot it, go to the left of the remains of the helicopter to see a tan, don't kill him, walk up to him and he will reveal he's a very important guy in the Tan army, now your done.

End level.

Level 9: Revenge

Objectives

1. Get Grimm to the Helipad.

Weapons: Assault Rifle, Rocket launcher, grenade launcher, flame-thrower, Air receiver

Story: The guy you captured in the previous level was signing the peace papers when Plastro's troops attacked the base, amidst the confusion Vikki was captured.

Walkthrough

In the beginning you should see chaos and explosions happening, don't bother saving anybody other than Grimm, because even if you do, there would be an explosion in place of the guy and he would die, follow Grimm and take out the three machine gunners and Rocket Launcher guy, follow Grimm until he opens the door, ignore the tank as a side note,

now when he opens the red door, don't follow him go left, and collect the Grenade Launcher and the blue box thing and kill the 2 (sometimes 3) tans, when Grimm goes to the door he will open it and you have 1 minute to make sure he doesn't die when opening it, collect the flame-thrower but don't use it, use your infinite ammo Assault Rifle and take them out from a distance, when he opens the door take out the 2 tans and follow Grimm ignoring the yellow robot, kill the flame-thrower Tan that's in the alley between the buildings the are to your right, now find and kill the 2 black robots instead of the Yellow robots and Grimm will open the next door, kill the two machine gunners and go to your left for body armor, then get out your flame-thrower, strafe right with the Z button but don't shoot or stop until you see black robots, continue strafing in both directions, until all black robots are gone and while doing this ignore the yellow robots, once all black robots are gone you have beaten the level, the cut-scene shows the base being captured while Sarge and Grimm are being lifted up by a green helicopter.
Level Complete.

