

Army Men Sarges Heroes AGB Design Document Version one



Concept

Army Men Sarges Heroes will be a fast paced strategic third person shoot 'em up on the Advanced Gameboy. There is already one Army Men Sarges Heroes title available on the Playstation and N64 with a second to be released later in 2000. The first Color Gameboy version of Sarges Heroes is currently in development.

The AGB version will not be a direct conversion from the original Sarges Heroes game but rather modelled on the style, look and feel of the pre-existing titles and adapted to play on a hand held console.

The player will have the option to play as either Vikki or Sarge. Each character will interact with the same obstacles on the same maps. Their abilities will be the same, although they may start the game with slightly different weapons. Sarge starts the game with the standard military issue M-16 Assault Rifle and Vikki, the SHINY HANDBAG PISTOL.

Game Types

During the game, the player will have the option of choosing either Sarge or Vikki to be their main character. The Game modes, elements and levels will be the same for both characters.

There will be two styles of play in the Advanced Gameboy version of Sarge's Heroes.

The first will be **Boot Camp**. This is where Sarge can take time out to learn all the necessary skills of battle without the hassle of having enemies trying to kill him all the time. Like all good soldiers, Sarge must practice his manoeuvres and battle skills to perfection.

Boot Camp will provide Sarge access to an Assault Course where he can practice his running, jumping, climbing and crawling to prepare him for the obstacles he may come up against in battle.

There will also be a firing range where he can practice shooting at targets before being let loose on the real world.

Sarge will encounter no real enemies in Boot Camp Mode.

The second Game Style will be **Campaign Mode**. This is where Sarge goes to battle with real Tan enemies . There will be 13 action packed levels giving Sarge more than enough time to stop the Tan Army's attempt at taking over the world. In Campaign Mode, Sarge will be transported between Plastic World and Human World, two parallel dimensions using portals discovered and manipulated by the Tan Army.

Menu System

The Menu System will be designed with simplicity and ease of use in mind. The accompanying menu flowchart details the initial system to which we shall adhere in the first instance.

The ease of use should be an important part of the menu system as complex navigation does not work well on a hand-held console. At each stage in menu navigation, the player will have the option of going back to the previous menu to the point at which they have returned to the main menu. This will allow the player to make amendments to previous choices.

The first option menu forces the player to choose their preferred language from English, French or German. From here they will move onto the main menu .

The main menu gives the player four choices

- (a) Boot Camp
- (b) Campaign
- (c) Options
- (d) Load Game / Password

(a). Boot Camp is the Practice area for players to improve their skills in the field. Picking this option will take the player to an 'objectives' style screen and then into the practice level. To progress from the objectives screen into the Boot Camp itself, the player can either press the A Button or wait until a certain amount of time has passed when they are thrust into action. Should this timed menu not work a choice of A Button to progress or B Button to go Back will be made available.

(b) Campaign is the main body of the game where the player takes on the character of Sarge or Vikki and progresses through the different campaigns and levels. Once the player has selected Campaign they will be taken to the Campaign One FMV / intro sequence. The player has the option to bypass this by pressing the A Button or wait for it to end naturally.

The player will then be taken to a screen detailing the first level objectives (should this option be selected in the options menu – see below). After a certain amount of time or by pressing the A Button, the player will progress onto level one. A similar menu sequence will be experienced upon loading games also.

(c) Options Menu. From here the player has the option to change different game options such as:

- Difficulty Levels – Easy / Normal / Hard
- In Game Music – On / Off
- SFX – On / Off
- Objectives – On / Off
- Controls – Links to another menu. Player customises the keys to their preferred control method
- Rumble Pak – On / Off
- Return to Main Menu – available as an alternative to the B Button to go back

The only link to another menu from the options is for the controls. Here the player has the options to customise the controls to suit their own methods of playing. This can be chosen by either toggling through a set of pre-defined key allocations or by customising the controls to suit personal preferences.

(e) Load Game gives the player the option to load a saved game from memory, either reserved within the cart or from an external memory pack (technology permitting – we are still awaiting confirmation of the save game system from Nintendo). There may also be the option to resume a game by using a password. This would be most effective if the save game requires an external memory source / card for those players who do not own a memory card.

In-Game Menu System.

When the player presses the pause button they will be confronted by an in- menu. This gives the player four options

- (a) Resume Game
- (b) Objectives
- (c) Map
- (d) Quit Game

A. The Resume Game option quite simply returns the player to the action.

B. The Objectives option opens up another menu which allows the player to see what their mission objectives are and the current status of these objectives, either complete or in-complete.

C. The Map option is a supplement to the overlay map that can be seen on-screen during play. While in pause mode, the player can study the map longer and get their bearings better, which may not be as easy to do in-game.

D. Quit Game allows the player to quit the entire game they are playing. A second screen opens up asking “do you really want to quit?” If yes is chosen they will be returned to the main menu. If no is chosen they will return to the main in-game / pause menu where they can resume the game. N.B. If the player chooses the quit option, the next game will only resume from the last save point, not from the point of quitting.

The Story

Sarge has been captured attempting to steal an important map from the Tan Head Quarters . He is sent to Tan Prison. After escaping from the Tan Jail , Sarge embarks on a journey, firstly to obtain the secret map and secondly to attempt to stop the Tan Army taking over the entire plastic world.

In his first campaign (working title Act One) Sarge escapes from the Tan camp with the secret map. With the information he has gained from the map, Sarge is then sent on a reconnaissance mission into Area 41. Things get a little heavy in Area 41 and when he relays his findings back to Col. Grimm he is ordered to continue on with a new mission, to rescue Shrap and Riff. These two members of the Bravo Company Commando's have been captured and taken through a mystery portal – one of Area 41's main secrets.

Sarge goes through the portal and finds himself in a strange land where everything is considerably larger than himself. He is now in human world. Sarge locates his colleagues and returns them to the portal but as Shrap and Riff step into the portal it breaks down (or something). Sarge is trapped. Before stepping through the portal, Shrap and Riff informed Sarge that they had managed to contact plastic world by means of a radio in one of the other bedrooms. So after being left behind in the other dimension (Human World) Sarge sets off to find this room and to find out what he is meant to do next.

Sarge embarks on his second campaign (Act Two) after receiving orders from Col. Grimm. Grimm has discovered another portal that leads directly into the Green army Camp. The Tan Army have been using this as a means of attack and they need to be stopped. Sarge also finds out that another of his colleagues, Scorch has been taken captive by the Tan Army and he must find him.

By way of accident or luck, Sarge finds his way into the bathroom, which turns out to be the safest way into the garden (where the portal is believed to be situated). After skirmishes with some Tan soldiers, Sarge has to find a way to get outside from within the bathroom. He does this by sliding down the bath plug hole.

Once outside, Sarge discovers the most likely place fire-mad Scorch would be held is The Barbeque. What he doesn't realise is that the BBQ also houses another portal back to Plastic World. From this level, by stepping through the portal, Sarge manages to get back home where he has to defend an invasion of the Green Army Base from the tans.

Campaign Three (Act Three) witnesses the Green Army Launch an offensive on Fort Plastro. Sarge infiltrates the fort and opens it up to the green troops waiting at the main entrance. While the Green Army takes over Fort Plastro, the Sarge and Col. Grimm head for the portal located within the fort. Grimm has to see this other dimension for himself. The portal within the fort, leads to the garage, where Sarge and Grimm take hostage the Tan Army's best team of troops, the TAN-go Team Battalion. While Grimm oversees the transportation of the POW's, Sarge must find a way back to Area 41 to finish off any hopes the Tan Army may have had of ruling the entire Plastic World with their new technologies. The game ends in Area 41

List of Levels – all currently working titles only

Campaign One

Pre Level One	Tan Army Jail	Plastic World
Level One	Tan Army Training Camp	Plastic World
Level Two	Area 41	Plastic World
Level Three	Under the Bed	Human World
Level Four	To The Bedroom	Human World

Campaign Two

Level One (a)	Bath Time – Edge	Human World
Level One (b)	Bath Time – Water	Human World
Level Two	Patio / Barbeque	Human World
Level Three	Green Army Camp	Plastic World

Campaign Three

Level One	Fort Plastro	Plastic World
Level Two	The Garage	Human World
Level Three	Under the Bed Revisited	Human World
Level Four	Area 41 Revisited	Plastic World

Act 1 –

Background (possibly newsreel style similar TO PS1 and N64 games)

The battle between the Green and Tan Army rages on for control of the plastic world. Currently Tan have the upper hand but Sarge was sent on a special mission by Col. Grimm to obtain secret information as to General Plastro's next manoeuvres.

