
PlayStation
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PlayStation
TEEN
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ARMY MEN
WORLD WAR
REAL COMBAT. PLASTIC MEN.™
3DO™

freegamemanuals.com

ARMY MEN WORLD WAR

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DEFAULT CONTROLLER FUNCTIONS (CONT.)

COMMAND	ACTIONS
X button	Fire/use item.
△ button	Cycles inventory backward. Also, accesses heavy weapons.
○ button + directional button left or right	Performs a fast turn.
□ button	Cycles inventory forward.
Directional button up	Run forward.
Directional button down	Walk backward.
Directional button left	Turn left.
Directional button right	Turn right.
L1 button	Duck. Hold to stay in ducking position.
R1 button	Press for combat cam. Press again to exit.
R2 + directional button up or down	Dive forward/step backward, then kneel.
When kneeling:	
R2 (hold) + directional button up or down	Dive forward/backward, remain prone.
When prone:	
R2 (hold) + any directional button	Crawl in prone position.
L2 + any directional button	Roll in the direction pressed.
SELECT button	Brings up Map screen. Hold to keep off screen.
START button	Pauses and un-pauses game. Also as a tab up your sleeve.

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

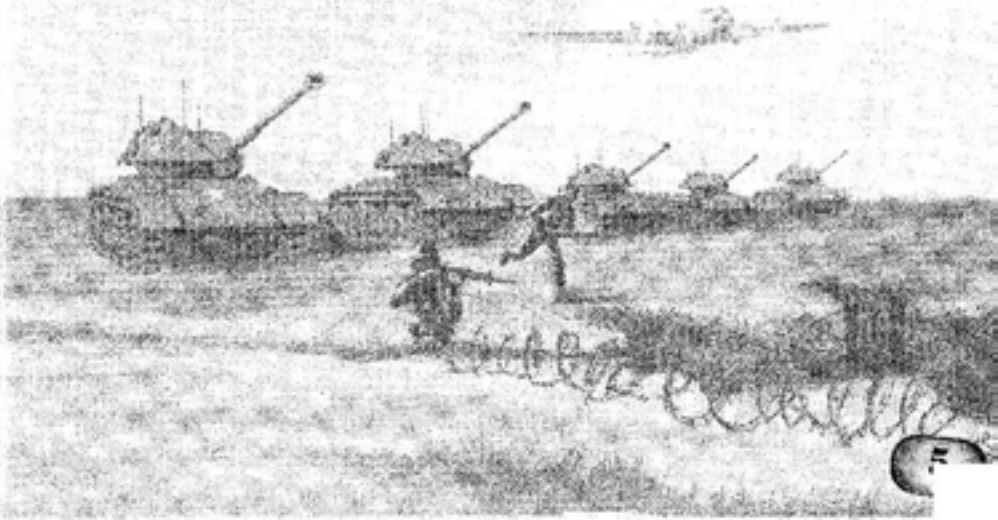
WAR ON ALL FRONTS

Never before has the Green Army faced such a threat. The Tan are massed on all borders, ready to strike at the heart of the Green homeland.

Every last plastic soldier of the Green nation is called up to serve his country in this bleak hour. You are one of them.

The challenges are immense, but your country has great faith in you. Fellow soldiers will aid you in some of your battles, but it really comes down to your own ability, determination and endurance. The Tan are present in three theaters of war, entrenched and waiting.

It is up to you to purge the lands of their threatening presence and restore balance to Green and Tan territories. The Pacific, Eastern and Western fronts are your battlefields. Succeed and the Green nation prevails - its existence ensured by you, a hero who has risen to overcome the most difficult of situations. Fail and the Green nation is doomed!



GETTING STARTED FROM THE MAIN MENU

After the title screen, the Main Menu appears. 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 3 major theaters of war.

Use the following instructions to enter your name: select a letter by pressing the directional button up or down, move forward or backward a letter by pressing the directional button right or left, respectively, and press the X 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, adjust your audio (sound and ambiance), adjust the game difficulty (easy, medium and hard), set your controller configurations, and view the credits.

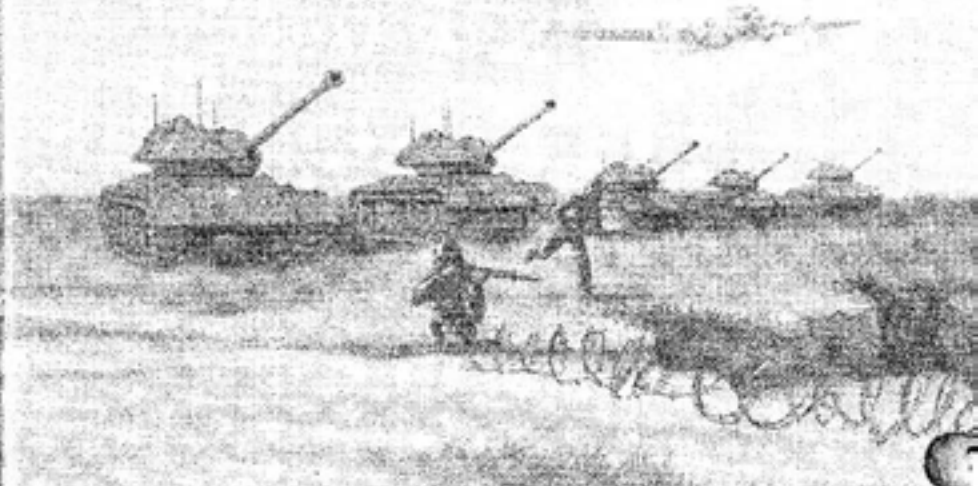


PLAY MODES

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 the R1 button during game play to change the viewing perspective to combat cam. Press the R1 button again to exit combat cam.