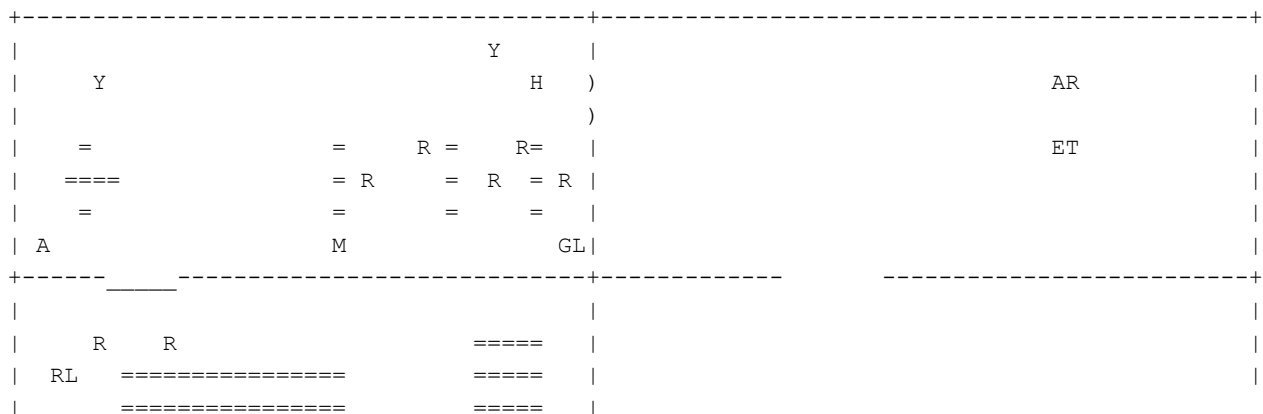
Some info from Juan

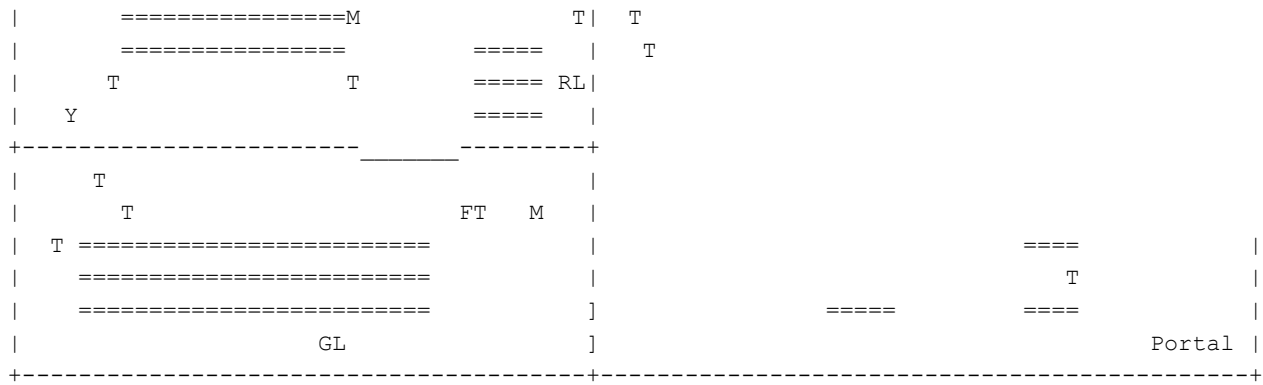
I have some info on the revenge mission. Remember how you had to 1 min tokeep Grim from dying so he open the gate.
Once he open the gate there will ayellow that you told us to ignore. Go to the gate Grim opens and run pass andtake out the Shock Tropper (Black Robot and that the black robot name by theway). Use the bazzoka(rocket launcher) to take out the yellow robot..
Therewill be another gate next him. Then you will see the following words on yourscreen," This Protal is not working right Sarge." Then the gate next to theyellow robot will open. Enter and on your left you will see many weapons likethe air receiver, TNT, and lot of bazzokas weapons.
If you look to your leftyou will see another Protal that is right another Protal in the level. Note:this the same Protal that Sarge and Scrooch will enter to go into the Deskmission. Be careful because the black robots will shut you in use can the TNTto blow up the gate.
That all the info I have for now.

More info form him

I made a mistake in the Revenge info I gave you.
You don't use TNT to blastthe gate when the black robots shut it. As soon as you kill them go thoughtthe other portal and you will come out though the Protal in the begining ofthe level.
There will be many black robots in the place and one yellow robotin the middle. When you come out the yellow robot fire a firethrower blastfrom the middle of his body. Don't it won't reach you. Blast all the robotsuntil they are all dead. Then you will hear Sarge said"
I thought I heard agate open somewhere.
Go to the portal and you will be at the second portaland the gate will open.

Revenge full map.





Key:

- = Building
- | walls
- _____]] door that Grimm opens
- A body armor
- Y yellow robot locations
- R black robot locations
- H Helipad
- T tan troop locations
- RL Rocket Launcher
- GL Grenade Launcher
- FT Flame thrower
- M Place where Grimm stays while you kill the Tan troops and Black Robots
- Portal The portal locatin where the Robots come out, DUH.
- ET Tan Tank location
-) Location of a door that Grimm would have opened for an easier escape except there was a tank there.
- AR Air Reiciever locater.

Level 10: Desk

Weapons- Assault Rifle, M-60, Air support caller, Dynamite.

Story: Grimm has sent Scorch and Sarge to find Vikki and Brigitte.

