
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-01203
PBL-5121-151
ARMY MEN
WORLD WAR™
LAND SEA AIR
REAL COMBAT. PLASTIC MEN.®
3DO™

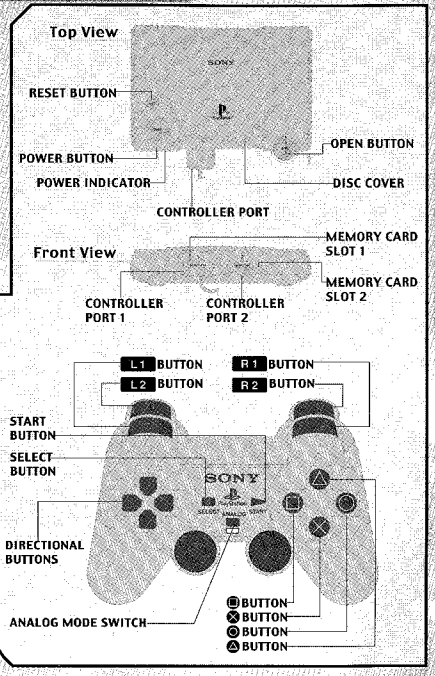
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ARMY MEN®

STARTUP INFORMATION

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Army Men: World War™- Land, Sea, Air disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



ARMY MEN®

DEFAULT CONTROLLER FUNCTIONS

COMMAND	ACTIONS
⊗ button	Fire/use item.
△ button	Cycles inventory backward. Also accesses heavy weapons.
○ button + directional button ← or →	Performs a fast turn.
□ button	Cycles inventory forward.
Directional button ↑	Run forward.
Directional button ↓	Walk backward.
Directional button ←	Turn left.
Directional button →	Turn right.
L1 button	Duck. Hold to stay in ducking position.
R1 button	Hold for combat cam.
R2 + directional button ↑ or ↓	Dive forward/kneel, then go prone.
WHEN KNEELING: R2 (hold) + directional button ↑ or ↓	Goes prone.
WHEN PRONE: R2 (hold) + any directional button ↑ or ↓	Crawl in prone position.
L2 + any directional button	Roll in the direction pressed.
SELECT button	Brings up Map screen. Hold to keep on screen.
START button	Pauses and un-pauses game as well as brings up your options.

Note: You can choose from 3 different preset button configurations. This chart corresponds to the default settings. See the in-game options for more information.

ARMY MEN

WAR ON ALL FRONTS

You saved the Green Nation from the Tan menace in Army Men: World War. Your commanders awarded you promotions and ribbons, and your face became known throughout the land. Overnight, you became a hero.

But the Tan have risen again. Their war machine has produced vast numbers of men and craft, and the Green Army is calling for recruits to blunt the efforts of the enemy. Once again you are asked to serve your country, to push back an enemy intent on ruining the Green nation.

The Tan are now more determined than ever, seething from their earlier losses. The dangers you faced before were awful, but now you'll need to summon even more courage to beat back the angry Tan. Grabbing your rifle, you head back to familiar territory, the war front, waiting for the Tan storm that's approaching just over the horizon.



ARMY MEN

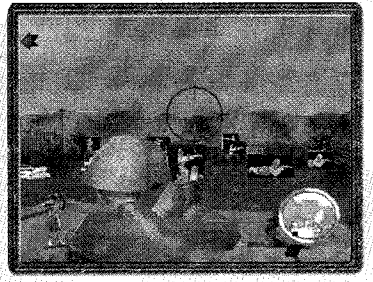
GETTING STARTED FROM THE MAIN MENU

After the title screen, the Main Menu appears. Press the directional button ↑ or ↓ to highlight and the ⊗ button to confirm. The Main Menu has the following options available:

NEW GAME

Start a new campaign with this selection. Get ready to fight the evil Tan Army in 5 major theaters of war.
To enter your name, select a letter by pressing the directional button ↑ or ↓, move forward or backward a letter by pressing the directional button ← or →, respectively, and press the ⊗ button to confirm the name and begin the game.



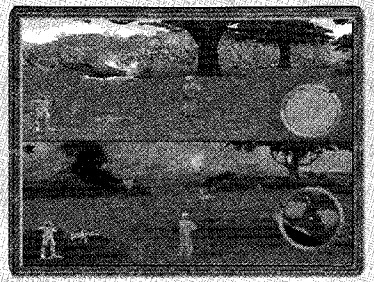


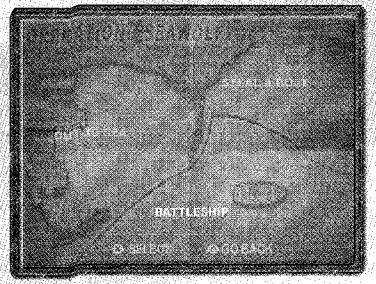
BOOTCAMP

Bootcamp gives you the opportunity to practice as much as you want. Practice areas allow you ample opportunity to use your weapons and hone your combat skills.

