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==| C O M P L E T I O N   I N F O R M A T I O N [CNI] |-----  
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Here is the current information and status of the guide:

Walkthrough - 17%
Weapons & Power Ups - 67%
Passwords - 83%
Characters - 17%
Total - 48%

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==| V E R S I O N   I N F O R M A T I O N [VIN] |-----  
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Version 0.49(21:34 20 December 2004):

Walkthrough - 17%
Weapons & Power Ups - 67%
Passwords - 83%
Characters - 17%
Total - 48%
 > Credits/Copyright update

Version 0.49(28-Jul-04):

Walkthrough - 17%
Weapons & Power Ups - 67%
Passwords - 83%
Characters - 17%
Total - 48%
 > Not really an update but a makeover
 > Added a few passwords

Version 0.48(24-Apr-04):

Walkthrough - 17%
Weapons & Power Ups - 67%
Passwords - 83%
Characters - 17%
Total - 48%
 > Added Vikki Easy Passwords
 > Added Sarge Hard Passwords
 > Added a FAQ Section

Version 0.40(09-Apr-04):

Walkthrough - 17%
Weapons & Power Ups - 67%
Passwords - 50%
Characters - 17%
Total - 40%
 > Versions now reflect amount of guide finished

- > Added a Characters Section
- > Added a Completion Information Section
- > Added a few characters for the Tan and Green army
- > Added Easy passwords for Sarge

Version 0.5(01-Apr-04):

Walkthrough - 17%

Weapons & Power Ups - 67%

Passwords - 33%

Characters - 0%

Total - 29%

- > Started the Walkthrough
- > Made a Contents Section
- > Made Version Information Section
- > Made a easy to use navigator
- > Made an Introduction Section
- > Made Mission 1 + 2
- > Made a Weapons & Power Ups Section

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==| C O N T E N T S [CON] |-----

If you want to navigate around press "Ctrl + F" and put the three letters in brackets for section you want.

1. Information [IS1]
2. Contents (CON)
3. Completion Information (CNI)
4. Version Information (VIN)
5. Introduction (ITN)
 - a. Controls (CTL)
6. Walkthrough (WKT)
 - a. Mission 1: Tan Army Jail (TAJ)
 - b. Mission 2: Training Camp (TNC)
7. Weapons & Power Ups (WNP)
8. Characters (CHA)
 - a. Green Army (GNY)
 - b. Tan Army (TAY)
9. Passwords (PS1)
 - a. Sarge (SPS)
 - b. Vikki (VPS)
10. FAQ (FAQ)
11. Copyright & Credits (CNC)

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==| I N T R O D U C T I O N [ITN] |-----

This is a fun and good game; it is not very easy at parts. It is about a new war between the green army and the tan army, and the tan army leader is planning on world domination and as you the best commanders you have to fight. You get to choose Sarge (Male) or Vikki (Female).

I decided to make a guide when I found it in my attic with some old SNES games. Oh the great SNES, so I decided to play it. I make guides for all my games I play for friends, so I thought why not make one for GameFAQs, so I did. And here it is.

[-----| 4a. Controls (CTL) |-----]
L Button: Changes between your shooting weapons
R Button: N/A
A Button: Shoot using Selected Weapon
B Button: Throw Grenades (If you have any)
D Pad: Moving around
Start: Pauses the game (You can view objectives here)
Select: N/A

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==| W A L K T H R O U G H [WKT] |-----

[-----| 5a. Mission 1: Tan Army Jail (TAJ) |-----]

Mission Briefing:

WELL DONE! YOU ARE BEHIND ENEMY LINES.
YOU MUST ESCAPE FROM YOUR CAPTORS.
USE WHATEVER MEANS NECESSARY TO BREAK FREE.

Objectives:

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

Map:

[A][B][C]
[7][8][9]
[6][5][3][4]
[2]
[1]

Enemies:

Room 1 - 1 Soldier
Room 2 - None
Room 3 - 2 Soldiers
Room 4 - 1 Soldier
Room 5 - 2 Soldiers
Room 6 - 3 Soldiers
Room 7 - 3 Soldiers
Room 8 - 5 Soldiers
Room 9 - 1 Soldier
Room A - 2 Soldiers
Room B - 4 Soldiers
Room C - 10 Soldiers
Total - 33 Soldiers

Room 1:

When you enter the first mission you are in a room, probably the place where the Tan Army kept you hostage. You have probably attacking the guy bringing you food and taken his weapon which is a Rifle.