Walkthrough

When you begin, shoot the guy that's walking in front of you, then stay where you are, a tan that's on 2nd floor(your on the 3rd) should be firing on you, get him and there on the 1st floor should be a red box with Lego's and a guy between the Lego's kill him and to the right-hand corner of the box should be a tan, after he's dead walk forward near the edge and a guy should roll by a few yards(army men yards) in front of you, normally if your not near the side he should roll and be in front of you and start shooting but if your near the ledge he will roll off the ledge and too his death, stop when he rolls off and go left to find a tan and some body armor, go back on the normal path and there should be a tan there, after you get him there is a green book in front of you, jump down it and go underneath it to find a stick of dynamite, not don't jump down yet, instead go on the little path between the books and you should find a Green army guy's body standing up with holes in it, there should be a M-60 there, now go back to the area with the green book you jumped down from, now look down and jump on the red box, take out the scorpion and the couple of tans, take out your M-60 and jump down and look around for weapons, now go to that fort and kill the guys by the cassettes, now go jump on the cassettes to get to the Boom box, get on the Boom box and run on its buttons, this will turn on music and two Tans should appear, kill both of them and get down and get the dynamite that's around where the cassettes are, now make sure you don't go in the fort, align yourself so that you can see the machine gunner, throw a stick of dynamite and the machine gunner and flame-thrower should be dead and then kill the

scorpion, now go to the place where the machine gunner was and run over a button, a book should open and run in, a grenadier should shoot and miss, kill him and the machine gunner that's near the two medic packs, if your health is low collect one and be sure to get the other M-60 that's where the grenadier was, now go to the next area and a bunch of tans with machine guns and rifles should be there, back off and throw dynamite there and they should die, take out the rest and when you get to the next area, strafe so that you can kill the rocket guy, now go back to where that ambush was and three tans with machine guns should come, get them and collect the medic-pack you didn't collect and a button should be around the area where both ambushes were, after you touch it run quickly where the rocket guy was and kill the other rocket launcher tan that came out and run out, if the door closes on you go back and press the button again, kill the machine gunner and scorpions and go on the keyboard, a flame-thrower guy should come out and kill him, collect the med.-pack and jump on the boxes in front of where you're standing, scorch will come out and kill some tans, kill the rest of the tans that come with him and the mission is over, the cut-scene shows Thick coming to revive what Scorch is doing and Thick and Sarge going to go on the table near the bed.

End-level.

Level 11: Bed

Weapons: Assault Rifle, Rocket launcher, Dynamite, Grenade Launcher?

Story: Thick and Sarge must find and capture Brigitte on the weird landscape of the Bed.

Walkthrough: As you begin, you should see some tans and two helicopters, ignore them because they won't hurt you, wait until a helicopter passes over you and turn around, a machine gunner will drop off the helicopter, kill him and wait for Thick to destroy both 'copters, after they're taken out go to the ruler and climb on it, go over the green book and stop when you get to the second ruler, kill the two tans there and follow the path between the blankets, at the end of the path a couple of rocket launcher tans should start running to the pencil, dispose of them and go to the path and go to the area with the med pack and rocket launcher, only collect the rocket launcher and a helicopter will appear, now dispose of the helicopter in one rocket or you will be in trouble later, now collect the med-pack and turn until you're facing where you came from, keep on walking until you reach the edge, now look down and find a red box and jump on it, now jump off the box and take care of the two guys in one corner and the other guy in the other corner, now look around for dynamite and jump on the blocks until you reach the bed, Thick will be firing at a black robot and some tans, help him kill them and go forward until you see a blue tank, take it out with the rest of your rocket launcher shells, if it doesn't blow up then get out your dynamite and throw it at the tank, if you miss then you must suck, go past the tank and climb up the cover and get the dynamite, throw it at the tank and if you still miss with both sticks then you're screwed, if you did blow up the tank then go to Thick and Brigitte and a cut scene will happen showing a green helicopter coming and Grimm saying to her that the Blue country (her homeland) is being attacked, she will then go on your side.

