
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00913
PMN 5044-151
ARMY MEN™
AIR ATTACK™
REAL COMBAT.
PLASTIC MEN.™
3DO™

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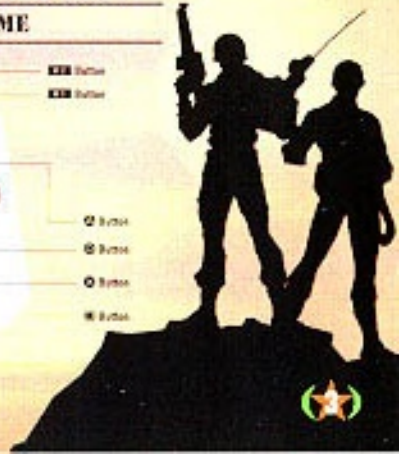
AIR ATTACK 'COPTER CONTROLS

ARMY MEN "- AIR ATTACK " DEFAULT CONTROLS

↑ = MOVE FORWARD	△ = NEXT WEAPON
↓ = MOVE BACKWARD	✕ = FIRE MACHINE GUNS
← = TURN LEFT	□ = FIRE SECONDARY WEAPONS
→ = TURN RIGHT	○ = USE WINCH
L1 = STRAFE LEFT	R1 = STRAFE RIGHT
L2 = OVERHEAD MAP	R2 = PREVIOUS WEAPON
SELECT = OVERHEAD MAP	START = PAUSE GAME

NOTE:
You can choose from 3 different preset button configurations or customize your own controls. See 'Getting Started' for more details.





GREEN PLASTIC NEWS



Col. Grimm says WAR is unavoidable

"Hello fellow Green Plastic citizens. We are sorry to interrupt your regularly scheduled programming, but this is a special GPN report just in from the front lines of the Green Army. A massive plot constructed by the evil General Plastro of the Tan Army has been uncovered by our Military Intelligence Division. A major offensive of the Tan Army is planning to push through and seize our borders. War is unavoidable. Once again, we must step up to the task of crushing the evil Tan forces. We will now take you live to one of our reporters on the front line."

"Hello ladies and gentlemen. From what I can see here, we are only moments away from war with the Tan Army. Col. Grimm is just now unveiling the new Alpha Wolf Battalion and preparing to make a speech to rally the boys for what looks to be a very intense battle. Let's see what Col. Grimm has to say."

"All right, listen up soldiers! The Tan aggressors are on the move and we're gonna stop 'em dead in their tracks. We have sent several scouts out to gather recon on the Tans' movements. So far, none have returned. We can only hope those scouts aren't danglin' over a candle right now.



The Evil General PLASTRO'S Tan Army on our front

The Alpha Wolf Battalion is the most lethal force ever assembled. You have been hand picked for this task because we know you're the best of the best. Your orders are simple, find the enemy and blow the living tar out of every last one of them! Am I making myself clear, soldiers?! Let's go melt some plastic!"

(background cheers) "YEAH!!!"

"Those were some strong words from Col. Grimm. With me now is Captain William Blade, leader of the Alpha Wolf Battalion. Captain, can you tell me exactly what is going on?"

"Well sir, many of the details about this operation are classified. What I can tell you is, those Tan are in for one heck of a fight. We plan to do whatever it takes to win this thing and put an end to the Tan Army once and for all."

"Spoken like a strong plastic soldier. We understand you're the son of a highly decorated officer.

"Yes sir, my father fought in this army. He fought hard and he fought proud. He served the Green Army with honor until the day he was shot down by one of those Tan scum. His body has never been found. I believe that he is still out there... somewhere... waiting to be rescued. I won't rest until the day all those tan-colored slime balls are eradicated from the face of the planet!"

"Truly a heartfelt statement... thank you for your time, Captain. We could use a lot more soldiers like you. We wish you the best of luck in the field. We wish all of the troops in the Green Army well. Hopefully, they can destroy the Tan menace once and for all, keeping the world safe for Green Plastic people forever. We'll keep following the progress and inform you of any new developments. We now take you back to your regularly scheduled programming."