The Rifle is your first weapon you come into contact with. So just that you know: if you hold down A you will fire up to 3 bullets, but if you want more then just keep on pressing A.

Now that you're ready go upwards to room 2.

Room 2:

There is nothing much here except 3 lockers which you can't use, so go on up to

room 3.

Room 3:

In here you find the first two Tan Soldiers. Kill them easily with your Rifle then shoot and then go to room 4 to the right. Notice the Blue thingy on the Top-Right Corner it will come in handy soon.

Room 4:

Kill the soldier as soon as you enter the room, the soldier drops the key. Collect the key by standing over it. Now go through Room 3.

OBJECTIVE 1 COMPLETE

Room 3:

Now go through to room 5, to the left of room 3.

Room 5:

As soon as you enter kill the two Soldiers. Now you see a blue door, so go back to room 3.

Room 3:

Hit the Blue Thingy you saw before in this room or shoot it, then run through Room 5.

Room 5:

Run through the open blue door.

Room 6:

As soon as you enter you get attacked by 3 soldiers, so quickly kill them before they kill you (would take a long time to kill you though). Notice Green Thingy in the Top-Right Corner. Now go north of this room.

Room 7:

As soon as you enter the room 2 Soldiers attack you, and later on 1 more soldier attacks you. So finish them all of. Then go to the north of the room and you notice an Orange Thingy in the Top-Right Corner. Now go through the right door.

Room 8:

In this room there are 5 soldiers. Kill them all of and you notice a green door. Now go back to room 6.

Room 6:

Hit the switch here, and run to room 8.

Room 8:

Run through the Right door from room 8.

Room 9:

Now kill the soldier here. Notice the Pink switch in the Top-Right Corner. Now go through the top door.

Room A:

There are two soldiers here. Kill them and you see an Orange door to the right. SO run back to room 7.

Room 7:

Hit the switch and run back to room A.

Room A:

Go through the door to the right.

Room B:

Kill the 4 soldiers here. Now run to room 9. You see the Pink door in this room

Room 9:

Hit the Pink switch and run back to room B.

Room B:

Run through the door to the final room; be prepared for a quick but hard fight.

Room C:

There are a great 10 soldiers in this room, so run a lot and kill them all quickly before they get you. Then walk through the door at the top.

OBJECTIVE 2 COMPLETE

MISSION COMPLETE

Now you get a password for the next mission, so you can get on the next mission anytime you want without re-doing this one.

SARGE'S PASSWORD: HJRDCHMC

VIKKI'S PASSWORD: GGRSGHMB

[-----| 5b. Mission 2: Training Camp (TNC) |-----]

Mission Briefing:

GOOD WORK! SATELLITE SERVEILENCE TELLS US THERE IS INCREASED ACTIVITY IN THE TAN ARMY HQ. SECURITY IS HIGH. YOU MUST GET OUT WITH MAPS, WHICH ARE VITAL TO OUR MISSION.

Objectives:

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

Outside Jail:

As soon as you get out to the Top-Right Corner there is a grenade, so pick it up to get 3 grenades and kill any soldiers who come out of the jail. The soldiers will keep on coming until you leave the jail area. Use the grenade on the gate to blow it up, or shoot it about 20 times. Now follow the road left from the jail.

Road below Jail:

Kill the 7 soldiers here and if you kill them all you get a machine gun power up. The machine gun has 99 bullets. Now go down the road and u see another soldier, kill him. And 3 Tan vehicles, so blow them up with your machine gun or grenades. Then go down even more to the sandy part. Take the health power up if u need it. And go down even more.

Second Road:

You find one soldier and one tan vehicle and some Huts, out of those huts some soldiers may appear so blow up the vehicle quick with your machine gun if you use up your grenades. Go down a bit more and kill the lone soldier. Go through the hut area and kill 2 soldiers and blow up the bins if you want. GO right even more and kill the 4 soldiers here, more will come out of the hut. Now go up the road. Kill the five soldiers, stop when you see the moving Tan vehicle. Did you see those standing army guys on cardboard who can't attack you, do

shoot them all down to get the key. Do it quickly before they pop up again, I would say start from the bottom then go up to the top. Kill the two soldiers in this area while you are shooting down the cardboard soldiers. When you shot down the five cardboard soldiers the key will appear from the fifth one you shoot.