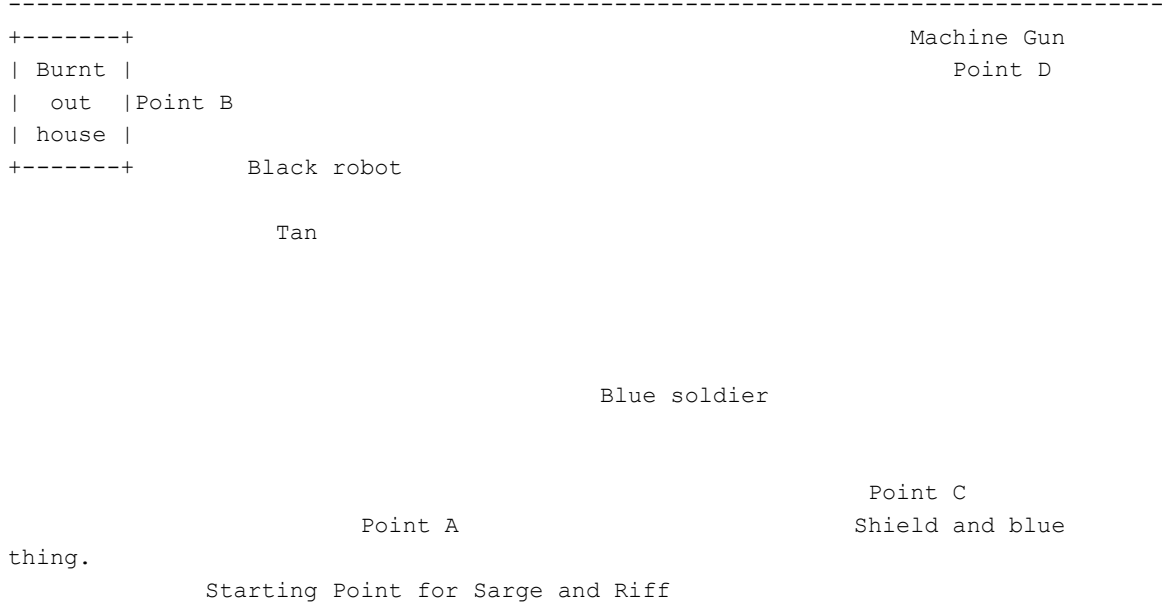
End level.

Level 12: Town

Weapons- Assault rifle, shotgun, rocket launcher, grenade launcher,
M-60,

Story: After Brigitte's capture Gen. Plastro has invaded the Blue country,
you and Riff must eliminate the Tans and liberate the its capital city.

Walkthrough:In the beginning you'll see two tans and a black robot,
take them out, also in the beginning there is a blue guy, if the Tans didn't
kill him he'll follow you and help take out enemys until he die's, now Riff
and you should go straight to
the burnt out house, a shotgun is there, now here's a map to show you what
to do.



You begin at Point A, take out the enemys and then collect the Shotgun at
point B, then go to point C and collect the shield, then go to Point D and
collect
the M-60 , arm yourself with the M-60 and go right, you should see some
tans, kill them
and go left, some tans will ambush from both sides but Riff will take care
of them, keep walking straight,
you'll see another Tan, get him and turn left and stop, you'll see a
helicopter, start shooting at it and
Riff should come and start shooting at it, continue shoting and when it goes
down any blue guys following you should die,
now turn 180 degrees with the top C button, and and go straight, you should
hear helicopter rotors and turn
right,a parked helicopter is there and take it out with some bullets, now go
and collect the weapons
that are around it, now go back to the place where you shot down the flying
helicopter and go foward,
now shoot the tan that comes out of the building and jump over the sand bags
to kill the other Tan, if you did
it correctly some Blues should survive, now go to the building where the Tan
came out, and collect the rocket Launcher
now go over the Sandbags and go forward, some tans will be to both sides of
you. Kill them and go thru the burnt out
buildings, collect the weapons there and some tans should come out of the
building in the snow, kill them and go to
where Riff is, he will past the building that's right of the sandbags, there
will be a black robot and yellow robot,
take out the Grenade Launcher and take out the yellow robot, Riff will take
out the Black robot, now go forward after
you kill them both and go down the hill and take out the 3 tans, now go to
the enterance from where they entered , now
go through the buildings, and Bridgatte will be there, ahead of her are two
yellow robots, take out your Rocket Launcher and

start shooting them, when you run out of bullets use your guns or Grenade Launcher, after there dead go to the Foward and then Right of the big building and your done, a helicopter will then pick all of you up.
End level.