FACES OF WAR

CAPTAIN WILLIAM (BILL) BLADE

The son of an officer, Blade has flying in his blood. He joined the Air Cavalry Squadron after graduating at the top of his class. He fights for what he believes in and will do whatever is necessary to accomplish his mission. He is one of the bravest men ever to serve in the Green Army. Living for the thrill of victory, Captain Blade is always optimistic and will take chances when necessary, especially to save Green lives. He knows he's the best at what he does and is willing to prove it.

COLONEL GRIMM

He is the leader of the Green Forces. He knows the glory and pain of battle.



SERGEANT HAWK A.K.A. "SARGE"

He is the Bravo Company Commando's unquestioned leader. He's an experienced soldier who has seen it all.



GENERAL PLASTRO

Plastro is the Tan Army's sadistic leader. He rules with an iron hand and a cold heart.





MESS WITH THE BEST AND MELT LIKE THE REST

CO-PILOTS

CO-PILOTS

Your co-pilot is your right hand, and is responsible for winch operation and aiming the guns. With this band of capable co-pilots, your job of taking out the Tan Army will be a lot easier. There are three different co-pilots from which to choose. You will get the chance to choose a different co-pilot at the beginning of every mission (on the Mission Briefing Screen). Each co-pilot uniquely affects your abilities and performance on each mission.



JOHN LAWLESS - A.K.A. "HARDCORE"

Hardcore is cocky and head strong. He often focuses on the fighting while ignoring his other duties. He loves the Homing Rockets because they're "Hardcore".

DAVE PARKER - A.K.A. "RAWHIDE"

Rawhide is as comfortable behind a Rocket launcher as he is on a cattle drive. Riding in a helicopter is easy compared to taming a bucking bronco. Rawhide loves the straight forward simplicity of the Rockets.





JAMES MARSHALL - A.K.A. "WOODSTOCK"

Don't let his nickname fool you — peace and love are definitely not his bag. His experiences in the jungle wars of the 60's have made him a madman on the Machine Guns.

GETTING STARTED

MAIN MENU

Within all menu screens, use the directional buttons ♦/♦ to highlight an option and press the ⊗ button to select an option. Selections are as follows:



START GAME

Select this option to begin playing the game with the current default configuration. You can choose between One Player or Two Player. See the section, "Game Modes", on page 12 for more information.

LOAD GAME

Select this option to load a previously saved game from the memory card. You will be able to save games from the Mission Debriefing Screen.

PASSWORD

Select this option to begin a game at a higher level by entering a password. Use the ●, ■, ▲, ✕, and directional buttons to enter the password, the L1 button to backspace over incorrect entries, and the START button to begin the game designated by the password entered. Passwords can be obtained from the Mission Debriefing Screen.



OPTIONS

See "Options Menu" on page 9 for more information.



OPTIONS MENU

Select this option to customize sound levels, controller setup or view the credits.



SOUND

Select this option to customize all music and sound effects settings. Use the directional buttons ♦/♦ to highlight an option and ♦/♦ to adjust the settings.



CONTROLLER SETUP

Select this option to customize all controller settings. Use the directional buttons ♦/♦ to highlight an option and the ⊗ button to select an option.



CONTROL STYLE

Available for both Player 1 and Player 2, this option allows each player to choose from three sets of default controls or to customize their controller setup.

ANALOG CALIBRATION

Allows each player to calibrate their analog controller. This option is only available if an analog controller is plugged in.

DUAL SHOCK™ ANALOG CONTROLLER VIBRATION

Allows each player to turn their DUAL SHOCK analog controller vibration setting ON or OFF. This option is only available if a DUAL SHOCK analog controller is plugged in.



CREDITS

Select this option to view all game credits.





PAUSE MENU

Pressing the START button during gameplay brings up the Pause Menu. Use the directional buttons ↑/↓ to highlight an option, the ⊗ button to select an option, and the directional buttons ←/→ to change the setting of an option.

RESUME

Select this option to return to gameplay.

MUSIC VOLUME

Select this option to increase or decrease the Music Volume.

SFX (SOUND EFFECTS) VOLUME

Select this option to increase or decrease the Sound Effects Volume.



QUIT

Select this option to exit your current game and return to the Mission Debriefing Screen.

GAME MODES

All right Captain, are you ready for some action!?
These are the different game modes you can choose from.

