
PlayStation
NTSC U/C
PlayStation
TEEN
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CONTENT RATED BY ESRB
SLUS-00781
SMALL SOLDIERS
ELECTRONIC ARTS
DREAMWORKS INTERACTIVE

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➢Check out Small Soldiers™

BASIC GAME CONTROLS

Move	**D-Button** or **left stick**
Fire	■
Select Special Weapon/Allies	▲
Deploy/Use Special Weapon/Allies	●
Jump	✖
Strafe Left/Right	**L1/R1**
Weapons Select	**L2**
Aim Weapon/Sniper Mode	**R2** + **D-Button** or **left stick**
Pause/Quit	**START**
Change Camera View	**SELECT**

LET THE BATTLE BEGIN!

Led by Chip Hazard, the soulless, militaristic Commando Elite has launched a full-scale assault on the realms of Gorgon. Archer, noble leader of the monstrous Gorgonites, has fallen back with the defeat of each of the Gorgonite worlds, and now his most desperate hour has arrived. Archer must repel the invasion, liberate each of the captured realms, and take the battle into Commando space, driving their elite military forces to their war-torn homeworld, where he has to face and defeat Hazard once and for all.

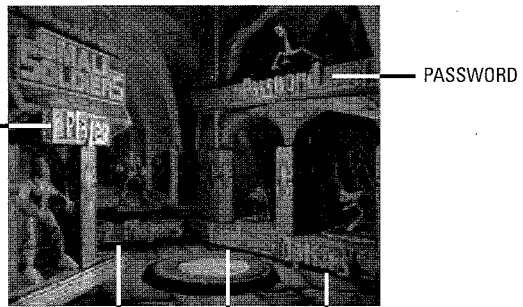
The battle begins on Gorgon, where Hazard's lieutenants have secured the mysterious Gorgonite capital and captured Insaniac, one of Archer's most powerful allies. Yet none of the commandos are prepared for the savage Archer to turn the tide. Let the battle begin!

Small Soldiers is a nonstop fast-shooting action game featuring:

- Fierce combat at breakneck speed
- 14 addictive 3-D battle zones, from the temples of Gorgon to the wasted landscape of the Commando homeworld
- Six two-player levels for head-to-head, Archer vs. Chip Hazard warfare
- 14 devastating weapons
- Featuring Tommy Lee Jones as the voice of Chip Hazard

SETTING UP A GAME

MAIN MENU



1 Player Begin a single player game.

2 Players Begin a two player game (➢ *Two Player* on p. 16).

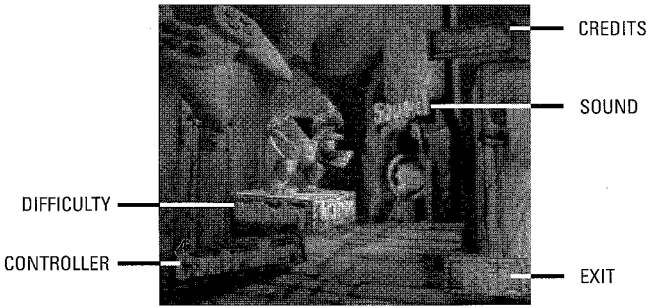
NOTE *You must have a second controller connected to the controller port 2 to start a two-player game.*

Load Load a previously saved game (➢ *Saving and Loading Games* on p. 17).

Password Re-enter a game at the beginning of a level.

Options Adjust elements of game play such as difficulty, sound, and controller configurations (➢ *Options* on p. 7).

OPTIONS



CONTROLLER Adjust the configuration for your controller.

DIFFICULTY Choose the difficulty option to set the gameplay challenge level.

SOUND Adjust volume levels for music and sound effects.

CREDITS View the game credits.

EXIT Return to the Main menu.

PLAYING THE GAME

In *Small Soldiers*, you are Archer, leader of the mighty Gorgonites. The Commandos have invaded your worlds and are looting its resources to drive their massive war effort. It's up to you to rally your allies and take on the enemy! On each of the twenty levels (fourteen in single-player games and six in two-player mode), weapons and special summons for your fellow Gorgonites lie hidden for you to discover. Find the idols needed to release the mystic Chanters, then take the keys to unlock passages throughout the worlds. When a level's objectives are complete, the Chanters summon a dimensional portal which takes you to the next level. Knock out the Commandos and follow the portals' path from Gorgon to Chip Hazard's fleet—and on to the Commando homeworld for their ultimate defeat!

GORGONITES



ARCHER

You play Archer, savage warrior and leader of the Gorgonites. Loyal to his planet, he will use all his might to defend his homeworld and his people.



Archer's Gorgonite friends assist him in his battle for peace. Hidden on each level are power-ups that give Archer the power to summon his allies to the fight.



PUNCH IT

Stand clear when Punch It starts to throw his weight around. He's tough as a rhino and has sabre claws that cut through Archer's enemies like butter!



INSANIAC

Insaniac rules! He's got a few screws loose, but when he lets the twisted mojo rip, Commandos start making out their wills.



SLAMFIST

Not the sharpest knife in the drawer, but he's always ready to rumble. With a boulder for a fist, any Commando in his way is between a rock and a hard place.



SCRATCH IT

Punch It's best buddy, a hyper-spaz weasel with frightening dental work, is hell on two legs in battle.