Level 13- Cashier

Story- Vikki has been put into a gumball machine for save keeping until safer Tan times happen,
Sarge must save her from it.

Weapons: Assault Rifle, air support caller, sniper rifle, dynamite, bazooka

Tips for level- First go through the path that's leading to the atm machine that's to the right
of the gumball machine, walk around the ATM and then go to the cash register, jump into the now open bin
and collect a quarter that's in there, then take out all enemies near the gumball machine and go near its
enterence and press B.

Level 14- Train Set

Story- You and Vikki must take out 5 trains that are carying serum to plastro.

Weapons- Assault Rifle, Bazooka , sniper rifle, M-60

Tips for level: First collect a M-60 AND TAKE OUT ALL The little troops and collect 2 bazooka's
take out 3 trains with it(trains take two bazooka shots) and go up the hill, take out all of the small guys
and find more bazooka ammo (the blue area isn't water, it's just scenery you can cross) then take out the 2 trains and
go to the portal.

Level 15- Rockets

Story- Vikki must destroy Gen. plastro's rockets before they are shoot at other county's.

Weapons- TNT, Assault Rifle, grenades, Flame-thower

Tips for level- If you look at the numbes near the rocket lab doors, they'll have
a number on them, now find number one and use a grenade on the door to open it
and use TNT or grenades or the rocket, if you destroy the rocket in lab 1 you'll get
1 extra minute, this will keep on happening if you destroy the rockets in each lab like
Destoy rocket in lab 2, get a extra minute, destroy rocket in lab 3, get a exta minute etc.

Level 16- Pool

Story-Sarge is almost there, he has to save a now captured Brigitte and stop Plastro

Weappns- Assault Rifle, grenades, machine gun, mortar, rocket launcher, grenade launcher

Tips for level- Slowly make your way through each area, making sure to find the pool ball return drop in to
get to the other side, when your in the ball return area find the blocks and jump on them, then jump up again to
reach the next area.

Level 17- Pinball

Story- Brigitte betrayed you but Vikki saved you, now it's up to you to save your team and take on Plastro.

Brief Walkthrough- Memorize where your partners are, once you have save them and when your all done saving them you'll find one of the tuners on the left side is open, go in there, take out a few enemies, and go up to plastro and a cut-scene will happen. Congratulations, you have beaten the game!

Tip for level- A trick for the level is to find the 3 tan soldiers walking to excute any of the prisoners, if you kill them all, the prisoner you were suppose to execute won't die so you can leave him put, but after the tans are dead then the next soldier you have to rescue will appear, but the 3 soldiers suppose to kill him will only appear after you rescue the previous green soldier. So if there's a certain soldier you find hard to rescue, then just kill the guards that are suppose to kill the soldier before him and just go up to him and he'll be saved! After you save all the intial soldiers you can go up to the soldier you didn't rescue and you'll complete the objective. Remember though that once you save the soldier the next soldier will appear and so will his guards, but this glitch will make the level super easy.

4.FAQ

Q: How do I get the silver Sarge shown in the magazines?

A: You get Body armor.

Q:Why is this listed in GameFAQ's and others sites under PlayStation and N-64?

A:I have seen and read the reviews for both versions, and they look pretty much the same,

I plan to gather info for the Playstation version,plus the Playstation 2 and Dreamcast Versions stuff is the same too, but with some great graphics but they won't change the gameplay.

I need your questions to fill this!

5. Multiplayer

"Multiplayer, it can make or break a game"-Me

Everything you need to know about multiplayer and much more

Easy means that weapons reappear more, normal is medium, har is they reappear less.

Matches

No limit

No limit, duh!

3 to win

You must kill 3 people without yourself getting killed like, If you just killed 3 people but someone killed you once, your score now is 2 and you must kill one more guy to win unless someone else kills you, it's like getting a suicide in Goldeneye, they take away a point.

