PlayStation®

NTSC U/C

PlayStation®

ARMY MEN®

WORLD WAR

★ FINAL FRONT™ ★



REAL COMBAT. PLASTIC MEN.®

3DO™

TEEN
T
CONTENT RATED BY ESRB

SLUS-01327
PMN-5188-151

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- 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.

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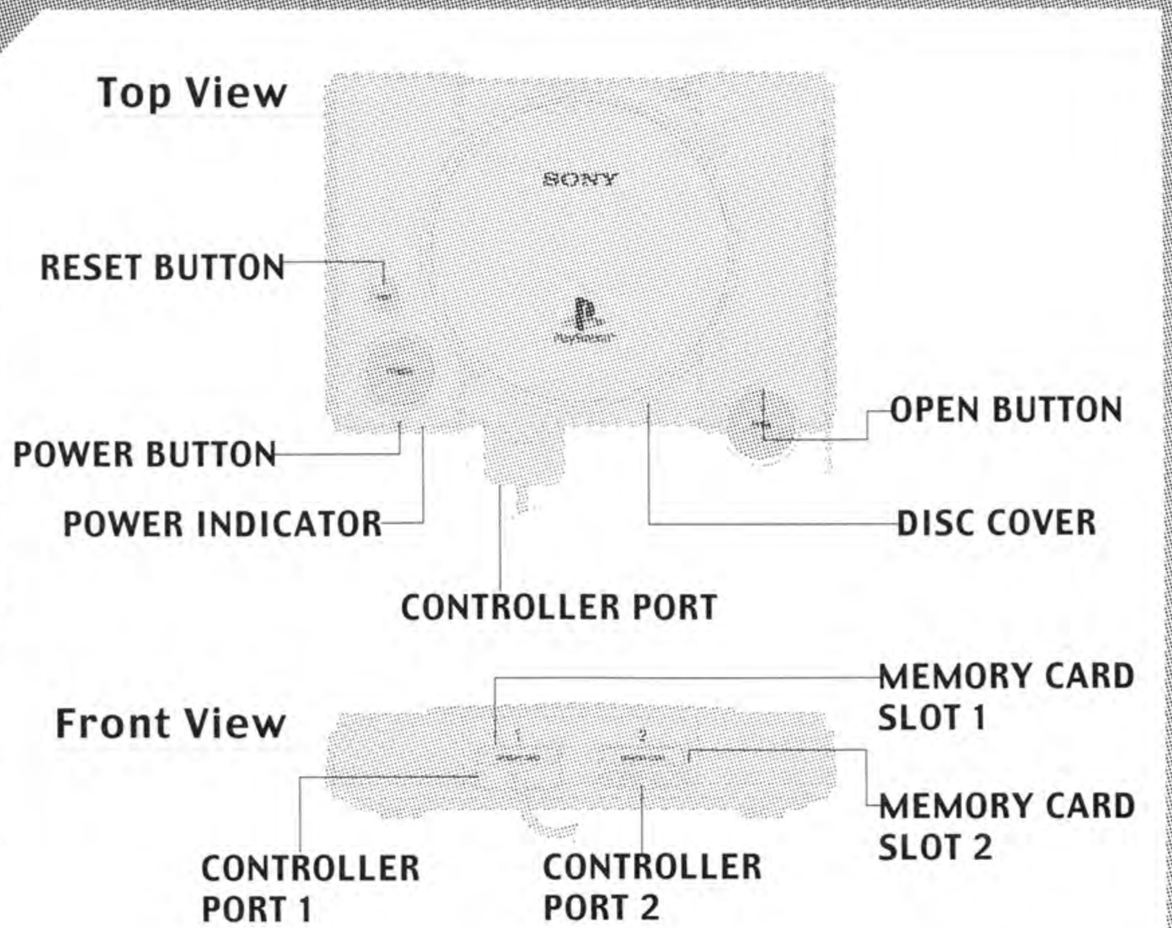