NIBBLE

This flying freak is a mutant menace. With Nibble as your wingman, Commandos are grass—and you're the lawnmower.



OCULA

Nothing gets past her evil eye ... alive.



STENCH

Stench is a real stinker! A walking whoopee cushion, he packs an arsenal of air biscuits that sends Commandos running for cover.



CHANTERS

The mysterious Chanters hold the keys to the Gorgonite realms. Use the keys to unlock the colored gates to get through the levels. When assembled together, the Chanters tap the ether to open portals to other worlds.

Commandos

These Commandos are the creeps who have trashed Gorgon and are looting its resources. Each one of these guys has his own talents and tactics—watch out for them!



CHIP HAZARD

Leader of the Commando Elite, Chip Hazard will stop at nothing to defeat his hated rival Archer and crush the Gorgonites. Packing a potent plasma pistol, Hazard wrote the field manual on combat tactics.



NICK NITRO

Demolitions expert. This bombastic brute loves to launch his high explosives and watch the wreckage. He'll try to keep his distance to lob grenades. Run him down and take him out!



KIP KILLIGAN

Assassin. He's the psycho killer of the Commandos, wielding some heavy artillery, including a massive flame thrower, laser-sighted gun, and ninja throwing stars.



BUTCH MEATHOOK

Master at Arms. With his rocket-launching Gatling gun, he's a one-stop Commando shop for Gorgonite population control.



BIPOD

Sporting the latest destructive Commando technology, the model XJ-57 Bipedal Walking Weapons Platform is a Commando's best friend—and a menace to Gorgonite society.



SENTRY

This flying food processor is programmed to slice and dice all Gorgonites. Featuring experimental mag-lev propulsion and motion-sensitive targeting.



MORTAR

The Q36 Mobile Artillery Unit is a combat-proven veteran with concussive projectile launchers. Deadly from a distance.

Weapons

Press **L2** to cycle through the weapons available. Archer starts with only his mighty crossbow. He must explore the levels or defeat enemies to find more weaponry.

Archer's Weapons



CROSS-FIRE

Bolts from Archer's crossbow. Unlimited supply.



REBOUND

Special arrows that can ricochet off walls and enemies. Angle them to hit an enemy from a safe spot, or line up groups of enemies to destroy them all!



STAR BOLT

A star-shaped arrow that homes in on Commando targets. Use them to fire around corners and over ledges while keeping out of Commando range.



BIG BLAST

A massive energy charge that blows most Commandos to ashes.

Archer's Specials

When Archer gains special weapons and allies, you can launch them by pressing ●. If he's accumulated several, ▲ cycles through the available specials.



SPIRIT BOMB — Mines to catch your enemy unaware. Lead opponents into placed mines and watch the fireworks!



EARTH SHAKER — This potent shock wave takes out every enemy close to Archer.



ORB — This timed bomb can detonate destructible doors and blow Commando strip miners to bits.

Commando Weapons



BULLET — Standard (but deadly) fire from the Commandos' guns.



RICOCHET — Special bullets that ricochet off walls. Watch out for their well-aimed attack.



ROCKET — Homing projectiles from hand-held rocket launchers.



NINJA STARS — Guided hand-thrown weapons.



BAZOOKA — Huge explosive shells that blast a wide area.

Commando Specials

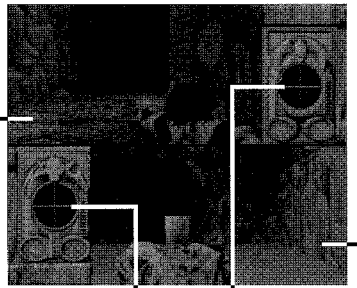


CLAYMORE — Mines that are set as traps. Watch where you step when these are deployed.



GRENADE — A fragment weapon that explodes after a time delay.

Two-Player



In two-player mode, players can choose between being the mighty leader Archer or gun-toting Commando Chip Hazard. There are two game modes available:

FRAG MODE Kill or be killed—the first to get five kills is the winner!

FLAG MODE To win, you must collect all three flags in the level and return them to your home base while your opponent tries to do the same. You can only carry one flag at a time, and the first to get all three wins. Set up defenses or go on the offensive and steal flags by raiding your opponent's home base.

NOTE *To pause or quit the game:*

1. Hit START during play. The game will pause.
2. You are given the option to continue or quit.
3. To quit the game, select QUIT followed by YES at the YES or NO prompt.

Saving and Loading Games

Password

At the end of each level, the Quest Complete screen appears.

1. Along with your score for the level just completed, a password appears down the left side of the Quest Complete screen. Write this password down so you don't forget it.
2. **D-Button** to PASSWORD at the Main Menu and press ✖. This takes you to the Password screen.
3. Using the symbols on your controller, enter the password. You resume play at the start of the next level.

Saved Games

To save a game:

1. At the Quest Complete screen, **D-Button** ↕ to the SAVE button and press ✖.
2. At the SAVE GAME screen, **D-Button** to the slot to which you want to save the game. Press ✖. The game saves to your memory card.

To load a saved game:

1. Select LOAD from the Main Menu screen.
2. Using **D-Button**, highlight the game you wish to enter.
3. Press ✖ to begin the selected game.

NOTE *Never insert or remove a memory card when loading files.*