ONE PLAYER MODE



The One Player mode involves battling through the entire Air Attack campaign, from start to finish, completing multiple and varied mission objectives per level. You must make the tactical decisions necessary to defeat the Tan enemy.

TWO PLAYER MODE



In Two Player, you and another player can pit your skills against each other or the computer. You can engage in either Cooperative or Flag Nab-it.

COOPERATIVE MODE

In Cooperative mode, you and a teammate can combine your tactical skill and fire power in eradicating the evil Tan Army!

FLAG NAB-IT

In Flag Nab-it mode, you and another player compete on an occupied map: one side occupied by the Green (Player 1) and the other side by the Tan (Player 2). The object of the game is to infiltrate the enemy lines, find their flag, and transport it back to your base.

YOUR 'COPTERS



HUEY

The Huey is one of the fastest moving and most agile of the helicopters available to the Alpha Wolf Battalion. While its speed is greatly affected when carrying heavy loads, an unencumbered Huey can dodge enemy projectiles with relative ease.



CHINOOK

The Chinook is not the fastest of helicopters, but it can carry a heavy load and take a vicious beating. Its armaments are a bit more powerful than that of the Huey to compensate for its loss of agility.



SUPER STALLION

The Super Stallion is the best of both worlds. It is fast, has powerful weaponry and can carry heavy loads without taking a huge performance hit. It comes with a heavy compliment of armor as well.



APACHE

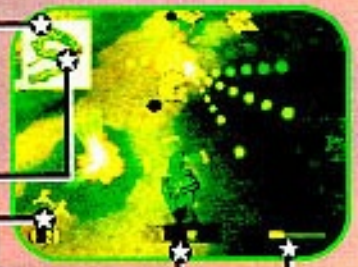
The Apache is the ultimate in modern day helicopter technology. It is fast, agile, has the most powerful weapons and the strongest armor. It can carry heavy loads with little affect on its speed. This is no bargain bin toy.



THE HEADS UP DISPLAY

YOUR 'COPTER INTERFACE

Even though your 'Copter is an advanced piece of plastic, its interface is simple to use and understand.



OVERHEAD MAP

The Overhead Map appears on the top left of the Heads Up Display (HUD) by pressing the SELECT button. Your location is marked with a green arrow pointing the direction your 'Copter is facing.

NAVIGATIONAL BEACON

The Navigational Beacon appears on the overhead map as a purple icon. It gives the exact location of the nearest target or objective.

WEAPON SELECT

The Weapon Select icon shows the current Secondary weapon selected and how much ammo for that weapon remains. Use the 'Next Weapon' button to cycle through available weapons. When you run out of ammo for a certain weapon, you will automatically switch to the next available weapon.

COMPASS

The compass indicates the direction your 'Copter is heading. It also indicates the direction of mission objectives with purple marks.

SHIELD METER

The Shield Meter indicates your 'Copter's remaining shield power. When your shields are gone, you can kiss that shiny plastic medal goodbye!

THE WINCH

The winch is a Cable at the bottom of all of the helicopters that allows you to get Power-ups and pick up, carry and drop off certain objects. There are three types of objects that you can winch:

- Power-ups
- Mission-specific characters
- World objects

POWER-UPS

Simply press the winch button to extend the winch of your 'Copter and fly over the Power-up item. The winch will automatically lift the Power-up to your 'Copter.

PICKING UP GROUND TROOPS

In some missions, the winch can also be used to pick up certain ground troops. When you fly your 'Copter over such a unit, press the winch button to lower the winch and pick the unit up. It's just like picking up a Power-up. You can only winch ground units that the mission specifies. You can't use the winch to grab vehicles.

PICKING UP WORLD OBJECTS

To winch world objects, such as pieces of food or pine cones, you must position your 'Copter over the object and press the winch button to winch it up. You can drop the object you are carrying by re-pressing the winch button. Units and other objects can be destroyed by dropping objects on them. Objects can be lifted, placed and then re-lifted as many times as you want.

'COPTER WEAPONS

The Alpha Wolf Battalion's 'Copters carry the most advanced pieces of pyrotechnic weaponry in the Green Army. Familiarize yourself with the different weapons at your disposal.

MACHINE GUNS

The Machine Gun is your workhorse, and has unlimited ammo. It is aimed by your co-pilot and isn't all that strong, but works just fine for mowing down lines of infantry men.