While attempting to get access to a special map from the Tan Army HQ in the Training Camp, Sarge is caught and hauled away to the Tan army prison to await his fate.

The map is special in that it provides details of the new lands Plastro is attempting to gain possession of / rule over. The Green Army must get hold of this map to stay one step ahead of the Tan Mercenaries.

This is where the Pre-level FMV / Anim kicks in.

Scene one: A strange tan soldier / figure is seen leaving a holdall at a doorway within a building, as he walks away (or through the door), ticking can be heard. (It is not made entirely clear that this holdall contains a bomb during the entire FMV)

Fades to:-

Scene 2: A figure is seen sitting in his cell. He notices a Tan soldier (the same strange man with the hold all) approaching him. As the man approaches the cell there is a large commotion and the first tan man is shot by three other tan soldiers. As the man falls to the ground, something falls from his hand and under the cell door, a key.

As the guards walk away leaving the Tan man to rot in front of the cell, the figure is seen opening the door, picking up the dead mans gun on the way past.

Cut to game.

Pre-Level 1 Plastic World / The Tan Army Jail. (int.)

>>THEME HOSPITAL STYLE VIEW OF JAIL'S INTERIOR

Most video games begin with a simple ease-you-in style gameplay, which must be 100% effective in catching the attention of the player within the first 30 seconds. The purpose of pre-level one is to change this clichéd entry to a game.

The FMV has just shown a person being released from his cell by a Green Army sympathiser. After having picked up the now deceased mans gun, the figure heads for freedom. But this freedom will not be gained without one big Tan plast-fest.

This pre-level starts with the figure being depicted as either Sarge or Vikki (depending on the players choice but throughout this document referred to as Sarge) standing by a cell door. He is being approached and fired at by lots of Tan soldiers trying to stop him escape the prison.

Essentially, Sarge has been thrown in at the deep end and must survive this offensive by retaliating and getting out of the building before the bomb in the hold all is detonated. The only indication to the player of the bomb, is the persistent ticking sound effect and a hold-all lying beside a doorway, possibly at the Guard Room or main entrance / exit.

If after (e.g.) 2 minutes 30 secs Sarge hasn't shot all the attacking tan men in the jail and escaped the building, he will be killed by the explosion.

Sarge will have full access to this mini level which he can run around and interact with.

Should the player complete this 'surprise' mission and get to the Highlighted Exit door in time an FMV will kick in.

Sarge is thrown from a doorway by a large explosion. He flies through the air and tumbles to the ground.

Cuts to Level one.

Level: 1. Plastic World / Tan Army Training Camp.

(int. / ext. day time weather: perfect)

This will be like a in-game training mission. From here, the player will gain all the basic knowledge required to proceed with the game successfully.

Sarge has just escaped from the Tan Army prison and needs to find (a) find the map he was sent there for in the first place and (b) find his way out of the Tan army camp without getting nuked.

MISSION OBJECTIVE: Get Sarge out of Tan Army camp Alive and with the Campaign maps collecting as many guns as possible on the way.

**** Find Armoury Courtyard and locate basic weapons****

Sarge starts the game with a very basic weapon but will probably run out of ammo very quickly due to the guards attempting to stop him from escaping. The Armoury Courtyard will provide more basic ammo and a more superior weapon alongside the basic gun he already has.

**** Find Campaign Maps ****

(This will give him access to all other maps needed for all levels in the human worlds) The map will be accessed as an overlay by pressing a specific button. By default, Sarge has the maps for plastic world, although certain portions are uncharted territory. He can collect these portions of map throughout the game but not necessarily on this level. Perhaps these could be a bonus for a certain number of kills.

**** Find Distress Beacon and activate it at the pick up point to be rescued by Green Army Helicopter ****

Sarge must have the distress beacon to alert his colleagues of his success and position for retrieval. The pick up point will be indicated clearly.

The Tan Army camp is where all the new recruits are trained and the weapons are stored (hence the availability of great weapons). Sarge will have to find his way out of the camp dodging all the eager new recruits while collecting any available weaponry that he happens to come across. The skill level involved here will not be as hard as the next levels because the enemy are all new recruits hence easier to kill / shoot at.

The first thing Sarge needs to do after escaping the prison guards is to locate some ammo and better guns. By going to the armoury courtyard, Sarge will gain access to additional ammo needed to survive this part of the game as well as a higher spec. gun. From here Sarge will then try to get back to HQ where he was originally caught for attempting to steal the special map and complete his original mission.

After getting possession of the map, Sarge must locate the distress beacon hidden away by the green army to alert his colleagues of his success and desire to be rescued from the Tan Army Camp. This is where Sarge completes this mission.

Interactive buildings in Level One

Armoury courtyard: This is the first interactive area Sarge will come across where he can pick up basic weaponry and ammunition to survive the immediate future. Other weapons will be available randomly located throughout the level for him to pick up as he passes them. The same applies for health packs and ammo. This should be visited before attempting to enter the HQ. (possibly code restricted to stop players dying in an attempt to go to HQ first although there may be an option to play the game without defined objectives which would mean that the player could by-pass the Armoury Courtyard section.)

The Armoury Courtyard is where Sarge is shown the available weapons and he can pick up as many of these as he can find. It is also a place for Sarge to practice shooting live targets unlike in Boot Camp. Here he will learn how to interact fully with his environment. If he has the ability to climb upon things then he learns this here. He also will learn some of the tricks

HQ: HQ will have more soldiers guarding the vicinity due to the important nature of the building / area. Here Sarge will be able to find the Map for Act 2 and complete mission objective number 2 (L1). HQ will consist of a single room with a separate background map from the main level. The external area surrounding the building will be heavily guarded, hence a major shooting-fest prior to entry of the building. There may be one or two soldiers inside the room to shoot at before rummaging around for the map.

!!**Items to be picked up such as maps will be very obvious, given the nature of consoles screen size**!!

Providing Screen Tests confirm this, we shall be using a Theme Hospital view for all building interiors.

As with all items, all Sarge has to do is walk over them to pick them up. For the map, he would just need to walk up to it. A visual and/or sound notification would be made to alert the player of their gain.

Level: 2. Plastic World / Area 41.

(int. / ext. day time weather: hot / clear)

Having been saved by the skin of his teeth, Sarge is informed that the Tan Army have captured members of his team of Commandos and have escaped through a portal of unknown potential. In level 2 Sarge must reach his mission objectives of getting to and through the portal.

FMV / anim / gfx screen – Sarge / Vikki gets dropped off by Boat in Area 41.

The level begins on the beach of Bride Lake just next to Area 41. There are deck chairs and parasols lying out with Tan soldiers making best use of the facilities. The Tan Army are trying to disguise Area 41 as a holiday camp. Sarge must first navigate his way through the beach to Area 41.

This level is external in a restricted Tan military zone. Rumour has it that there is a portal to a different dimension here. The layout of this level will resemble as much as legally and physically possible that of Area 51 depending on the quality of aerial photographs of the area.

MISSION OBJECTIVE: Help get Sarge to the Portal overcoming obstacles in his way. Use the map overlay for directional help.

****Find the hi-tech radio and send/receive message to/from Col. Grimm****

The received message would be to locate and activate the Area 41 portal that would provide access to the human dimension. The message that would be sent would be something to do with the strange goings on in Area 41

****Locate and Activate Portal****

Sarge must locate and activate the Area 41 portal and take the step through the portal.

The green army are worried about the nature of the goings on in Area 41 as there have been reports of different life-forms / creatures wandering around freely. Area 41 is a restricted Tan military zone where these strange goings on have been reported by green army spies. Sarge will have difficulty navigating through Area 41 without being observed so major offensive / defensive action will be experienced by the player. The difficulty of this level will be harder than previously as the nature of the area requires top soldiers to guard the base.

Sarge has to relay info about Area 41 back to Col. Grimm and colleagues back at Green HQ using the hi tech radio he must find in his first objective of the level.