5 to win
Obvious

10 to win
Obvious

Family
You get all of the weapons available in Multiplayer
Otherwise it's 3 to win in family mode.
Sent by Erik Thibault

People and colors
Grey
Green
Tan
Blue
Note- If two people are the same color in 3 to win, 5 to win or 10 to win, there not on the same team.

Character's

Plastro
Hoover
Thick
Scorch
Sarge
Grimm
Vikki
Brigitte
Riff
Shrap

Expert means they take less shots to kill, easy means they take a lot of shots to kill and medium is medium

Levels
If I'm missing weapons, its because I rented it for a week, I memorized the one player levels but I didn't to the multiplayer levels. I'm planning on renting it again.

Tan Base
It's the Tan base but most of the buildings were removed and you can't go outside of the base.
Weapons- Bazooka, M-60, Shotgun, Assault Rifle, Grenade Launcher

Fridge
This is the first 3 levels of the fridge level but has some stuff removed, great because of TNT and Sniper Rifle
Weapons- Grenade Launcher, TNT, grenade, Bazooka, M-60, Assault Rifle, Sniper Rifle, Flame-thrower.

Desk
This is the level of the desk that you jump down to, many things have been removed.
Weapons- Flame-thrower, bazooka, m-60, assault rifle, grenades., shotgun

Graveyard
The graveyard level from the one player game is here. Its really dark so its hard to see your opponents.
Weapons- Flame-thrower, assault rifle, M-60, bazooka

Tower
A fun 4-story level that's fun to shoot people when they can't even

see you, plus the only level that's not in the game.

Weapons- Assault rifle, M-60, TNT, bazooka

Castle

The castle from single-player. Not much else to say.

Weapons- Assault Rifle, flame-thrower, bazooka

Multiplayer scenarios

Here you put multiplayer scenarios for fun times in multiplayer

E-mail your scenarios!

6.Other stuff

Any other stuff goes here.

Misc. Writings on stuff

Fridge

3DO farms milk that has a picture of Plastro on back.

Blunder Bread

Desk/Bed

Ankle biters shoes

Cheat codes

Note: the names after the cheat codes means what I think the message in it means,

e-mail me one's that you think it means.

N-64 Cheats

Level Cheats

Bridge- FLLNGDWN	Falling down
Fridge- GTMLK	Got Milk
Freezer- CHLLBB	Chill Baby
Inside Wall- CLSNGN	Closing In
Graveyard- DGTHS	Dig this.
Castle- FRNKNSTN	Fraknstein
Tan Base- BDBZ	Bad Boyz
Revenge- LBBCK	I'll be back
Desk- DSKJB	Desk Job
Bed- GTSLP	Got Sleep OR Go to Sleep
Blue Town- SMLLVLL	Small Village
Cashier- CHRGT	Charge It
Train- NTBRT	Anti-Bart (Bart is the San Francico railroad, thanks to Nameless Gamer)
Rockets- RDGLR	Red Glare
Pool Table- FSTNLS	Fast Nails
Pinball Table- WHSWZRD	Whose Wizard?

Character Cheats

Tin mode- TNMN	Tin Man
Be small- DRVLLVSMM	Dr Evil Vs Mini Me(?)
Be Plastro- PLSTRLVSVG	Plastro Loves Vikki Grim
Be Vikki- GRRNGRLRX	Green Girl Rocks
Maximum Ammunition-SLGFST	Slug Fest
All Weapons-GBZRK	Go Bezerk
Display Debug Information-THDTST	This is da test

PSX Cheats

Invincibility

During the game press the start button to pause the game. Now enter:

SQUARE, CIRCLE, L1, R1

If you entered the code correctly the word "INVINCIBLE" will be shown on the screen when you return to the game.