"If they're running, I shoot 'em, if they're not running, they should be."

— James "Woodstock" Marshall

ROCKETS

The basic straight firing Rocket is a very fast, straight-shooting weapon that packs a wallop but can be difficult to aim.

"Let 'em loose and watch the show."

— Dave "Rawhide" Parker

HOMING ROCKETS

The guided Homing Rocket is extremely accurate. Once it is launched, it almost never misses its target.

"It's not the size of your Rocket, it's how you use it."

— John "Hardcore" Lawless

SWARM ROCKET

The Swarm Rocket is another tracking weapon. The sheer volume of these powerful rockets makes this the ideal weapon for crowd control.

"There's nowhere to hide, maggots!"

— Sarge

NAPALM

Shooting Napalm bombs causes a series of explosions across a large area of terrain as the affect of the jellied explosives spread across the land.

"I just love the smell of Napalm in the morning!!"

— Felicity "Bombshell" Wannamaker

FLARES

Firing a flare calls in reinforcement ground units. Two paratrooper M-80 Infantry men will drop from passing planes.

"Some people like to think jumping out of a airplane at 15ft, with high explosives strapped to your back is crazy. Ha, Wusses..."

— Lieutenant Darrell A.K.A."Wily Coyote"

PORTALS



PORTALS

These mysterious gateways allow travel between "Our World" (the world of the human giants) and "Their World" (the Army Men world). General Plastro discovered these strange portals and has been using them ever since to carry weapons of mass destruction between the two universes. Many of your missions will involve transporting inanimate objects from "Our World" and bringing them to life in the battle against the Tan in "Their World". Keep an eye open for these portals.

POWER-UPS

Power-ups are boxes that sit on the ground and give you ammo or special abilities for your 'Copter. To activate a Power-up, just simply fly over it. As you pass over the Power-up, extend your winch and it will attach itself to the Power-up and hoist it to your 'Copter. There are three types of Power-ups: Timed, Armor and Ammo Power-ups.

TIMED POWER-UPS

Timed Power-ups will enhance your specific abilities for a limited time. The list is as follows:



ARMOR PIERCING (INCREASED DAMAGE)

This Power-up temporarily increases the damage effect of any and all of your currently stocked weapons.

SUPER WEAPON JAMMER (INVULNERABILITY)

This Power-up temporarily renders the 'Copter invulnerable.

TURBO BOOSTERS (INCREASED SPEED)

This Power-up temporarily increases the maximum speed of the 'Copter.

ARMOR POWER-UPS



Armor Power-ups will restore your depleted shields in 25%, 50%, or 100% increments.

AMMO POWER-UPS

Ammo Power-ups add ammo to your 'Copter's ammo reserve for a specific weapon. For example, getting the Rocket Power-up would add missiles to the 'Copters current Rocket total.



ROCKETS

This adds Rockets to the 'Copter's current Rocket ammo reserve.

HOMING ROCKETS

This adds Homing Rockets to the 'Copter's current Homing Rocket ammo reserve.

SWARM ROCKETS

This adds Swarm Rocket salvos to the 'Copter's current Swarm Rocket ammo reserve.

NAPALM

This adds Napalm bombs to the 'Copter's current Napalm ammo reserve.

FLARES

Fire the Flare near an enemy to call in reinforcement ground units. Two paratrooper M-80 Infantry men will drop from passing planes and attack enemy units.

AIR ATTACK

ENEMY UNITS

The Tan threat will be invading at full force. Every type of unit is destructive to the Green way of life. Intelligence has heard rumors of some sort of Tan secret technology, so be on the lookout. Here is a compiling of the Tan units of which we have knowledge.

INFANTRY

The Tan elite guard, while easily killed, are just as easily replaced on the battlefield. The Tan scum have no shame and will even draft new members into their military ranks only hours after they are made.

RIFLEMEN

Riflemen are the grunts of the ground. They are the most expendable units that the Tan have to offer. They may not be the strongest force on the ground, but they should not be underestimated.

FLAMETHROWERS

Flamethrowers, armed with cannons capable of spewing flaming death on any poor soul that crosses their path, are one of the most feared of all enemy units. Does anyone need a light?

