
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY
ESRB
SLUS-00491
PMM-5004-151
ARMY MEN 3D
REAL COMBAT.
PLASTIC MEN.™
3DO™

**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# ARMY MEN 3D

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# SETUP

Set up your PlayStation® console according to the instructions in the instruction manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the Army Men 3D disc and close the disc cover. Insert Controllers and turn on the PlayStation console. Follow the on-screen instructions to start a game. If you wish to load or save information during play, insert a Memory Card, with at least 1 free Memory Card block, in Memory Card slot 1. It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned ON.

## Console

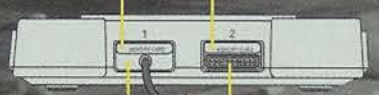
Top View




RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

Front View




MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

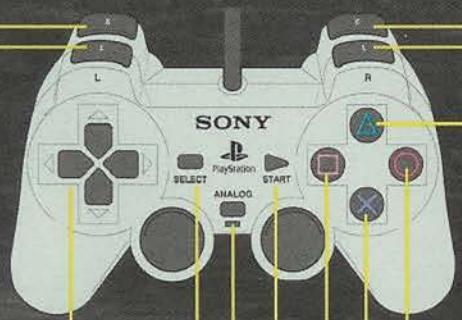
CONTROLLER PORT 1
CONTROLLER PORT 2



SETUP

## Controller

(DUAL SHOCK™ Analog Controller shown)




L2 BUTTON
L1 BUTTON

R2 BUTTON
R1 BUTTON

DIRECTIONAL BUTTONS
SELECT BUTTON
ANALOG MODE SWITCH
START BUTTON

△ BUTTON
○ BUTTON
× BUTTON
□ BUTTON

# IT'S NOT EASY BEING GREEN



The wind blew cold around the newest member of the squad. He hadn't heard Sarge come up behind him, and he nearly jumped out of his green plastic boots when Sarge tapped him on the shoulder. "Jump away from the fire if you're gonna jump, kid," growled Sarge. A long silence fell between the recruit and the grizzled sergeant. Sounds from the enemy camps in the distance swirled in on the clammy breeze.

"I...I don't like to say it, Sarge," said the recruit in a shaky voice, "but I'm afraid."

"Son," Sarge said, "anybody who tells you they're not afraid before a battle is either a fool or a liar. You're lucky, kid. You don't know the real meaning of fear."

The kid thought a long moment, then said, "It means you're scared, don't it?"

"You might want to take me a little less literally, private," said Sarge.

"I always wondered, Sarge. What makes the other armies so evil? Especially the Tans?"

"It isn't that they're evil, kid," said Sarge, "just because they want to conquer everybody else and steal everything they have. I think they just don't know any better. It's a tragic flaw in their character that's



# IT'S NOT EASY BEING GREEN (CONT)

beyond their control. That's why they're better off being dead.

"But it isn't just Tans we're up against," Sarge continued, "although they're the strongest and most aggressive. It's the Grays and Blues, too. The Grays are a bunch of hit-and-run guerrillas; when I was little, my dad used to scare me at night by telling me stories about the Grays. You don't have to like the Grays, but you gotta respect them.

"The Blues, on the other hand, are stinkin' cowards. They make better sneaks than they do soldiers. They're more likely to ambush you than shoot you in open combat. The Tans put up with the Blues because they can use them as couriers, saboteurs, and spies."

"They're so many of them, Sarge," the kid said. "Their three armies against our one. We don't stand a chance, Sarge! We're as good as dead! Dead, I tell you!"

"They aren't supermen, kid," growled Sarge. "They aren't even unbreakable. They melt just like everybody else. Remember, they don't cooperate with each other, at least not for long. It isn't us against them; it's us against them against them against them."

But Sarge wasn't telling the private the whole truth, and it made him sick to his stomach to lie. Sarge couldn't hold it back any longer.