TWO PLAYERS

Choose one of the available maps for some serious 2-player action.



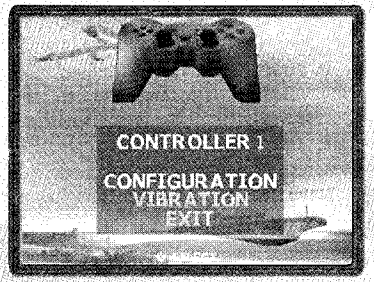


SAVED GAMES

Here you load a previously saved game from the memory card.

OPTIONS

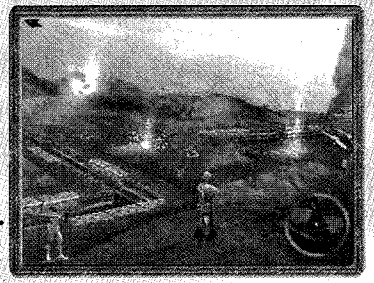
In Options, change the default settings for the game and view the credits.



http://www.psxmanuals.com

ARMY MEN

PLAY MODES



ONE PLAYER CAMPAIGN

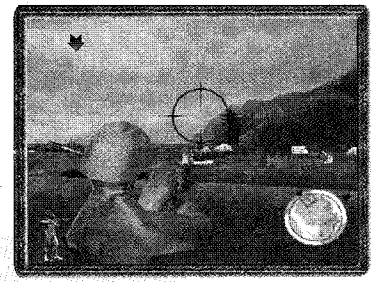
You are a Green soldier fighting against the Tan menace. You start each mission with only a Rifle, Bayonet and Binoculars. All other resources must be found or fought for.

TWO PLAYER MODE

Take on a friend in this capture the flag mode. First one to reach the other's flag and get back to base wins.

COMBAT CAM

In either one player or two player games, enter combat cam for precision firing. The closer perspective should help with guiding fire to an intended target. Press and hold the R1 button during game play to change the viewing perspective to combat cam.



MAIN GAME SCREEN

WEAPON SLOT
This icon represents the weapon currently active. Scroll through the Weapon Slot by pressing the △ or □ button. Fire the weapon by pressing the ✕ button.

HEALTH METER
The Health Meter is represented as a plastic soldier in a classic pose. As you get hit and take damage, the Health Meter decreases.



RADAR
The radar rotates when you change directions in the game. It always displays north as a helpful point of reference. Green and Tan markers show the location of friendly and enemy soldiers. If you move so that a soldier is no longer in your sight, these markers disappear. Enemies spotted in your binoculars will appear on your radar. The waypoint objectives appear as bright red blips on the radar, as well as an arrow in the upper left hand corner of the screen. Should the current objective be beyond the radar range, it appears on the edge of the radar.

PAUSE SCREEN

The Pause Screen comes up when the START button is pressed during game play. The game pauses when this screen is displayed. The following options are available:



RESUME
This brings you back to the game.

MISSION BRIEFING
This lets you view the current mission briefing.

AUDIO
This brings up the audio options.

VIBRATION
Select to turn the controller vibration feature on or off. This option is only available with the DUALSHOCK™ analog controller.

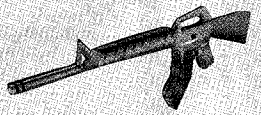
RESTART
This will restart the current mission.

QUIT
This quits the current mission and brings you back to the Main Menu screen.

ARMY MEN

USING WEAPONRY

RIFLE



Aim and Fire: With the Rifle selected, press the ⊗ button to fire.

Move and Fire: When you are moving, rounds travel straight ahead.

Ammo: Unlimited ammo.

Damage at Impact: Slight damage.

GRENADE



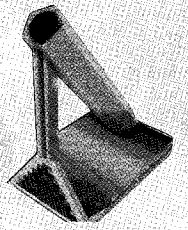
Aim and Fire: With the Grenade selected, hold down the ⊗ button to bring up the Grenade cursor. The cursor travels back and forth from your position to the throw range limit. Press the directional button ← and → to adjust the throw direction. Release the ⊗ button to stop the cursor and throw the Grenade to its location.