Interactive buildings in Level 2

Warehouse / Research Building – There will be two floors to this building, the ground floor, where Sarge enters. Here he gets to see some of the activities and experiments going on in Area 41. The basement level will be maze like and will take Sarge through a mass of tunnels and rooms from where he can pick up valuable health, weapons and other special pick ups. The basement will house the radio room

and from which he can send / receive the message from / to Col. Grimm. It also contains the entrance to the portal.

Portal – The portal is not a separate building as such but is rather an interactive close up cut scene where Sarge can enter the portal. This will require the radio objective to have been completed before this one is activated. This may be done as an animation once Sarge has found the correct location.

Level 3. Human World / Under the Bed.

(int)

Having just stepped through the portal, Sarge finds himself in a new land where everything is much larger than him. He is where all good plastic soldiers can be found...under the bed. Sarge has to navigate his way under the bed to recover two of his Commandos, Riff and Shrap.

This level is the first encountered in the human world. Here Sarge will come up against a new set of enemies in the form of bugs / monsters under the bed. The scenery will be completely different from what Sarge is used to, with various different obstacles for him to climb upon. Obstacles will take the form of the types of things you may find under the bed such as old broken toys, boxes, coins, buttons, dust .

MISSION OBJECTIVE: Help Sarge find his way to Commando's Riff and Shrap while avoiding the perils of things from under the bed

****Locate and Rescue Commando's Riff and Shrap****

Riff and Shrap are valued members of the BCC who were declared missing in action, presumed melted, Sarge is on a reconnaissance mission to find out exactly what happened. To his surprise , both Commandos are alive and well and hiding under the bed.

****Get Riff and Shrap back to the portal under the bed safely****

Sarge has to help Riff and Shrap navigate successfully through the mess under the bed and back to the portal where they will return to Plastic World. After Sarge successfully gets his two colleagues through the Portal, its going to break down. This leaves him stranded in Human World until he can find a way back to plastic world. Possibly done anim style to round up level three.

Under the bed will introduce some new skills to Sarge, with him being able to climb on certain obstacles, crawl through tunnels, and interact with other objects.

As such at this stage of under the bed, Sarge will just practice his skills in a new environment including driving a tank which he will need to take him to the next level. Under the Bed will be like a training level for the Human World.

We must remember to put restrictions on Sarge during this level to make sure he can't get out from under the bed yet without looking as if we're restricting the players ability to wander. Beds are notoriously 'open' under the base and it will be difficult to portray this as a closed space.

Level 4. Human World / Under the bed to The Bedroom

(int.)

Unable to get back to plastic world, Sarge has to find a way to communicate with Col. Grimm to let him know where he is. Riff had alerted him to the possibility of a radio within the another bedroom in the house. Sarge is a little fish in a Big Pond.

This level begins effectively where L3 left off. Sarge is still under the bed but must venture out into the big bad Bedroom. Sarge must return to where he left the tank and attempt a break out of this bedroom, venture through the hall/landing to another bedroom (a girls bedroom) which is currently under attack by the Tans. From the Girls Bedroom, Sarge will have the ability to contact Col. Grimm to relay information to him and to receive the next set of orders.

Lots of shooting and driving big tanks here!!!

MISSION OBJECTIVE: Get Sarge out of the Enemy Bedroom, through the hall and into the Girls Bedroom where he has the facility to contact Col. Grimm.

****Return to Tank ****

Sarge must return to where he left the tank in the last level, removing any obstacles in his way.

**** Navigate tank to the Girls Bedroom****

Sarge must navigate the tank to the green bedroom which he can only access by passing through the hall / landing. There will be household objects here as well as Tan soldiers to attempt to stop him.

****Find the Radio and contact Col. Grim****

The second bedroom is typically a peaceful place, so there will be a safe haven here. From this safe haven Sarge will be able to contact Col. Grimm to update him on the current situation and receive the over all objective.

Level four is rather simplistic. There are no major puzzles to solve and there is very little brain action required. Just pure plastic bloodlust in this level. It is also a facility to introduce the main game objectives.

When Sarge locates the radio and makes contact with Grimm, he is informed that one of his commando's, Scorch is being held captive somewhere in Human World and that he must find out where.

Act one has slowly allowed the player to learn the skills necessary to finish off the rest of the game. It also introduces the characters of Sarge or Vikki and their personal abilities / strengths in the field.

From here Sarge is informed of his Second Main Game objective (the first being 55to stop the Tan Army from taking over the entire plastic and human world.

2nd Game Objective

Find a piece of hardware to be held in the inventory, to repair the first portal. Part of the problem could be that Sarge is now stuck in the human dimension (hence many

better new levels) with only one way back to plastic world / Area 41. This is through the portal that has just broken down. (bloody alien technology never works!!)

Cut to ACT 2

Act Two.

Sarge is stuck in Human World due to the breakdown of the Portal under the Bed. Reports suggest that there is another portal somewhere in the vicinity so Sarge must find a way of reaching this portal and get back to Plastic World. His only problem is that the Tan Army have received similar instructions and the race is on to see who can get there first.

FMV:-

Having received radio confirmation of his mission (in Level four Act One), Sarge must find a way into the bathroom.

Scene one: Stuck to the label of a bath towel that was on lying on the floor, Sarge finds himself travelling towards the bathroom.

Cuts to Scene Two: Sarge scaling the side of the bath using the shower curtain as a means to get to the top. At the top he discovers lots of little Tan Army men waiting for him.

Cuts to Level One.

Level 1. Human World / Bath time.

(int.)

Essentially a water battle, where Sarge commands one boat and Tan Men do the same, there could be lots of really good obstacles here as well as other things to walk over sponges, ride on the back of rubber ducks, slip on soap etc.

This level will be split into two styles. The edge of the bath mission and the water based mission .

The first part of the mission requires Sarge to clear the troops from round the edge of the bath. There are lots of dangerous substances around the bath which can have detrimental effects on little plastic soldiers. Soap, shampoo, shaving gel, toothpaste etc. Should Sarge or any of the other soldiers in the area come into contact with any of these substances, death would be imminent. As such they are a great source of weaponry for both Sarge and the Tan Army. Some of the artefacts lying around the edge of the bath Sarge can interact with. For example, if he shoots a shampoo bottle the liquid squirted out will smother and kill Tan Enemies in its path. He must be careful however, as these elements can just as easily have detrimental effects on him too.

Sarge must be careful not to fall into the bath too early as he would need to go back to the edge of the bath section to complete his first puzzle led mission. Unlike the PS1 version, Sarge will not die automatically on contact with water, if there was a sponge or other bath toy nearby he would have a short time where he would be able to climb back onto it before drowning.

MISSION OBJECTIVE: Help Sarge Clear the edge of the bath of all Tan Army Men by using whatever means available. There is also a slight puzzle to be solved before Sarge will be able to complete the level mission of emptying the bath.

****Seek and Destroy all enemy soldiers in the vicinity of the edge of the bath****

This one speaks for itself – nuke ‘em all. If any tan men happen to be left, this would leave Sarge open to gunfire from above (not seen on screen) while he navigated his way around the bath.

****Solve the puzzle to activate the raising of the plug****

Sarge will have noticed that the shower has been left running. He must deactivate the shower before he can pull the plug. To do this Sarge would have to shoot at a switch with one of his larger weapons (e.g. Bazooka). If Sarge fails to do this while on the edge of the bath then he will have to find a way back up onto the edge of the bath from the next section of the level.

By stopping the shower, Sarge has removed one of the potential problems he would have faced while in the bath.

Once this has all been completed, Sarge has to then go onto the second part of this level and complete the mission objectives for this section.

Animation: Sarge parachutes down from the edge of the bath and lands upon a sponge (could make it an army men sponge) floating in the water.

The player then regains control of Sarge and has the option of either directing him towards a small battleship or a rubber duck, both of which he can drive around the bath.

Battleship: When on the battleship Sarge can only use the default battleship guns. While the battleship has a very powerful gun, it is a slow boat which makes it susceptible to attack and sinking from the enemy ships on the level.

Duck: The duck is a far superior vessel allowing Sarge to use his full repertoire of weaponry and it moves at a much faster pace. It is slightly more awkward to control. Sarge must navigate his chosen vehicle through the barricade of enemy ships while attempting to sink as many of them as possible.

MISSION OBJECTIVE: Get Sarge through the enemy barricade and to the plug removing as many of the Tan Army in his way as possible. He must pull the plug out of the bath and let the bath water drain to complete the level.