"There's more to it than I told you, kid. We're on this mission to look for something--something powerful. No one knows exactly what it is. It's some powerful mumbo-jumbo, that's all I really know; and we can't let the Tans get to it first. There's no telling what they'd do."

The kid fell into a deep contemplation again. "I think," he said, "they'd probably do something bad with it."

"You're catching on, kid," said Sarge. "We'll make a plastic soldier out of you yet."

# ARMY MEN 3D CONTROLLER SCHEME




Each of the vehicles has a slightly different control scheme. For details on vehicle controls, please see the section titled, "Vehicles", on page 18.



# CONTROL NOTES

There are three preset controller configurations. Play around with them to determine the one with which you're most comfortable. The following applies to the default configuration (Config 1).

To Roll, press the L2 button + directional button Left/Right. You can roll from any position—standing, kneeling, or prone.
To go Prone, press R2 button + directional button Up.
To Kneel, press the R2 button + directional button Down. You can press the R2 button + directional button Down again to go prone.

To use the Combat Cam, press the R1 button + directional button Left/Right to get a zoomed-in view of the area ahead of you. This is particularly useful when Sarge has his back against a wall or large object. Note that in Combat Cam view, Sarge will only walk—not run.

To Duck, press the L1 button. This causes Sarge to duck his head down to shoulder level, giving him additional cover. This maneuver can only be done while Sarge is standing or kneeling. Sarge cannot move forward or backward while he is ducking, but he can roll.

Press Fast Turn (the ○ button) + directional button Left/Right to turn Sarge rapidly.

# GAMEPLAY NOTES

When you start a new game or complete a mission, Army Men 3D will search for a Memory Card in Memory Card slot 1. If it finds one with an open Memory Card block, the game will be automatically saved. If a Memory Card is not detected, the game halts and asks you to either Rescan or Continue without Saving. If the Memory Card is full, the game prompts you to Delete a block from the Memory Card.

If you press the START button within the game, the Pause Menu pops up. You can review the Mission Briefing, change audio options, or quit the game you are currently playing. When you select Quit, you get a Yes/No choice (in case you accidentally selected Quit). Holding down the SELECT button and then holding down the START button for two seconds returns you to the title screen.

The strategic map (SELECT button) is useful for a global overview of the mission and your relative position. The items listed on the strategic map are not objectives; they are merely informational.

You will occasionally find troops in need of command, and the Order Squad icon will appear in your inventory. When you use the inventory item, a pop-up menu appears; choose either Follow Me or Defend using the directional buttons Up/Down and the ✕ button.

Bootcamp offers the opportunity to get comfortable with Sarge's abilities, as well as a chance to test drive all the vehicles. It is highly recommended that you take advantage of this training.



# MENU SYSTEM

Use the directional buttons Up/Down to highlight selections, and the ✕ button to select. To return to the previous screen, press the △ button.

**MAIN MENU**




**BOOTCAMP** - Training mission to familiarize yourself with the controls and elements within the game. Bootcamp is highly recommended for new players.

**NEW GAME** - Starts a new campaign game.

**OPTIONS** - Takes you to the Options Menu, where you can change game details. See the subsection, "Options Menu", on page 10, for a description.

**2 PLAYERS** - Begins a 2-player game. See pages 11-12 below for a description.

**LOAD GAME** - Load a saved game from a Memory Card.

# MENU SYSTEM (CONT)

## OPTIONS MENU




**AUDIO** - Change sound and music volume, and stereo or mono mode. Make changes by highlighting a selection and using the directional buttons Left/Right.

**DIFFICULTY** - Select Easy, Normal, or Hard.

**CREDITS** - Find out who worked on this great game!

**CONTROLLER 1** - Change configuration, calibration*, and vibration options for the Controller plugged into Controller port 1. A Controller must be plugged into Controller port 1!

**CONTROLLER 2** - Change configuration, calibration*, and vibration options for the Controller plugged into Controller port 2 (if any).

*-Analog Controller only.