Move and Fire: You cannot throw a Grenade while moving.

Ammo: Carrying capacity is 10 Grenades.

Damage at Impact: Moderate damage.

MORTAR



Aim and Fire: With the Mortar selected, hold down the ⊗ button to bring up the Mortar cursor. The cursor travels back and forth from your position to the firing range limit. Press the directional button ← and → to adjust the firing direction. Release the ⊗ button to stop the cursor and fire the Mortar to its location.

Move and Fire: You cannot fire a Mortar while moving.

Ammo: Carrying capacity is 10 shells.

Damage at Impact: Severe damage.

BAZOOKA



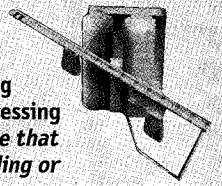
Aim and Fire: With the Bazooka selected, press the ⊗ button to fire. *Note that you can fire this while kneeling or standing.*

Move and Fire: When you are moving, shells travel straight ahead.

Ammo: Carrying capacity is 10 shells.

Damage at Impact: Heavy damage.

FLAMETHROWER



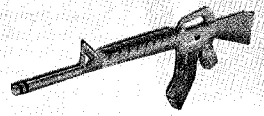
Aim and Fire: With the Flamethrower selected, press the ⊗ button to dispense a burst of flame, hold to continue firing the stream. Rotate while firing by pressing the directional button ← and →. *Note that you can only fire this from the standing or kneeling position.*

Move and Fire: When you are moving, flame travels straight ahead.

Ammo: Carrying capacity is 100 units of fuel.

Damage at Impact: Slight damage per second of contact.

AUTO RIFLE



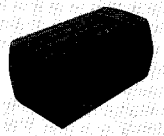
Aim and Fire: With the Auto Rifle selected, hold down the ⊗ button to fire a continuous stream of bullets. Rotate while firing by pressing the directional button ← and →.

Move and Fire: When you are moving, shells travel straight ahead.

Ammo: Carrying capacity is 250 rounds.

Damage at Impact: Slight damage per round.

EXPLOSIVE



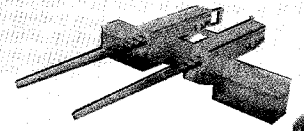
Aim and Fire: N/A.

Move and Fire: With the Explosive selected, press the ⊗ button to set the Explosive at your current location. There is an 11-second timer for this weapon.

Ammo: Carrying capacity is 5 Explosives.

Damage at Impact: Severe damage.

TWIN .50 CAL.



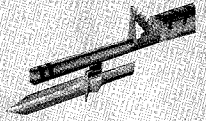
Aim and Fire: Press the △ button when next to the Twin .50 Cal. to activate it. While using, the view automatically shifts to first person. Holding down the ⊗ button fires the guns. Pressing the directional button ← or → rotates the guns in those directions. Pressing the directional button ↓ and ↑ raises and lowers the guns.

Move and Fire: You cannot carry the Twin .50 Cal.

Ammo: Unlimited.

Damage at Impact: Slight damage per round.

BAYONET



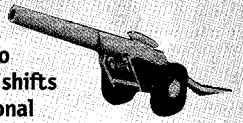
Aim and Strike: You are always carrying your Bayonet. With the weapon selected, press the ⊗ button to raise the rifle and stab. You stab in the direction you are facing.

Move and Strike: You cannot use the Bayonet while moving.

Ammo: N/A.

Damage at Impact: Instant kill.

HOWITZER



Aim and Fire: Walk up to a Howitzer. Press the △ button when next to the Howitzer to activate it. Your view automatically shifts to first person. Pressing the directional button ← or → rotates the gun in those directions. Pressing the directional button ↓ and ↑ increases and decreases the trajectory of the barrel. To fire the Howitzer, press the ⊗ button.

Move and Fire: You cannot move the Howitzer.

Ammo: Unlimited.

Damage at Impact: Severe damage.

EQUIPMENT

MEDPACK



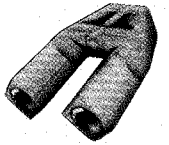
You can store a maximum of three Medpacks in your inventory. The Medpack restores you to full health, no matter how much damage you have taken. After acquiring a Medpack, select the Medpack and press the ⊗ button to use it.

MEDKIT



The Medkit is similar to the Medpack, except that it restores only some damage, and it is used automatically when acquired.

BINOCULARS



You can use the Binoculars from any stance. With the Binoculars selected, press the ⊗ button. Your view shifts to a traditional two-window Binocular view. Press the directional button ← and → to scan the horizon, or ↓ and ↑ to move the binoculars up and down, respectively. To zoom in, press the R1 button. To zoom out, press the R2 button. Press the ⊗ button again to exit Binocular view.