****Defeat all enemy battleships****

using his vehicle of choice, Sarge must destroy all Tan battleships.

****Get to the Plug and Pull it****

Sarge must ensure that the bath is emptied before he can finish off this level.

Once Sarge has fought his way through the enemy barricade he must get off the duck / out of the boat and climb up the chain attached to the plug.

Animation will then show Sarge mustering up all his strength to pull the plug out of the bath.

****Destroy Bridge over the Bath****

While the bath is draining, there is one last offensive from a small team of Tan Men situated on the bath tidy bridge. Sarge must destroy this bridge by using his strongest weapons. Ideally, the Mortar or Bazooka will do this but using 5 or more grenades would work equally as well. However, this would take more of his time enabling the enemy to get more shots in at him.

Once the bridge over the bath has been destroyed, animation kicks in.

Sarge dives off the edge of the bath and using a parachute lands in the plughole. Possible see Sarge slide through plug. The next sight of Sarge will be him flying out the drain exit into the back garden / patio at night time.

Level Two. Human World / The Patio

(ext. night time good weather)

anim / gfx screen – Sarge is seen exiting a dark drain pipe at high speed. He lands on the grass where there are steps leading up to a well lit patio.

Sarge must find Scorch who had been captured by the Tan Army. He was to be used as a Guinea Pig to discover the effects of the strange fire power of the feared human weapon, known as the Barbeque on green plastic men. Luckily for Scorch, Sarge was in the vicinity and makes it his mission to rescue Scorch from the perils of the barbeque. To do this Sarge must find a special flameproof suit that he must wear to survive the heat of the barbeque.

The barbeque part of this level would be timed. If Sarge was unable to save Scorch from the flames in time they would both die and fail the mission. If they succeed, a portal will be revealed within the barbeque which will take them back to plastic world. The barbeque map will be fairly small.

MISSION OBJECTIVES:

****Find the flame-proof suit****

The necessity of this will become apparent later on in the level when Sarge has to venture into the barbeque to save Scorch.

****Locate and rescue scorch****

The discovery of the flame-proof suit should give Sarge some indication of where he should be going to look for Scorch. There will also be some obvious pointers in the direction of the barbeque such as increased enemies and eventually a means of getting to the top of the barbeque (a custom built lift or something). Scorch will be able to divulge information as to the existence of another portal here back to the Plastic World.

****Activate the BBQ portal****

A portal will be revealed in the BBQ but as there is a time limit on the flames rising, Sarge must learn quickly to remove himself and Scorch from the path of the flames rising, to access the portal and return to plastic world.

This will be a relatively short level. There will be numerous enemies to battle against and being in the garden at night there will be considerably more enemies than Sarge has previously experienced. He will be coming up against moths, spiders, slugs and fireflies. The latter are of particular danger to Sarge and Scorch as they have the potential to melt our intrepid heroes. All of these enemies will have to be tackled alongside the more traditional Tan Army.

The fireflies – the plastic mans biggest fear will play a prominent part of this level. Sarge will have the facility to get rid of the fireflies in an environmentally friendly manner which will make his mission considerably easier for him, or he can blast them away in the traditional army manner.

The environmentally friendly version requires Sarge to shoot at a switch that will turn on an ultraviolet garden light. Fireflies and moths, two of the most irritating enemies on this level will automatically be drawn towards the light giving Sarge the time to complete his mission without the added hassle. Of course if the player does not consider this as an option, they will be subjected to the added difficulty of these airborne enemies.

There may be the potential of sending Sarge out into the garden if he gets lost. There won't be much in the garden and it will be v. dark (screen tests permitting). Essentially if the player checks the map they will realise this. There will be small weapon pick ups however, but they will not be worth the trip really.

After they get to the portal there will be a short anim of Sarge and Scorch stepping through the portal and landing in the Green army camp in Plastic World.

Interactive Element / Building:

The Barbeque- The whole Barbeque section could be done using forced background scrolling ('on rails') where Sarge and (then accompanied by) Scorch are being chased by flames from the Barbeque and must keep moving around the screen before the flames catch up with them. This would require a maze like level but would add excitement to the scenario. There would have to be a restriction on the number of enemies encountered here due to the nature of the level movement. How this would work with an isometric view may need to be tested.

The look of this map would be puzzle like but fairly small. Rather than having to solve any major puzzles this section would require the player to have speed and wit to navigate Sarge through the maze, chased by flames to an area of safety. The Portal will be the prize (area of safety) at the end of the maze. There will be no dummy routes for Sarge to follow.

Level three: Plastic World / Green army Camp

With Sarge safely out of the way in Plastic World, Gen. Plastro and his troops have launched an offensive against the Green Army in their own Camp. Sarge with Scorch in tow will have to attempt to stop them in their tracks.

The game starts with Sarge and Scorch having just stepped out of the portal from the Barbeque.

This will borrow heavily from the original PS1 “Attack” level by way of layout.

MISSION OBJECTIVE: Help Sarge get Scorch to safety before regaining control of the communication and Intelligence building.

****Get Scorch to safety into the Green Army Camp****

While Scorch is a fully trained and respected member of the BCC, Sarge must get him to relative safety within a specific area of the green army camp . This may take the form of a courtyard or flagpole area used for meeting points.

****Regain control of the Green Army Communication and Intelligence Building****

The Tan Army have managed to gain control of the Green Army’s Communication and Intelligence building. This is the central hub of activity and top secret information is often passed through this location prior to being sent to Col. Grimm. Sarge must fight his way through the hoards of Tan Soldiers attempting to keep control of the building, get to a central location (the radio room). By reaching the Radio Room, Sarge has effectively regained possession of the Communication and Intelligence Building for the green army.

****Find Col. Grimm****

Once Sarge has regained control of the Green Camp, he must find the location of Col. Grimm to get the orders for the offensive against the Tan Army at Fort Plastro.

****Get Grimm to Helipad****

To launch the offensive, Sarge must get Grimm to the Helipad where the two of them will fly off to their next mission in Act Three.

This level will be a basic bust-‘em- up where Sarge must regain control of the entire Green Army Camp.

Interactive Buildings in Level Three:

Communication and Intelligence Building: This building is the most important building in the Green Army Camp as this is where all major / secret communications are done. All the Green Army Secrets are housed here and Sarge must stop the Tan Army from getting any of this highly secret information out to Gen. Plastro. The Communication building will be a kind of maze. Enemies will generally be encountered in the larger rooms and wider corridors (to accommodate for viewpoint difficulties). Sarge must get to the radio room to alert all Green troops off base of the impending danger and recall them back to base to boost the Green Defense.

By the time Sarge has done this and managed to get out of the buildings, the Green Army will be in the process of regaining the Green Base and this will lead to the offensive actions to occur in Act Three Level One.

Once Sarge has completed his mission objectives an FMV / animation kicks in where he and Col. Grimm are led off in a helicopter to Fort Plastro.

Act Three

The final Act in Sarge's mission. Sarge will face some of his toughest battles here and the future of the Green Army and Plastic World are dependant on the result of his actions.

During Act Three, Sarge and the Green army really begin to launch an offensive on the Tan mercenaries, Firstly by attacking their leaders' stronghold Fort Plastro, by capturing their top team of troops, the TAN-go Team Battalion (TTB) and then finally be conquering Gen. Plastro and his evil experimental machinery with an all out showdown in Area 41.

FMV:-

Sarge and Col. Grimm get into a helicopter from the Green Army Camp and are taken to the gates of Fort Plastro. There are many other Green Army Helicopters behind theirs (similar to apocalypse now style) from which emerge hundreds of Green Troops awaiting the orders of offensive on Fort Plastro.

Level One - Plastic World / Fort Plastro

Will borrow the level map from the original “Showdown” level (PS1).

The Green Army are about to Launch an offensive on the Tan Camp Fort Plastro but first Sarge must find a way to get the Green Army into the fortress safely. To do this Sarge must gain access to the fortress and open the main gate from the inside.

MISSION OBJECTIVES: Get Sarge and Grimm to the Portal while the Green Army launch an offensive on the Tans in the fortress

****Disable bug zappers****

Sarge must disable the bug zapper around the fort to gain access without being zapped.

****Destroy helicopter****

This is an original game objective - There are numerous helicopters patrolling the skies in this level, Sarge must destroy all helicopters. – check potential for doing this??!