# MENU SYSTEM (CONT)

## 2 PLAYER GAME MENU




**NEW GAME** - Begins a new game of Capture the Flag, Green army vs. Tan army. The object is to infiltrate the enemy's base, take their flag (by simply running into their flagpole), and return their flag to your own flagpole. You will be taken through the following sequence of menu screens.

**CHOOSE MAP** - Select the type of terrain you wish to play on.

**PLACE UNITS** - Each player places his or her units on the map. How to do this is described on the next page.

**LOAD GAME** - Loads a saved game from a Memory Card.

***Note that the map named "Santa Plastico" is a Quickstart map. There will be no setup screen; you will be taken directly to the game itself.

# MENU SYSTEM (CONT)

### PLACING UNITS IN A 2 PLAYER GAME




A list of available units will appear on the left side of the screen, and an orange bounding box will appear in the center of the screen. Select the unit type you'd like to place using the △ and ✕ buttons. Move around the map using the directional buttons. When you want to place a unit, you must decide between placing the unit to attack or defend. If it is a defense unit, it will stay put. If it is an attack unit, it will chase the enemy when the enemy has been spotted by the unit. To place a unit on defense, press the □ button. To place a unit on attack, press the ○ button. Note that units cannot be placed in the red areas. When all units have been placed, the game starts automatically.



# BATTLEFIELD STRATEGY

- You should watch the entire mission briefing at the beginning of each scenario in order to fully understand Sarge's orders.
- Use the strategic map! Not only will it show Sarge's current position, but it also includes visual information about his objectives.
- Like any real-life combat situation, Army Men 3D is all about strategy, with brief periods of intense battle. Always remember that death comes easily, and can lie around the next corner.
- Learn how to use cover to optimize Sarge's chances for success.
- Use the Combat Cam function to survey the terrain in a slightly magnified view.
- Rolling lets Sarge pop into and out of cover and snipe enemies easily without being too exposed.
- Learn how to do a running dive into prone position. This will further enhance Sarge's ability to use cover effectively.
- Mission briefings, maps, & recons are the successful soldier's friend.
- If all else fails, shoot something. It may not help, but you'll feel better.

# BATTLEFIELD STRATEGY (CONT)

- Not all weapons function in the same way. For direct-fire weapons, such as the bazooka and auto-rifle, firing them requires little thought: just aim and shoot. Indirect-fire weapons such as mortars and grenades, however, require a bit of skill to use. When you are getting ready to use one of these, pressing and holding the ✕ button will cause a targeting box to appear on the ground. This box will move toward and away from Sarge, showing you the range of the weapon. Releasing the ✕ button causes Sarge to use the weapon. You can change Sarge's facing to line up your shot by using the directional buttons Left/Right. Note that when you press the ✕ button while you have an indirect-fire weapon selected, you can cancel your shot by rolling your thumb onto either the □ or △ button and releasing the ✕ button.

- Generally, Sarge has exceptional aim with his rifle. Usually he can pick off an enemy that is in his sights. There are, however, some situations where Sarge's stance can affect his ability to hit his targets. Having to shoot at an enemy above him is not easy if Sarge is lying prone, for instance. Whenever an enemy soldier is prone or kneeling, the enemy soldier's accuracy is greater than if he is standing; this positioning affects Sarge's skill, as well. Understanding how terrain and stance affect Sarge's skill cannot be overemphasized. Learning these skills is best done while in Bootcamp, where Sarge won't be killed by live fire. Familiarizing yourself with the *Combat Cam*, *Prone*, and *Duck* commands in training will also help.



# UNITS

## RIFLE MAN



The Rifle Man is adept with his weapon, and can be called on in most situations to take down enemies almost to the limits of his visual range.

## GRENADIER



The Grenadier is an agent of localized mass destruction. Although his offensive actions are somewhat slower than those of a Rifle Man, he can destroy a full complement of oncoming soldiers with one shot. His abilities are best against entrenched opponents.