ARMY MEN

VEHICLES

You control the firing for any of the vehicles you come across. Once you enter the vehicle, the view switches to first person behind the weapon of that vehicle. At times, you need to wait for the driver to appear before the vehicle starts moving.

ASSAULT RAFT



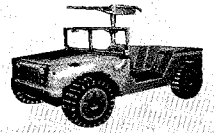
Weapon: Front .50 Cal.

Damage: Slight damage per round.

Aim and Fire: You can rotate the gun ← and → by pressing the directional button ← and →. You can also raise and lower the gun by pressing the directional button ↓ and ↑, respectively. Press the ⊗ button to fire.

Defense: No armor.

JEEP



Weapon: Small Machine Gun.

Damage: Slight.

Aim and Fire: Press the directional button ← and → to move the gun in those directions. You can also raise and lower the gun by pressing the directional button ↓ and ↑, respectively. You are able to fire at both ground and air targets. Press the ⊗ button to fire.

Defense: Light armor.

TANK



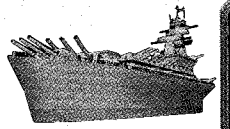
Weapon: Large Cannon and Small Machine Gun.

Damage: Heavy (Large Cannon), Slight (Small Machine Gun).

Aim and Fire: To toggle control of the Large Cannon and Small Machine Gun, press the △ or ▢ button. You can rotate either gun ← and → by pressing the directional button ← and →. You can also raise and lower either gun by pressing the directional button ↓ and ↑, respectively. Press the ⊗ button to fire.

Defense: Heavy armor.

BATTLESHIP



Weapon: 18-inch Cannon and Anti-aircraft Gun.

Damage: Heavy (18-inch Cannon), Moderate (Anti-aircraft Gun).

Aim and Fire: Various gun locations are on the battleship. Press the △ button when next to one to access it. You can rotate any of the gun types by pressing the directional button ← and →. You can also raise and lower any of the weapons by pressing the directional button ↓ and ↑, respectively. Press the ⊗ button to fire.

Defense: Heavy armor.

HELICOPTER



Weapon: .50 Cal.
Damage: Slight damage per round.
Aim and Fire: You can rotate the gun left and right by pressing the directional button ← and →. You can also raise and lower the gun by pressing the directional button ↓ and ↑, respectively. Press the ⊗ button to fire.
Defense: Light armor.

BOMBER



Weapon: Top Twin .50 Cal. and Bottom Twin .50 Cal.
Damage: Slight damage per round.
Aim and Fire: To toggle control of the guns, press the △ or □ button. You can rotate either gun left and right by pressing the directional button ← and →. You can also raise and lower the gun by pressing the directional button ↓ and ↑, respectively. Press the ⊗ button to fire.
Defense: Medium armor.

PT BOAT

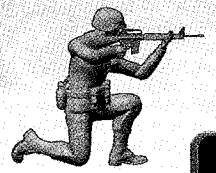


Weapon: Front Twin .50 Cal. and Rear Twin .50 Cal.
Damage: Slight damage per round.
Aim and Fire: To toggle control of the guns, press the △ or □ button. You can rotate either gun left and right by pressing the directional button ← and →. You can also raise and lower either gun by pressing the directional button ↓ and ↑, respectively. Press the ⊗ button to fire.
Defense: Light armor.

ENEMY AND ALLIED SOLDIER TYPES

Depending on the mission, fellow soldiers will join you in an attempt to help complete the mission objective. Your enemies, however, are an entirely different matter. They have instructions to take out any of your army's troops that they come across, including you.

RIFLEMAN



The Rifleman is the standard soldier of any army. They are exceptionally effective in small groups or when several converge on one target from multiple locations. Beware when the enemy Riflemen come at you in numbers. Even a few enemy Riflemen can turn an unaware soldier into a pile of plastic pieces.

GRENADIER



These soldiers are very skilled at taking out entrenched positions. Take care, should they attack your location. If they themselves are entrenched, get rid of them as soon as you can. Lone enemy Grenadiers can do a lot of damage to you and your allies with just a few grenades.

MACHINE GUNNERS



These nested soldiers are hard to reach and keep you at length with their deadly stream of fire. Long-range weapons are useful at taking these guys out.