Unlock All Ammo And Weapons

During the game press the start button to pause the game. Now enter:
SQUARE, CIRCLE, R1, L1

Gameshark codes (gotten from www.cmgsccc.com)

```
1E      Enable Code (Must Be On)          EE000000 0000
1m
      Activator 1 P1  D017A340 00??
2M      Activator 2 P1  D017A341 00??
1D      Dual Activator P1          D117A340 00??
1       All Weapons      8115D06E 0001
2       Immortal (Invincible)  811636BE 0001
3       Max Ammo         8116368E 0001
4       Continues        8115D062 0001
5       Invisible        8115D052 0001
6       Tin Soldier      8115D072 0001
7       Test Info        8115D3B6 0001
8       Living Large     811636AE 0001
9       Mini Mode        8115D06A 0001
10      Character Modifier      81164372 00??
11      Always Play Level Modifier  81172C0A 0001 810B51AE 00??
12      Enemies Fight Themselves      8005EE9C 0020
13      Incendiary Bullets (Shoot Enemies And They Burn)      8005AEFF 0020
14      Multiplayer Incendiary Bullets (You Burn When Shot)  8005AED5 0001
15      Get Hit, Then Walls Turn Off (Able To Just Roam)      8005AED5 0002
16      Ultra High Jump (Jump From A Running Start)      810BA890 3EFF
17      Super Jump          810BA890 3E80
18      High Jump           810BA890 3E40
19      Jump Feally Far 800B9724 003F
20      Jump Farther       800B9724 003E
21      Move Faster        800B9705 00FF 800B9749 00FF
22      Gigantic Enemies   800B9D70 0040
23      Enlarge Enemies 800B9D71 00FF
24      Shrink Enemies 800B9D71 0001
25      Microscopic Enemies 810B9D70 3E01
26      Enlarge Yourself 800B9CBD 00FF
27      Shrink Yourself 800B9CBD 0001
28      Microscopic Self 810B9CBC 3E01
      Quantity Digits to Accompany Character Modifier Code
      07 - Big Green One 08 - Vikki 09 - Plastro 0B - Another Chick? 0C - Hail
Mendheimicus 0D - Mini Soldier
      Quantity Digits to Accompany Level Modifier Code
      01 - Dinner 02 - Bridge 03 - Fridge 04 - Freezer 05 - Insidewall 06 -
Graveyard 07 - Castle 08 - Tanbase 09 - Revenge 0A - Desk 0B
- Bed 0C - Town 0D - Cashier 0E - Train 0F - Rockets 10 - Pool 11 - Pinball
```

These were found thanks to countless people who e-mailed me them, I just forgot to list them and the ones I know didn't tell me who they wanted to be listed as.

7. Letter's, readers opions, polls, etc.

Here we have anything that you send in.

Send in your fast times for the levels!
All Top 5 times for each level will be posted here!
All of them will be reader fast times!
Pleasee send in your fast times to me!

8.End notes

This walkthrough should give you basic tips on how to beat the levels,
its also my first Walkthrough, I hope you enjoyed it.

Thanks to
Myself, Eric "General Eric" Burkemper for writing this.
Space Bug for transforming it to Word pad format.
GameFAQs For giving me the idea for writing FAQs
Now I'm lisiting everyone who e-mailed me info

Kevin Olson <kev@tvutel.com> for easy,normal hard thing in multiplayer

Heavy Arms <HeavyArms5353@aol.com> for giving me cheat codes meanings

Joe <JoeK5142@aol.com> for giving more cheat codes meanings

Top Cat 66 <TOPCAT66@email.msn.com> for other stuff

Susan <upoc6@worldnet.att.net> for more cheat code meanings

Jeff <Nancyjeff99@aol.com> for more cheat code meanings

Nameless Gamer <NamelessGamer@excite.com> for cheat code meanings

Judi Herring <HerringLV@alltel.net> for cheat code messages

Juan <Juan1A4@aol.com> for Revenge tips

Thank you for reading this FAQ