# UNITS (CONT)



## BAZOOKA MAN

The Bazooka Man wields tremendous, though localized, firepower. Although some time is required to reload his weapon after firing, he is fully capable of destroying most vehicles in only a couple of shots.



## MORTAR MAN

Equipped with a highly destructive transportable weapon, the Mortar Man is nevertheless hampered by his weapon's long reload time. Mortars should be used only against entrenched or stationary targets.



UNITS (CONT)



## FLAMETHROWER

This highly capable soldier will light up the night. His weapon fires a stream of volatile solution which is ignited at the exit point of the barrel. Care must be taken when deciding to use this weapon, as all plastic (including Sarge's) is vulnerable to flame.



## MINESWEEPER

When you see a Minesweeper at work, be glad. Although it can take some time to neutralize a minefield, a single mine can often debilitate an entire group of soldiers, blowing bits of plastic everywhere.

# VEHICLES

Vehicles have a slightly different control scheme than Sarge. Directional buttons steer; otherwise, if a button is not listed, the button does not function. To enter a vehicle, simply run into it. To leave a vehicle, press the □, △, or ○ button.

## JEEP



Your basic all-terrain vehicle, complete with machine gun.

| | |
|---|---|
| L2 button | Rotate Gun Left |
| R2 button | Rotate Gun Right |
| R1 button | Combat Cam |
| ✕ button | Fire Gun |

## HALFTRACK



The Halftrack can carry four men and has a mounted machine gun.

L2 button Rotate Gun Left
R2 button Rotate Gun Right
R1 button Combat Cam
✕ button Fire Gun



# VEHICLES (CONT)

## CARGO TRUCK



Though it has a heavy carrying capacity, the Cargo Truck has no armor or weapons; therefore, only the directional buttons are functional.

## TANK



Each tank carries a 105mm main gun and a protective shell armor.

| | |
|---|---|
| L2 button | Rotate Gun Left |
| R2 button | Rotate Gun Right |
| R1 button | Combat Cam |
| R1 button+directional button Up | Aim Down |
| R1 button+directional button Down | Aim Up |
| ✕ button | Fire Gun |

# POWERUPS

Sarge automatically picks up any powerups when he runs over them, even in vehicles.

## WEAPONS POWERUPS



### GRENADES

A full box of Grenades gives Sarge a reason to party. Wield 'em with wild abandon, but know that they are more effective against soft targets. They also offer Sarge a method of indirect fire.



### BAZOOKA AND AMMO

This is a nice surprise to come across in the outback, although caution should be exercised when using a Bazooka. It has a medium-sized blast radius.



### MORTAR AND AMMO

Just the thing when you need to lay down some indirect suppression fire or clear out an enemy encampment.



# POWERUPS (CONT)



### FLAMETHROWER AND AMMO

The Flamethrower is an awesome weapon, but its intense heat is a double-edged sword. Using the Flamethrower in heavily forested terrain is not recommended.



### MINES

If you are trying to lay a trap for the enemy, nothing is handier than a box of Mines. A full complement of Mines is enough to stop even a Tank in its tracks!



### EXPLOSIVES

Perfect for taking out enemy observation posts and guard towers, each Explosives crate contains enough plastic explosive to level a small building.



### AUTO RIFLE

The Auto Rifle is a slightly better weapon than Sarge's default rifle, in that it has a faster rate of fire.

# POWERUPS (CONT)



### RECONNAISSANCE

Reconnaissance helps Sarge determine the lay of the land, and will spot enemy troops for him for ten seconds.



### MINESWEEPER

This crate contains one Minesweeper metal detector, which can be used again and again. It will never wear out during the course of a mission.

## HEALTH POWERUPS

Health powerups can't be stored; they are used immediately.



### MEDICAL PACK

Sarge automatically uses this powerup when he runs over it. It will increase his health to maximum.



### MEDICAL KIT

The First Aid powerup restores up to 1/3 of Sarge's health. Not all First Aid powerups contain the same amount of healing potency, however.



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