BAZOOKA MEN

Bazooka Men are Tan soldiers armed with portable rocket launchers. Not the best shots in the Tan Army, but they have been known to take out the occasional plane or 'Copter. Better safe then sorry, you should probably take 'em out whenever they cross your path.

"Uhhh guys... can somebody help me find the grenade that goes to this pin!?"
— Anon. Tan Unit R.I.P.

MILITARY VEHICLES

The Tan Army, while not as well-trained as the Alpha Wolf Battalion, is still a force to be reckoned with. They have stockpiled a formidable assortment of damage-inflicting vehicles. Here's a list of what to watch out for:

JEEPS

These jeeps are fully loaded with an automatic machine gun to clear out any Green forces. Not only are they fast, but lethal as well.

TANKS

Tan tanks are a destructive bunch, capable of taking out just about any type of Green unit. They are slow moving, however, making them susceptible to attack. Watch out! They are deadly against your 'Copters, infantry, tanks, and structures.

HELICOPTERS

Also known as the rogues of the air, helicopters have the ability to creep up on enemy units and stop them dead in their tracks. Helicopters are armed with a heavy arsenal and are used very strategically.

HALF-TRACKS

These vehicles are a hybrid of a tank and a truck. Not only do half-tracks have the power of a tank, but the speed of a truck, all in one vehicle.

PT BOATS

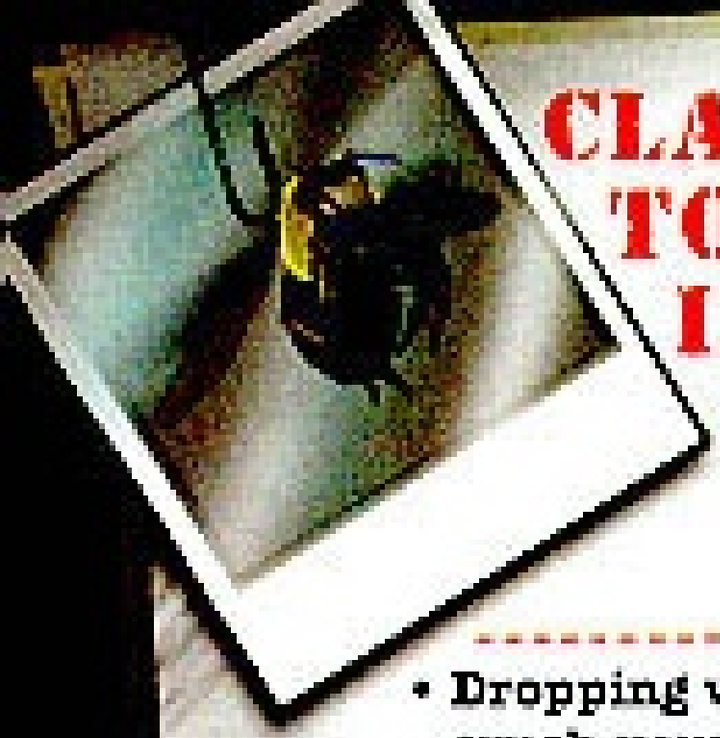
These pint-sized boats are used for recon missions and small-scale assaults. They have the ability to sneak up on you and attack with little warning.

BATTLESHIPS

They are the titans of the sea and pack a very destructive punch. They have heavy armor and superior firepower. They are usually used for defensive or first-strike situations.

BLUE SPIES

The Blue spies are mercenaries that make better sneaks than soldiers. We've learned that they have been stealing supplies. Take one of these boys out to get them back.



CLASSIFIED FILES — TOP SECRET BATTLE INFORMATION!

- Insects are friends of neither Green nor Tan. Given the right motivation, they will attack either side.
- Dropping world objects like rocks and apples to crush your enemies not only saves ammo, but is lots of fun.
- Choose your co-pilot wisely. Each co-pilot has a weapon specialty which helps complete specific mission types.
- Use your overhead map to locate enemy units and objectives quickly.
- Pay close attention to the in-game hints given to you by your co-pilots, Sarge and Col. Grimm. They often provide valuable information on how to complete the mission.
- Learn the strengths and weaknesses of each 'Copter, as each will be better suited for different types of missions.
- Blue units work for the Tan Army carrying supplies. Taking them out will often allow you to collect their cargo.