MAIN GAME SCREEN

Health Meter
The Health Meter is a representation of a plastic soldier in a classic pose. As you get hit and take damage, the Health Meter decreases.

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 X button.

Radar
The radar rotates when you change directions in the game. It always displays north as a helpful point of reference. Markers show the location of your army's soldiers. If you move so that a soldier is no longer in your sight, these markers disappear. Waypoint objectives appear as bright red blips on the radar. Should the current objective be beyond the radar range, it appears on the edge of the radar. Green dots represent ally locations.



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.

USING WEAPONRY



Rifle

Aim and Fire:	With the rifle selected, press the X 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 X 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 left and right to adjust the throw direction. Release the X 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.



USING WEAPONRY (CONT.)

Mortar

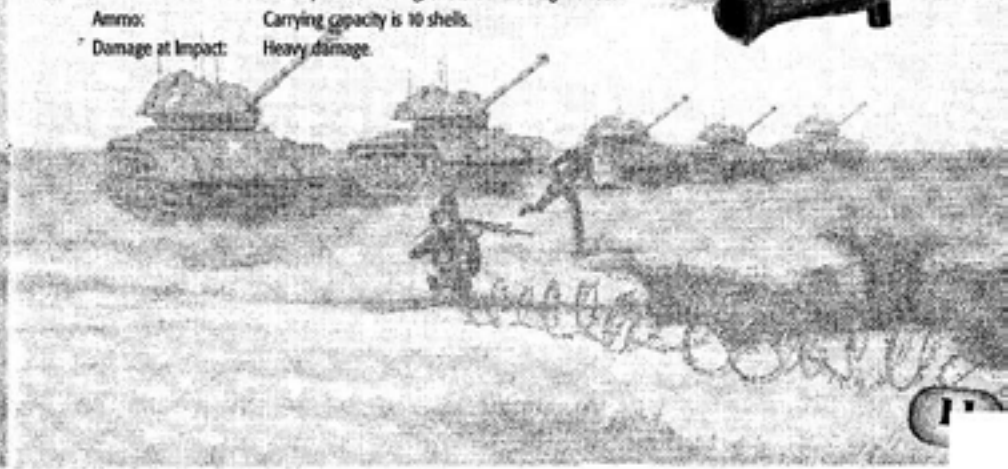
Aim and Fire:	With the Mortar selected, hold down the X button to bring up the Mortar cursor. The cursor travels back and forth from your position to the firing range limit. Press the directional button left and right to adjust the firing direction. Release the X button to stop the cursor and fire the 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 X button to fire. Note that you can fire this from the kneeling and standing positions.
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 X button to dispense a burst of flame, hold to continue firing the stream. Rotate while firing by pressing the directional button left and right. Note that you can fire this from the standing 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 X button to fire a continuous stream of bullets. Rotate while firing by pressing the directional button left and right.
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

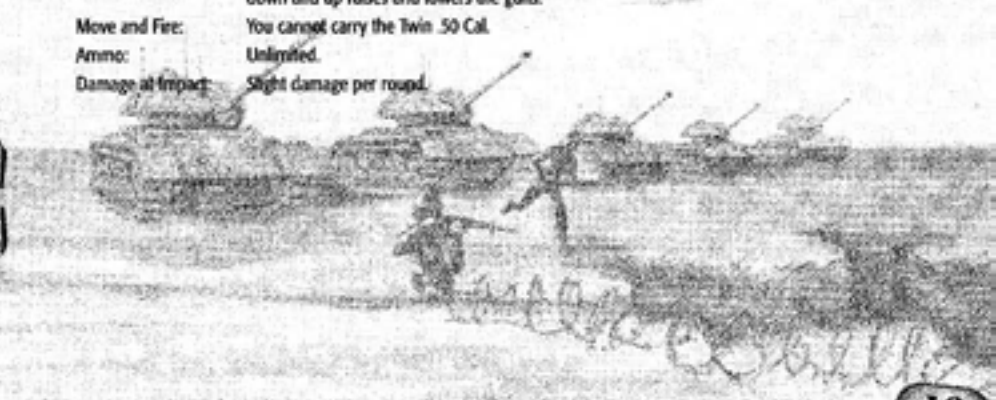


Aim and Fire:	N/A
Move and Fire:	With the Explosive selected, press the X button to set the Explosive at your current location. There is an 11-second timer for this weapon.
Ammo:	Carrying capacity is 5 Explosives.
Damage at Impact:	Severe damage.