OBJECTIVE 1 COMPLETE

Moving Vehicle Road:

Now go back up to the moving vehicle, you see a round-a-bout stand on the edge of there so you are as close to the moving vehicle as can be without getting hit by it. Get out your Machine Gun, and blow up the vehicle. When it blows up you see three power ups. One grenade, one machine gun and one health; taken them all. Now go down the road to the gate you saw earlier.

Gate Area:

Push open the gate and shoot a tan soldier. Now above you is a small house, shoot its doors. And you will see a health and machine gun power up. Take them. Now continue down the road, kill the 2 soldiers on the way until you reach a round-a-boat. Now go upwards. You see a tan vehicle, shoot it or slow it up.

OBJECTIVE 2 COMPLETE

Go left kill the two guys at the HQ door and kill the other guy who runs up to you. Now blow up or shoot down the door that the two soldiers where guarding. Now enter it.

OBJECTIVE 3 COMPLETE

Lower Level HQ:

Look around this room, kill the 6 soldiers. You notice two coloured doors, one pink and one green. Now go on the elevator.

Upper Level HQ:

Kill the 5 soldiers here, and notice two pinks doors. Go down the elevator.

Lower Level HQ:

Go to the green door which opens. Kill the 6 guys here. And One of the Guys drop a key. Now back to the elevator and go up.

Upper Level HQ:

Go through to the left room, the pink door opens. Kill the 6 guys here, and collect the health power up. Now shoot the safe open, hmm....nothing in there. Oh well now take the elevator back down.

Lower Level HQ:

Go through the only pink door down here. Kill the 6 guys here. The guy behind the desk drops a key. Now take the elevator back up.

Upper Level HQ:

Go through the right pink door. Kill the 8 soldiers here. Blow up this safe....hurray we found the maps.

OBJECTIVE 4 COMPLETE

Now go down to the lower level using the elevator.

Lower Level HQ:

Go out through the top door, kill the soldier. And blow up the gate and kill the other 3 soldiers and go next to the signal box and hit it.

OBJECTIVE 5 COMPLETE

MISSION COMPLETE

SARGE'S PASSWORD: GGRSGJMC

VIKKI'S PASSWORD: FSRSMJMB

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==| W E A P O N S & P O W E R U P S [WNP] |-----

Rifle:

It fires 3 rounds then stops if you hold the A button down. And the weapon has unlimited fire power, but is slow shooting. You start with this on every level, except the Bath and Hallway levels where you get a Battle Ship and Tank.

Machine Gun:

It fires continuously if you hold the A button down. And the weapon has maximum of 99 rounds of fire power. You can only get this as a power up.

Grenade:

It is the equivalent of 20 machine gun bullets; it can blow up tanks and doors easily. You can only get 3 per power up; you can get up to a maximum of 9. You can only get this as a power up.

Health:

You start of with maximum health and as a soldier shoots you, you loose health. You can get a power up which give you 50% extra of your full health added to your current health.

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==| C H A R A C T E R S [CHA] |-----

This is the characters section, I will be added the characters here and which level you meet them on.

BD - How many plastic bullets it takes to kill the person.

(x) - The numbers in brackets are the damage done by the weapon.

[-----| 7a. Green Army (GNY) |-----]

Sarge:

BD - 18

Weapons - Rifle(1); Machine Gun(1); Grenade(20)

Looks - He is one of the soldiers you start with, he is green and has a green helmet and is male.

Vikki:

BD - 18

Weapons - Rifle(1); Machine Gun(1); Grenade(20)

Looks - She is one of the soldiers you start with, she has no helmet and is female and she is the only female in the game.

[-----| 7b. Tan Army (TAY) |-----]

Soldier:

BD - 2

Missions - 1,2

Weapons - Rifle(1)

Looks - Look like a typical soldier, has the camouflage material on, a helmet and a rifle. These are the first things you meet in the game.