****Open Main Gate****

Sarge has to access the means of opening the main gate to allow the Green Army to attack from within but also to get Col. Grimm into the fort to allow him access to the portal

****Lead Grimm to Portal****

Col. Grimm want to get to the Portal to witness firsthand the power of this new machine.

FMV: Sarge and Grimm step through the portal.

While in the fortress and before opening the main gate Sarge will find the missing THINGY. This is the piece of hardware required to fix the portal under the bed. Sarge must find this before he can progress onto the next level. When he finds the THINGY, he will keep it in his inventory until he is ready to use it.

Currently, finding the THINGY is not included in this levels objectives. The player should already be aware of the necessity to find it and this should encourage the player to really have a good look around. There will be some kind of reminder at the start of this level however, of the importance of looking around for things.

Level Two - Human World / The Garage

The Garage is one of the final levels in the game and as such will be a combination of both puzzle led and strategically devised offensives. There will be many Tan enemies to battle against which will only serve to add more difficulty to Sarge's mission. There may also be an extra enemy here in the form of the loose rabbit - Doris.

Accompanied by Col. Grimm, Sarge starts his mission in the Garage Level. By having Grimm accompany him, Sarge has the added difficulty of trying to keep Grimm alive also.

MISSION OBJECTIVES: Help Sarge rid the Garage Area of Tan Military and return him to the Portal under the Bed.

****Deactivate the Tan Army's ultimate weapon****

The ultimate tan army weapon takes the form of a petrol powered lawnmower. Sarge needs to locate this weapon and deactivate it before it destroys himself and the Green Army. This would be done by shooting at the plug which would turn it off..

****Capture the TAN-go Team Battalion****

Sarge, with the aid of Col. Grimm must take hostages of the Tan-go Team Battalion, the main instigators of the attack on the Green Army and hold them as Prisoners of War. Sarge will locate them in a specific place within the Garage (The Dolls house??). Having the help of Col. Grimm means that Sarge will easily take them hostage and march them to the Rabbit hutch where Grimm will wait with the POW's until someone from the BCC comes to help him take them back to plastic world through the portal.

****Locate the tele-transportation machine****

While observing the Tan Army rapidly retreat, Sarge realises that there must be something to help them get out of the vicinity with such speed. If he follows them he will notice a SOMETHING LOOKING THING which turns out to be a tele-transportation machine. Sarge must activate the Tele-transportation machine to return him to the portal under the bed and then destroy it before embarking on his next mission.

There will be a lot of obstacles in this level. The Garage is a notorious place for keeping junk and it will be cluttered with things such as bikes, boxes, old toys, dolls house? a Rabbit Hutch, a freezer?? – (this would provide an excuse to have really cute frozen green soldier gfx)

There will be quite a lot of enemies here as they would have retreated through the portal during the Green Attack on their Camp.

The level will be quite simple in that there is only one map to navigate around. The map however will be quite detailed with lots of things to climb on / hide behind / crawl under etc.

There is the potential of having the Doll's House as an interactive building where Sarge will find and capture the TTB, depending on space and time.

Level Three – Human World / Under the Bed Revisited (NEED TO RENAME)

Very brief visit back to the under the bed level.

Sarge arrives having used a tele-transportation machine. He will arrive at a location not too far from the Portal but ensure keeping the players interest in the game, this will be a previously unvisited part of under the bed. It will be a very small addition to the original map. He will have to blast through various enemies to get to the portal and fix it.

MISSION OBJECTIVE: Get Sarge through the maze known as Under the Bed and back to the original 'broken' portal.

****Destroy the Tele-transportation machine****

This will be done by simply shooting at it with one of the more powerful weapons such as Bazooka, Mortar etc.

****Relocate the portal under the bed and repair it.****

Once Sarge has managed to find the portal (this shouldn't be very hard), he should fix it using the THINGY he received while at FORT PLASTRO.

Once he has repaired the portal, an FMV kicks in where he steps into it and disappears into the next level.

Level Four – Plastic World / Area 41 Revisited – (NEED TO RENAME)

Sarge Returns to Area 41 for his final mission of the Game. The fear of the Unknown has led Col. Grimm to request the entire destruction of the operation in Area 41.

MISSION OBJECTIVE: Sarge must destroy everything in his sight to empty the Area 41 military installation and stop the Tan attempts at taking over the world.

There are no individual mission objectives here, Sarge just has to destroy as much as possible within the vicinity.

Sarge experiences a major offensive while trying to get to the warehouse. This comes in the form of lots of little Tan Soldiers.)

This level will include a large boss like thing to be found in the warehouse. The object that was kept under cover during the first visit to Area 41 will suddenly be revealed to be the Tan enemy from Hell.

As Sarge approaches the warehouse, the large side door / shutter will open to reveal the flying machine unlike any other Sarge has witnessed. Using whatever he can find as cover, Sarge will take on this machine driven by Plastro. This battle will occur outdoors.

The enemy (full description in Enemy section) will be the latest technology flying craft. It will be driven / flown by Gen. Plastro who will fire its ultra powerful lasers at Sarge in an attempt to destroy him. Sarge must destroy this heinous flying machine before Gen. Plastro can escape and take over the world.

This enemy must have the ability to melt plastic rather than shoot and kill. Fire being the scariest entity known to Plastic Soldiers, it would be far better to utilise this in the form of a burning laser, than a boring old gun battle.

There will be some kind of in game trigger that decides which ending Sarge will participate in. If Sarge completes the previous two levels with a perfect score (i.e. he kills all enemies and doesn't die himself in the process) he will experience the hard ending. The Hard Ending is where, while battling this airborne beast, Sarge will also be attacked by (and have to attack) ground based forces.

If Sarge does not complete the previous two levels perfectly, Sarge will receive the easy end level where he must kill all ground based enemies prior to the BIG fight with Plastro .

If Sarge wins the final battle an FMV kicks in:

Gen. Plastro's machine has been blasted to pieces and as far as Sarge is concerned, Plastro is dead....
Or is he...

Cuts to Plastro wriggling into a green outfit – could he be changing sides??

Cuts to Sarge running through a field of flowers. Zooms into one of the flowers which is strangely ugly (perhaps the camera looks up and down the stalk which is a familiar shape but 'dressed in green') as the scene moves on, and Sarge passes this particular flower, it (the flower) steps out from the line of other flowers and his head follows the direction that Sarge has just run in.

Cuts to a close up of the flowers head...it is none other than Gen. Plastro. He is laughing an evil laugh. The player is left wondering whether the crash left him a little strange in the head or whether he has an evil master plan.

Green Army Main Characters

There will be two controllable characters in the game, these are Sarge and Vikki.

Sarge – Sarge is the hero of the of previous Army Men games. A key figure in the Bravo Company Commando's he is answerable only to Col. Grim. Sarge is very skilled in the field, his shots rarely miss their target. Renowned for his battle skills Sarge is THE man in Green Plastic. He is in command of a company of soldiers, the Bravo Company Commando's. They are the Green Army's pride and joy and the Green Nation often turn to Sarge and his men in their time of need.

The Look: Sarge is a strong well built character. His chiselled square jaw looks make him the stereotypical handsome hero figure. Never seen without his battle gear on, Sarge is a true Green Army Soldier. Throughout the game, Sarge is seen wearing his green army uniform which consists of green combat trousers, a green combat/field jacket, a green army helmet, army boots and an ammo belt.

Vikki – is an intellectual character. A journalist by trade and daughter of Gen. Grimm, Vikki has great investigative skills. She is a great problem solver who thrives on a challenge. Being the daughter of an Army General, Vikki also has good field training which helps her escape some of the stickier situations involving Tan forces.

The Look: Vikki is a beautiful young female with a well toned figure. Her trademark outfit is her hip hugging green combat trousers and a tight green camouflage sleeveless cut off t-shirt. She does not wear traditional army gear and as a result does not wear a helmet.

Default Start Weapon.

The default Start Weapon for Sarge is the M-16 Assault Rifle with 25 bullets

Health Meter

Sarge start the game with 100% health. The more bullets he takes, the lower his health becomes until finally he dies. Different Weapons have different effects on Sarges health - these are listed in the weapons section.

The Health Bar is shown on the Screen as an array of colours. While the Health Bar is in the Green, Sarge is fully fighting fit. As the colours pass from Green, through to Red on a spectrum, Sarges Health lowers. Each colour change is depicted in blocks of 20%. As 20% of Sarges health depletes he loses a colour, until finally there is nothing left in his health bar.