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 X button fires the guns. Pressing the directional button left or right rotates the guns in those directions. Pressing the directional button down and up raises and lowers the guns.
Move and Fire:	You cannot carry the Twin .50 Cal.
Ammo:	Unlimited.
Damage at Impact:	Slight damage per round.



USING WEAPONRY (CONT.)

Bayonet



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

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

Ammo: N/A.

Damage at Impact: Slight damage.

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 left or right rotates the gun in those directions. Pressing the directional button down and up increases and decreases the trajectory of the barrel. To fire the Howitzer, press the X button.

Move And Fire: You can not move the Howitzer.

Ammo: Unlimited.

Damage at Impact: Severe damage.

EQUIPMENT

Medpack



Medpacks are stored in your inventory. A maximum of 3 Medpacks can be stored 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 X 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 X button. Your view shifts to a traditional two-window Binocular view. Press the directional button left and right to scan the horizon, or up and down to move the binoculars down and up, respectively. To zoom in, press the R1 button. To zoom out, press the R2 button. Press the X button again to exit Binocular view.

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.

JEEP



Weapon:	Small Machine Gun.
Damage:	Slight.
Aim and Fire:	Press the directional button left and right to move the gun in those directions. You can also raise and lower the gun by pressing the directional button down and up, respectively. You are able to fire at both ground and air targets. Press the X button to fire.
Defense:	Light armor.

TANK



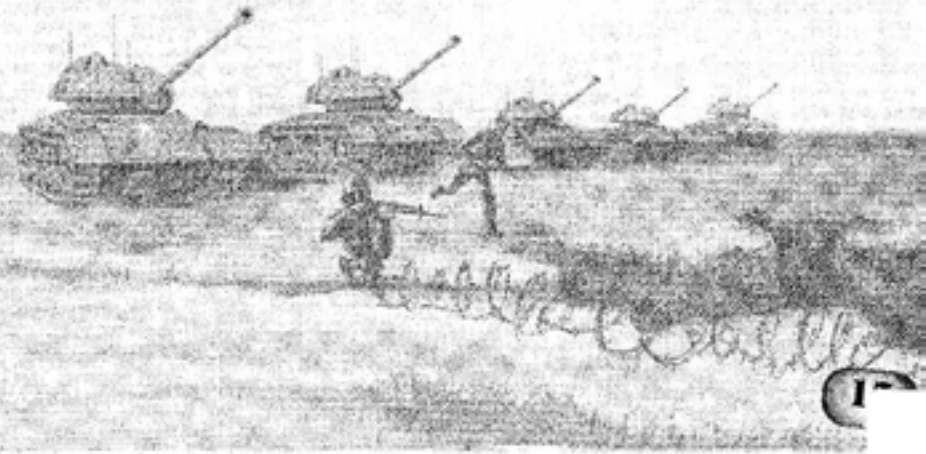
Weapon:	Large Cannon and Small Machine Gun.
Damage:	Heavy (Large Cannon); Slight (Small Machine Gun)
Aim and Fire:	To toggle control of the Large Cannon and Small Machine Gun, press the △ or □ button. You can rotate either gun right and left by pressing the directional button right and left. You can also raise and lower either gun by pressing the directional button down and up, respectively. Press the X button to fire.
Defense:	Heavy armor.

VEHICLES (CONT.)

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 right and left by pressing the directional button right and left. You can also raise and lower either gun by pressing the directional button down and up, respectively. Press the X 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

Though ideal for taking out light armor, the Bazooka Man can still inflict enough damage to threaten heavy armor. They inflict a lot of damage, period. 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.



CAMPAIGNS

Pacific Campaign
Start in your efforts against the Tan on a strategically important island held by their army. It is here where your road to ultimate success or failure begins. You must make your way to the airport and capture it. Green forces need this critical location as a center for further operations. The path to the airport is a series of smaller mission objectives that will ultimately help you reach your goal. The Tan realize that losing the island would be a major blow to their war efforts, so expect them to come at you with all the resources they can muster.

Eastern Campaign
You arrive in the theater of battle just as the Blue are making their last stand in their capital city. If the Green should lose the help of the Blue, there is no chance of turning the Tan away from eventual conquest of your Green homeland. It is up to you to help defend your Blue allies, stem the tide of battle, and pursue the Tan with the rest of the Blue Army across their homeland. In the first mission, you move through several sections of the Blue city where the Tan have invaded. You must turn back the Tan in all of the sections. You'll be helping the Blue plenty in this theater. Don't ever forget that though you are far from home, your efforts are bringing the war ever closer to the evil Tan territory.

Western Front
You start the last theater of war landing with the Green forces on the beaches of the Tan homeland. Your mission is to work with the Green forces and push to the Tan capital. Use the cover on the beach to work towards the base of the hills inland. Then clear the hills of the large guns that are keeping the main Green invasion force from landing. You must discover yourself how to finish the rest of the theater campaign. Win in this campaign and you win the war for the Green.