Sergeant:

BD - 5

Missions - 2

Weapons - Rifle(1)

Looks - Looks like a Soldier but has a red band around his head than a helmet.

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--| P A S S W O R D S [PS1] |-----  
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Here are the passwords to access each level.

[-----| a. Sarge (SPS) |-----]

Easy Mode: (By IMPACT)

Mission 1	- Tan Army Jail:	N/A
Mission 2	- Training Camp:	JGQJQHMC
Mission 3	- Area 41:	HJQDCJMC
Mission 4	- Hangar 13:	GGQSGKMC
Mission 5	- Bedroom:	FSQSMBMC
Mission 6	- Hallway:	DQQNBCMC
Mission 7	- Bathroom:	CSQJGDMC
Mission 8	- In The Bath:	BQQDMFPC
Mission 9	- Patio:	TJQDQQPC
Mission 10	- Garage:	SGQSCRPC
Mission 11	- Green Camp:	RJQNLSPC
Mission 12	- Area 41 Return:	QGQNRTPC

Normal (Medium) Mode:

Mission 1	- Tan Army Jail:	N/A
Mission 2	- Training Camp:	HJRDCHMC
Mission 3	- Area 41:	GGRSGJMC
Mission 4	- Hangar 13:	FSRSMKMC
Mission 5	- Bedroom:	DQRNBBMC
Mission 6	- Hallway:	CSRJGCMC
Mission 7	- Bathroom:	BQRMDPC
Mission 8	- In The Bath:	TJRDQFPC
Mission 9	- Patio:	SGRSCQPC
Mission 10	- Garage:	SGQSCRPC
Mission 11	- Green Camp:	RJQNLSPC
Mission 12	- Area 41 Return:	QGQNRTPC

Hard Mode:

Mission 1	- Tan Army Jail:	N/A
Mission 2	- Training Camp:	GGSSGHMC
Mission 3	- Area 41:	FSSSMJMC
Mission 4	- Hangar 13:	DQSNBKMC
Mission 5	- Bedroom:	CSSJGBMC
Mission 6	- Hallway:	BQSDMCPC
Mission 7	- Bathroom:	TJSDQDPC
Mission 8	- In The Bath:	SGSSCFPC
Mission 9	- Patio:	RJSNLQPC
Mission 10	- Garage:	QGSNRRPC

Mission 11 - Green Camp: PSSJCSPC
Mission 12 - Area 41 Return: NQSDGTPC

[-----| b. Vikki (VPS) |-----]

Easy Mode:

Mission 1 - Tan Army Jail: N/A
Mission 2 - Training Camp: HJQDCHMB
Mission 3 - Area 41: GGQSGJMB
Mission 4 - Hangar 13: FSQSMKMB
Mission 5 - Bedroom: DQQNBMB
Mission 6 - Hallway: CSQJGCMB
Mission 7 - Bathroom: BQQDMDPB
Mission 8 - In The Bath: TJQDQFPB
Mission 9 - Patio: SGQSCQPB
Mission 10 - Garage: RJQNLRPB
Mission 11 - Green Camp: QGQNRSPB
Mission 12 - Area 41 Return: PSQJCTPB

Normal (Medium) Mode:

Mission 1 - Tan Army Jail: N/A
Mission 2 - Training Camp: GGRSGHMB
Mission 3 - Area 41: FSRSMJMB
Mission 4 - Hangar 13: DQRNBKMB
Mission 5 - Bedroom: CSRJGBMB
Mission 6 - Hallway: BQRDMCPB
Mission 7 - Bathroom: TJRDQDPB
Mission 8 - In The Bath: SGRSCFPB
Mission 9 - Patio: RJRNLPB
Mission 10 - Garage: QGRNRRPB
Mission 11 - Green Camp: PSRJCSBP
Mission 12 - Area 41 Return: NQRDGPB

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==| F A Q S [FAQ] |-----

Question - Is this a good name?
It is a pretty good, one time playing game.

Question - Can you use a ship?
Yes, on Mission 7 Hallway.

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==| [5] C R E D I T [CRA13] |-----

Thanks to the following:

CJayC -
For putting up the guide, and you're the person who got me into this hobby by
creating GameFAQs and making it FREE

ASCII Generator (<http://www.network-science.de/ascii/>) -
For the excellent ASCII