FLAMETHROWER MAN

Another type of soldier who is great at taking out fortified enemy locations is the Flamethrower Man. The strength of this soldier is the amount of damage a continuous stream of flame can do. Their limitations are that they only fire straight ahead when running and have a relatively small supply of fuel. Remember these weaknesses, and use them to your advantage.



BAZOOKA MAN

The Bazooka Man inflicts a lot of damage, taking out light armor and inflicting enough damage to threaten heavy armor. Keep in mind the slower reload time.



MORTAR MAN

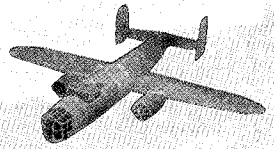
Not even a tank can last very long from the shells of a Mortar Man. While the Mortar Man packs a great punch, the reload time is slow.



VEHICLES

The enemy is using armor and air power with great success. It's up to you to discover how to beat the Tan machinery.

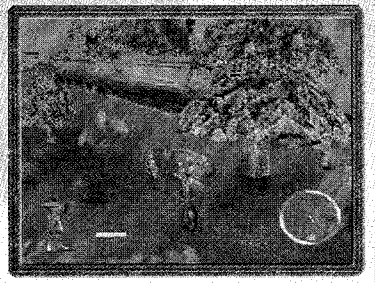




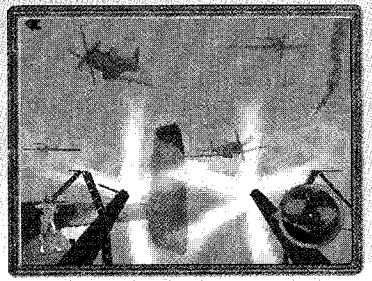
CAMPAIGNS

OPERATION: STEEL TIGER

You begin the war with the mission of taking out a train with supplies desperately needed by the Tan in this theater of combat. The supplies are the lifeline for the Tan, and should you intercept the train the Tan will no longer be able to wage war against the Green in the mountains. As the tracks are some distance from your starting point, you must pry a vehicle away from the enemy and head for the rail with great speed.

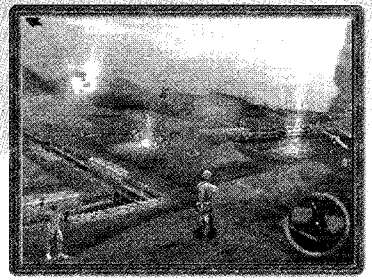


OPERATION: PHOENIX



Angered by your earlier advance in the mountains, the Tan are back on the offensive, and you must save the airport from attack. Lose this critical location and the Green will lose the war. Thwart the enemy here and the Green will regain the initiative. You get to take part in a bombing mission, moving between gun locations on the aircraft to defend against Tan pilots intent on downing your bomber. Take out the primary target and the mission is a success. But the Tan are in an awful mood, and once your plane is shot down you'll need to make your way back to friendly territory from behind enemy lines.

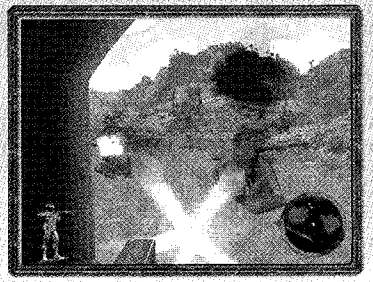
OPERATION: FIRESTORM



It's time to move against a Tan border city, a vital objective en route to the Tan interior. A vast trench network protects the city, and Tan await any assailant who dares to enter the labyrinth. If you are lucky enough to survive the maze, you are directed to move throughout the city, eliminating any opposition you encounter. This includes Tan Armor strategically placed in the city to provide great resistance to any attacker. The city needs to be free of all Tan if the Green army is to launch an attack deep into Tan territory.

OPERATION: DRAGONFLY

Storm the hillside while the Tan rain all kinds of weapon fire down on you. Your goal is to rescue the captured Green soldiers and return them to safety. At the top of the hill is a helicopter. If you make it aboard, your orders are to blast anything Tan. If you don't make it aboard, you'll be joining the other captives. Once the chopper lands, you'll need to find your fellow soldiers and get them back to a Green helicopter safely. Success in this mission means extra soldiers available for a final massive assault against the Tan.



OPERATION: SEAWOLF

You begin the final theater of combat against the Tan from a coastal town, looking for a boat that will take you up against all of the remaining Tan Army and Navy. Entrenched in the town are a variety of Tan soldiers blocking your progress towards the waterfront. You'll first need to fight through the Tan ranks and find a PT boat that you can use. On open water, you'll need to prove you are as good a marksman at sea as you are on land, because the Tan are sending everything still in their arsenal against you.