The difficulty level of the game also defines how fast Sarges health depletes. The easier the game, the slower Sarge loses Health. The harder the game, the quicker Sarge loses health.

Inventory

Sarge has a small amount of Space to carry some of the most important artefacts needed to complete specific parts of the game. These he will hold in his inventory which can take a maximum of 3 or 4 (DECIDE) items. Health and Ammo are not held in the inventory. Health pick ups are used on an as needed basis and Ammo is held on an ammo belt or clip up to a maximum amount for each specific weapon (see weapons section for this amount)

Other Green Characters

There will be four non-controllable characters who are involved in the battle between Green and Tan, they are, Colonel Grimm, Shrap, Riff and Scorch.

Col. Grimm - The leader of the BCC and Vikki's father, he doesn't let his advancing years get in the way of a good battle. Most of Sarge's mission objectives are given by Col. Grimm. Col. Grimm appears in three of the missions, the first is the Green Army Camp in Act Two Level Three, the second is in Fort Plastro Act Three Level One and the third is in the Garage, Act Three Level Two. In the latter two Col. Grimm plays a larger role in that he accompanies Sarge on all or part of the missions.

Shrap – is the Mortar Man in the Bravo Company Commando's. He appears in the Under the Bed Level where Sarge must rescue him and Riff from the clutches of the Tan Army.

Riff – is the Bravo Company Commando's Bazooka Man. He appears in the Under the Bed Level where he and Shrap are rescued by Sarge. Riff is Sarge's best friend.

Scorch – is the Company's lead Flamethrower Man. He is rescued by Sarge in the Barbeque Level. He has a fascination with Fire.

Discovery of Weapons

Weapons are Sarges most encountered pick up. He needs to gather together the best arsenal of weaponry he can find in a short time to equip him for battle against the Tan Army.

There are two potential ways of portraying weapon pick ups on the ground, the method chosen depends on screen tests. The first way would be similar to that seen in the PS1 and N64 version, where the weapon is seen spinning in the location it can be picked up from. This method, although preferred, may not lend itself readily to the small screen of a handheld console. The other method would be to have boxes with icons depicting the particular weapon pick up, in the locations that the weapons can be found.

Whatever method chosen, all Sarge would have to do to gain possession of the weapons would be to walk over the icon depicting it.

Weapons and their Attributes.

Weapons have two attributes that contribute to their likelihood of being found and the damage they cause.

We will be using an Auto-Aim facility due to the restrictive size of the console screen. This will come into effect within a specific (zone) range of the target.

Status: This refers to how likely Sarge is to come across / gaining possession of the weapon on a level.

Damage Rating: This refers to the damage rating of a weapon. In game there are various attributes which can effect the damage rating such as distance to the target but generally the damage rating will revert to the default stated below. The default rating is the number of shots it takes to kill an enemy at the ideal distance. Being closer or further away can affect this. Where weapons can affect more than one enemy, the enemies must be in close proximity to each other.

M-16 Assault Rifle. Lightweight weapon – Standard Issue. Every battle is started with this weapon. Good at tight fire-fights and can be fired on the run. Accurate at long range. Ineffective against Hardware, Machinery and most ground based Human World enemies.

Status: Default - V Common.

Damage Rating: 3 (for plastic soldiers and airborne Human World enemies)

M-60 Machine Gun – can be fired from any position. Sends out a punishing array of bullets faster than the enemies can dodge them. Ineffective against Hardware and Machinery.

Status: Common

Damage Rating: 2 (for plastic soldiers)
4 (for Human World enemies both ground based and airborne)

Sniper Rifle. Precise shooting instrument. Can zoom in and out on enemies. Used for long range shots or stealth. Does more damage than the M16 with each individual bullet. Ineffective against Machinery, Hardware and ground based Human World Enemies.

Status: Common

Damage Rating: 1 (for plastic soldiers and most airborne Human World enemies).

Flamethrower. Very effective in tight areas with multiple attackers. Must be stationary when using, or severe damage could be inflicted to the user. Ineffective against Machinery and Hardware.

Status: Rare

Damage Rating: 1 (for up to 2 plastic soldiers and all Human World enemies)

Bazooka. Fights with large enemies, tanks, helicopters, large toys etc. Limited ammo. Can be fired from any position.

Status: Fairly Common

Damage Rating: 1 (for Plastic Soldiers)

2 (for Tanks, Jeeps and Helicopters and ground based Human World enemies)

4 (For Buildings)

Grenades. Used for large groups or single enemies out with the line of sight. Must be stationary when throwing a grenade.

Status: Common

Damage Rating: 1 (for up to two plastic soldiers)

2 (for ground based Human World enemies)

3 (for Jeeps)

5 (for Tanks)

Mortar. Long range weapon that can inflict major damage. Must remain stationary when firing a mortar. A very complex weapon to use.

Status: Fairly Rare

Damage Rating: 1 (for up to 2 plastic soldiers or a single ground based Human World enemies)

2 (for Jeeps)

4 (for Tanks)

Mines. Can be dropped for unsuspecting enemies. Good strategy weapon.

Status: Fairly Common

Damage Rating: 1 (for up to two plastic soldiers)

2 (for Human World ground based enemies)

3 (for Tanks and Jeeps)

Area 41 Secret Weapon – a laser gun designed to disintegrate soldiers on the spot. Very effective as it doesn't affect the person holding the weapon unlike the flamethrower.

Status: Very Rare (only found in Area 41)

Damage Rating: 1 (for plastic soldiers and any other ground based enemies)

Ammunition pack. Refills for Sarge's M-16 rifle and M-16 Machine Gun. Both Guns require ammunition boosts. There are two amounts mentioned for both types of gun. The first is the default refill, the second the super refill.

Status: Common / Fairly Rare

Refill Status: M-16 20 Bullets / 35 Bullets

M-60 45 Bullets / 65 Bullets

The maximum number of bullets held for the M-16 at full ammo is 125.

The maximum number of bullets held for the M-60 at full ammo is 230.

While both these numbers are attainable, there is very little chance that Sarge will have a full inventory of ammo, due to the fact that he will need to use as many of the bullets as possible to complete his missions.

Minesweeper. Used to detect mines in a minefield. Only found in areas where mines are likely to be located.

Status: Fairly Common

Binoculars. Allow you to survey an area prior to passing through. Can zoom in and out therefore can view very distant objects. These will only be added if both time and technology allows.

Status: Fairly Rare

Enemies and Their Weapons

Sarge's resilience is based on the difficulty level chosen at the start of the game. The higher the level of difficulty, the more damage Sarge will take from each shot. Other levels of damage will be relevant to the ease of gameplay chosen. (TO FOLLOW).

When an enemy dies, there are two ways in which they may fall. The first is by simply falling down. This is more likely when the target was at a considerable distance from Sarge. The second is slightly more spectacular, where the enemy explodes into lots of little pieces. This is more likely to be shown when Sarge is close to the target.

The Status of the enemy is how often they may appear throughout the game.
The Damage Rating details how many shots / bullets it takes to Kill Sarge outright.
Health Rating details how much health a single shot will take from Sarge's health bar.

Gen. Plastro. Tan Army Leader. - Sarge does not come into direct combat with Gen. Plastro until the last level (currently known as Area 41 revisited).

Tan Army men-

The Tan Army Men are the most common enemy Sarge will come up against. There will be a combination of both set and random placing of enemies throughout the game. Where there is a large or important military building Sarge will find considerably more enemies than if he were just travelling between destinations. The guarding enemies will generally be set in number and location. How he approaches the locations will have a lot of effect on how many enemies he encounters.

If we take for example the Tan Training Camp Headquarters. Sarge must gain entry to this building. He has the opportunity to either walk through the front door or to blast the front of the building off, depending on the player preferences. Should he walk through the front door, there will be considerably less Soldiers surrounding the building when he exits that if he had blown the front of the building off.

The random placing of enemies will be based on a variety of things such as the difficulty level of the game being played or the number of enemies already killed in the level. This could account for the level being too easy. If the player has killed all available Tan enemies within a relatively quick times scale, there could be more soldiers shipped into the vicinity to make the level a little more challenging. There will be less enemies available in the easier game mode anyway.

Rifle Man - Tan Army soldier with only the M-16 Assault Rifle as his weapon.

Status: Very Common

Damage Rating: 10

Health Rating: 1 shot takes 10%

Machine Gun Man - Tan Army soldier with only the M-60 Machine Gun as his weapon.

Status: Common
Damage Rating: 5
Health Rating: 1 shot takes 20%

Bazooka Man - Tan Army soldier with only the Bazooka as his weapon

Status: fairly common
Damage Rating: 4
Health Rating: 1 shot takes 25%

Mortar Man - Tan Army Soldier with only the Mortar as his weapon

Status: fairly rare
Damage Rating: 3
Health Rating: 1 shot takes 33%

Grenade Man - Tan Army Soldier with only the Grenade as his weapon.

Status: fairly common
Damage Rating: 4
Health Rating: 1 shot takes 25%

Tan Attack Helicopters - Apache Longbow AH64D Attacking helicopter using the Lockheed-Boeing AGM 114D Longbow Hellfire ASM (Air to Surface missile) or the 30mm Automatic Boeing M230 Chain gun.

Status: Rare - only seen on Fort Plastro Level.
Damage Rating: Missile 2 / Chain gun 5
Health Rating: 1 missile = 50% / 1 shot takes 20%

Tan Tanks - M1A2 Abrams Main Battle Tank with the 120mm M256 Smooth Bore Cannon..

Status: Common
Damage Rating: 3
Health Rating: 1 shot takes 33%

Human World Enemies -

As Human World enemies are often specific to their own locations, there is no status included here. Damage rating is how many times Sarge can come into contact with the enemy before being killed. Health rating is the percentage of health that each enemy takes on one single contact.

Under the Bed Level

Dust Mites - Known as THE monsters under the bed. Dust mites instil fear into all who meet them. They are ugly little bugs who are extremely dangerous to plastic men.

Damage Rating: 5
Health Rating: 1 contact = 20%

Spiders - Spiders are a common enemy in the human world and rumour has it that they may have made an appearance in Plastic World.

Damage Rating: 10

Health Rating: 1 contact = 10%

Under the Bed to Bedroom

Window Crystal / Magnifying Glass - the magnifying glass made an appearance in earlier versions of Sarge's Heroes and armed with more information on these atrocious weapons, Sarge is a little more equipped to deal with them. That is not to say he is beyond harms reach where these evil inventions are concerned. This weapon works more along the lines of the amount of time Sarge spends under its glare. Should he stop under its glare for more than a couple of seconds he will be a goner. The window crystal element allows this type of enemy to move around like a spot light, as it swings under the sunlight coming through the window.

Damage Rating: 2

Health Rating: 1 contact = 50 % (for every 2 secs under its glare)

The Patio

Moths - moths will just flutter around the vicinity, they generally mind their own business and as such should not present too much of a problem to Sarge.

Damage Rating: 15

Health Rating: 1 contact = 15%

Slugs - Slugs are not very damaging to Sarge at all. They are slow creatures that are more of a hindrance than a threat. Slugs appear more as obstacles. They tend to patrol the same areas over and over rather than travelling great distances.

Damage Rating: 20

Health Rating: 1 contact = 5%

Fireflies - Fireflies are extremely dangerous to little plastic men, especially in numbers. Sarge and any other plastic men coming into contact with a firefly better hope that they have great health insurance as the burns they inflict on plastic soldiers can be fatal. Sarge's only saving grace is that they are a rare enemy.

Damage Rating: 5

Health Rating: 1 contact = 20%

The Garage

Doris the Rabbit

Doris is the rabbit that lives in the hutch at the back of the Garage. He has managed to escape and is in the lookout for some little Green Plastic Soldiers, his favourite chew toys. Doris will not be an active enemy as such. He will follow a set route of lolloping around the Garage, so all Sarge has to do is make sure he is not in the same place at the same time as Doris.

Damage Rating: 5

Health Rating: 1 contact = 20%

Spiders

See above for a full descriptions of the spiders capabilities.

Slugs

See above for a full description of the Slugs capabilities

Beetles - Beetles are like spiders in their abilities to damage plastic men.

Damage Rating: 10

Health Rating: 1 contact = 10%

Magnifying Glass

See above for a full description of the Magnifying Glass' capabilities.

Lawnmower - The Tan Army's new secret weapon. A mechanical devise that has to potential to take out hundreds of little Green Army men in a single swoop. If Sarge or any of his troops get caught up in the rotation blades then it's instant death. A slow moving machine but a fast and instant death.

Damage Rating: 1

Health Rating: 1 contact = 100%

End of Game Boss Enemy. - still being devised. Probably, Gen. Plastro's new flying machine. Strange shapes craft with top of the range laser weaponry which can melt a plastic soldier within three shots.

Object Pick Ups

Sarge can pick up certain objects by walking over them.

Red Health - when Sarge walks over a Red health pack, his health will be restored to 100%. Red Health Packs are depicted by white boxes with a Red Cross on them.

Blue Health - when Sarge walks over a Blue health pack, his health will be restored by 50%. Blue Health Packs are depicted by white boxes with a Blue Cross on them.

Binoculars - These allow Sarge to survey an area prior to passing through. Binoculars allow Sarge to zoom in on distant objects. They are depicted by boxes with pictures of binoculars on them. (THESE ARE TIME AND TECHNOLOGY LIMITED)

Ammunition Packs - Sarge can pick up ammo refills for both the M-16 Assault Rifle and the M-60 Machine Gun. These will be found in boxes with pictures of a bullet on. The player will not know which ammo he has picked up merely by the picture on the box. It will either be flashed on screen or the player will default to the weapon that has been refilled. For a detailed description of the amount of ammo in a pick up see the weapons section.

Fire Proof Suit - This pick up is only available on the BBQ/Patio level and will be held in Sarge's inventory until he needs to use it.

THINGY - The thingy is needed to fix the portal under the bed. It is located in the Fort Plastro level and will be held in the inventory until Sarge needs to use it.

Flak Jacket – This would give Sarge a higher resistance to bullets for the rest of the level (from the point of finding the flak jacket) providing he does not lose his life between finding it and finishing the level. Once this has been picked up, it will not be available for the level on which it was found unless the level was started afresh.

Things that would be nice:

Invincibility - This pick up would give Sarge a timed period of invincibility. While in this mode Sarge would be resilient to damage from all weapons except fire.

Excellent Aim - This pick up would give Sarge a perfect aim for a certain amount of time. This would only work with the smaller guns however, such as the Rifle, Machine Gun and Sniper Rifle.

Invisibility - This pick up would make Sarge invisible to his enemies for a certain period of time. He would still be visible to the player though.

Stealth Mode - This pick up would put Sarge into Stealth Mode whereby he could sneak past groups of enemies. It would be time limited. Stealth Mode only works on Human World enemies such as the bugs Sarge will encounter in the other dimension.

Vehicles (both Green and Tan)

The vehicles described below are those used in the Army Men game by both the Green and Tan Armies. If one vehicle is used only by one side it will be clearly stated in the description.

Status describes how common the vehicle is (a) to Sarge and the Green Army and (b) to the Tan Army.

Tank. - M1A2 Abrahams Main Battle Tank with 120mm M256 Rough Bore Cannon. This tank is the type used by both the Green and Tan Army. This vehicle is slow to manoeuvre but steady. It breaks through smaller barricades well but has difficulty with larger ones. In the Human World its best use is as a firing weapon rather than a barricade breaker. Its cannon is a deadly and powerful weapon which is very accurate to aim.

Status (a): Fairly Rare - available only on one or two levels per campaign.

Status (b): Fairly Common - this vehicle will be a common enemy of Sarge and can be found on most levels

Jeep - NEED TO GET PROPER DETAILS. The jeep is used mainly for transport over large open areas. It is a fast vehicle which uses a 7.62 General Electric Mini Gun attached to its rear / side?? As a defense vehicle, the jeep is not the best available.

Status (a): Rare - this vehicle will only appear on a couple of the levels.

Status (b): Rare - The Tan Army prefer to do their work in Tanks, it will be a very rare occasion if Tan Men are seen driving a Jeep.

Battleship – In the Bathroom Level, Sarge is given the option of two water vehicles. The battleship is the first of the two. The battleship has an on-board weapon which is the only available weapon while using this vessel. It is a slower vessel than the Duck but stronger at breaking through barricades. Its slower speed can make it susceptible to attack and sinking from enemy battleships. - FIND OUT DETAILS AND WEAPONRY...

Status (a): Rare - this vehicle only appears in the second half of the Bathroom Level.

Status (b): Rare - this vehicle only appears in the second half of the Bathroom Level.

Rubber duck - The Rubber Duck is the other vehicle on offer during the Bathroom level. It is a fast moving vessel with no on board weapons. This will allow Sarge to use his own Arsenal while navigating this vessel. It is a little harder to control than the battleship, which makes steering more of an art. That is not to say that it is impossible or has a poor control method just that it appears more erratic than the battleship vessel.

Status (a): Rare - This vehicle is only available in the second half of the Bathroom Level.

Status (b): Never - This vehicle is never available to the Tan Army.

Helicopters - Enemies only – Appearing only in the Fort Plastro Level, the helicopter is an Apouche Shortbow AH-64D. It is a Tan machine but there may be Green equivalents found grounded in the Green Army Camp level.

Status (a): Rare - This vehicle is only seen in the Green Army Camp.

Status (b): Rare - This vehicle is only seen in the Fort Plastro Level.

Platro's Special Aircraft (NAME NEEDED) – The end of Game boss Vehicle that is Driven by Gen. Plastro. DESCRIPTION NEEDED.

Status (a): Never - This vehicle is never available to the Green Army

Status (b): Very Rare - This vehicle only appears in the final level.

Transportation (but not necessarily vehicles)

Portals - There are three portals in the Game. The first Portal is seen between the Area 41 and the Under the Bed level, the second between the Barbeque / Patio Level and the Green Army Camp and the Third between Fort Plastro and the Garage Levels.

Portals enable Sarge and the Tan Army to travel between dimensions (the Plastic World and the Human World). There can be benefits to this in that it allows Sarge a means of getting home or to troubled team mates. But on the other hand, it allows the Tan Army to expand their stronghold into other dimensions and borrow Human World technologies, weaponry and enemies.

Tele-transportation - There is only one example of tele-transportation in the game. This is between the Garage Level and the Under the Bed (Revisited) level. Tele-transportation is one of the new dimension technologies that Gen. Plastro is making use of. It allows Sarge to quickly travel between levels.

The Graphics

Due to the nature of the hand held console and the size limitations on the screen, the game will concentrate on maximising the gameplay experience for the player, while providing them with stunning graphics. The AGB screen, similar to the CGB will not be backlit and as a result, the graphics will have to be bright and contrasting, perhaps with a slight cartoony feel about them.

Although the entire look of the game will be slightly cartoony, there will be two distinct artistic styles in the game. These will be for the Plastic World and Human World. The Plastic World is traditionally quite dingy as befits a war stricken area. The graphics in AGB version of Sarges Heroes will be in keeping with the Plastic World style of a visually oppressed location. The Human World on the other hand will be far brighter and appears a happier place to inhabit.

The game graphics will reflect these social observations. Human World will have realistic looking surroundings (well as realistic as we can get on a gameboy) and will be considerably brighter than Plastic World. Plastic World will have more cartoon based graphics. They will be simpler on many levels than those in the Human World. E.g. while the exterior of buildings may only be hinted at in Human World, they will be available in full in plastic world. The look here may differ in the detail afforded to each building exterior but the human world would require considerably more detail to ensure the player knows exactly what it is they are looking at.

Terrain should reflect a multitude of different situations with hills / lumps etc. Due to the fact that the game is in 2D this should be done by graphically faking the change in topography. In plastic world this would affect the landscape, in human world, it may reflect subtle differences in , for example, the edge of the bath (which is generally sloped to avoid catching puddles!).

The characters will be based on the pre-existing characters of Sarge, Vikki, Col. Grimm, Gen. Plastro and the rest. The details for these characters will be sent by 3DO, hopefully including the PS1 wire-frame models. Should we have access to these models, the possibility of rendering the main characters is available.

Tests should be undertaken to determine whether it would be feasible to use rendered main characters or whether we stick with the traditional style character art. It would also be preferable that the enemies are all rendered to keep in line with the look. It may look a little strange if the main characters were rendered and their opponents were not. Should this be the case then all character art should be of the same style.

View Point

The Game will use a fixed 'isometric' 45° viewpoint, similar to that seen in Army Men Air Attack, this will provide a pseudo 3D top down effect (e.g. when looking at a cube two sides would be viewable plus the top), whereby the main characters will appear to have more interaction with their surroundings than previous gameboy games have allowed but retaining a 2D development world. This 'heli-view' was used in the arcade game Commando and proved itself to be adaptable to the third person single character game.

The buildings interior view will appear in a style similar to that seen in Theme Hospital which keeps in line with the fixed perspective isometric view. This style of building has traditionally had no roof, which in this kind of game would make the buildings look strange. There is the potential that when in the distance, a building may appear with a roof, yet when Sarge approaches it, the roof will disappear to reveal an interior. While this may appear visually impressive, the limitations of the screen size may confuse the player when the roof just disappears and reappears etc. Another option may be to use a separate map for the building which is only accessed when Sarge walks through the entrance using a fade out-fade in effect.

Game Controls

Due to the current status of knowledge surrounding the AGB technology, the following control method is only an initial design and is subject to total change or amendment throughout the course of the project.

Currently, it is assumed that there will be six buttons on the Advanced Gameboy. These Are:

Start

Select

A Button

B Button

L1 – shoulder button

R1 – shoulder button

There will also be the **Directional Pad** (D-Pad).

The game will be an eight way scrolling game using the four cardinal directions – **UP, DOWN, LEFT AND RIGHT**, as well as the four diagonal variations of these – **UP-LEFT, UP-RIGHT, DOWN-LEFT, DOWN-RIGHT**.

The **D pad** will control the direction of Sarge's movements within the maps. It will also control the direction he aims his gun. By tapping the **D pad**, rather than holding it down, Sarge will rotate to face his enemy. When the **D Pad** is held down, Sarge will turn and move in the direction being favoured by the player.

E.g. If Sarge faces up screen and the player presses Left, he will turn to face left, should the player continue to press left, Sarge will run left.

Due to the variety of moves required and the lack of buttons available, it may become necessary to use the **Start** and **Select** buttons to allow Sarge to do various moves.

A button

Generally the **A button** will be used to fire Sarge's selected weapon. In the instances where the weapon (such as grenade and mortar) require to be directed towards the enemy, a combination of moving the target using the **D pad** while holding down the **A button** will locate the target over the enemy. Releasing the **A button** will cause Sarge to release/fire the weapon.

B Button

The **B button** will change Sarge's stance when used alone.

If pressed once, Sarge will kneel down. If pressed twice he will 'go prone' (lie down). When Sarge is in Prone position, he will crawl when the **D pad** is pressed. To release Sarge from Prone, the **B button** must be pressed twice again. To release Sarge from Kneeling, the **B button** needs to be pressed once (while he is kneeling)

This should be a timed thing. If he has been kneeling for a certain amount of time, one press will cause him to stand up again not go prone.

If Sarge is up against, e.g. a block, and the player presses the **B button** in conjunction with the **D pad**. Up will cause Sarge to climb upon the object. Down will cause Sarge to kneel beside the object if it is solid, or crawl under the object if he is able to do so.

The **B button** when used in conjunction with the **Right Shoulder Button** an overlay map screen will appear. The map will stay on screen for as long as the buttons are being held.

The Left Shoulder button

The **Left Shoulder Button** allows Sarge to Toggle through his Arsenal of Weapons. Each time he presses the button the weapon will change to the next one he possesses. (this may be swapped with the B Button manoeuvres)

The Right Shoulder Button

The **Right Shoulder Button** when used in conjunction with the **D pad** will cause Sarge to Strafe in the direction being pressed. It may be that this will default to just left or right, but having the option of eight way scroll could mean that there are six strafing directions. (LEFT, RIGHT, UP LEFT, UP RIGHT, DOWN LEFT, DOWN RIGHT)

The Start Button

The **Start** button will allow Sarge to toggle through his inventory of pick ups. Should Sarge wish to select an item, pressing A while it is selected would make that item active. This action may be available from the in-game menu rather than as a button defined action depending on control restrictions.

The Select Button

The **Select** Button will allow the Player to pause the game. The player will be confronted by a pause game menu. This will be discussed further in the menus section of the document.