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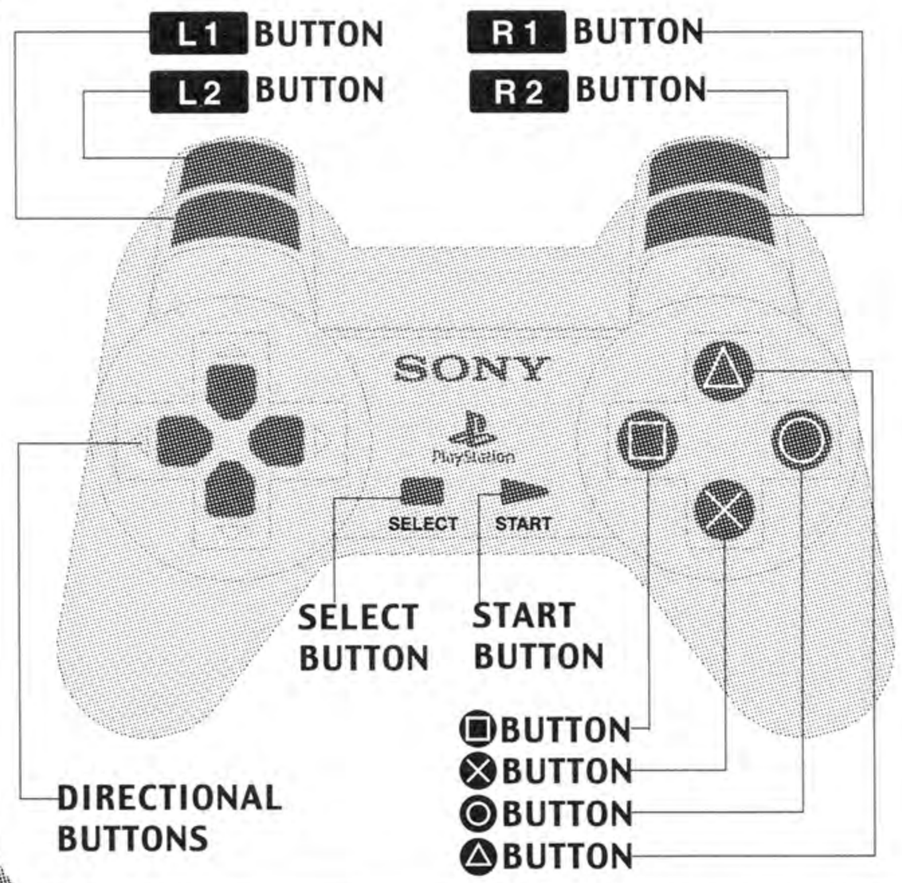
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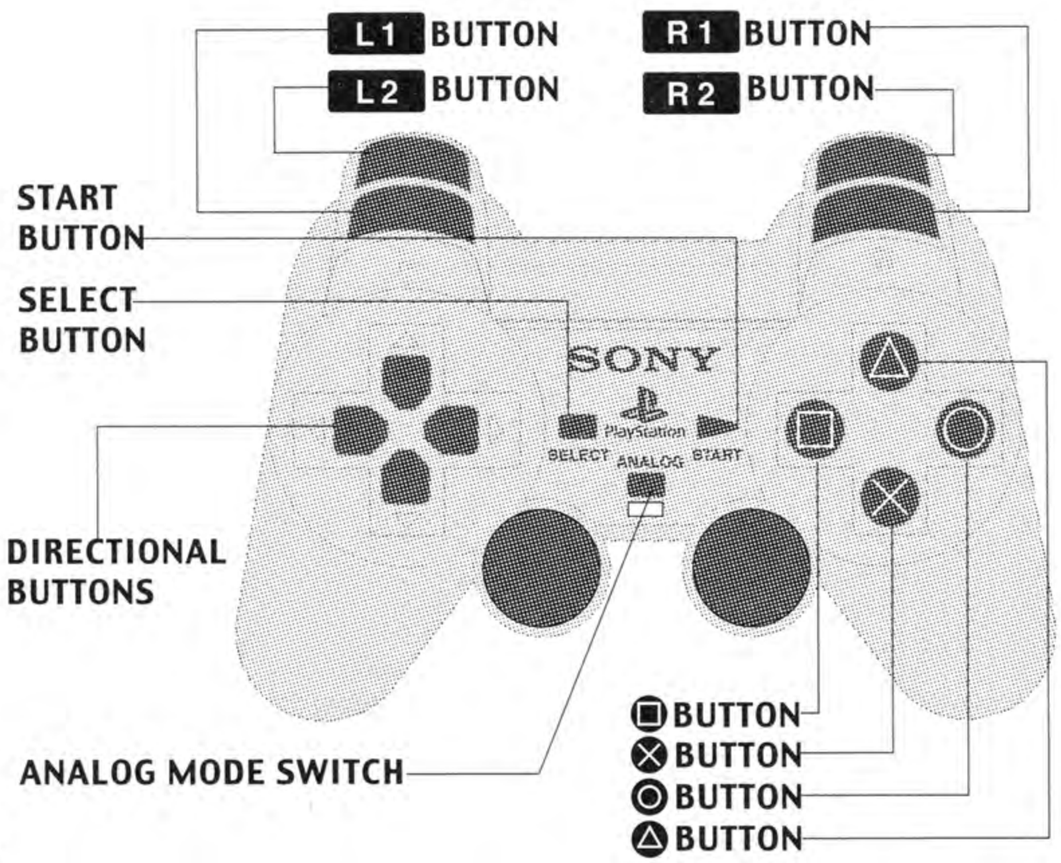
ARMY MEN

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 - Final Front™ 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

SOLDIER CONTROLS

⬆ DIRECTIONAL BUTTON/FORWARD:	SOLDIER RUNS FORWARD.
⬇ DIRECTIONAL BUTTON/BACKWARD:	SOLDIER WALKS BACKWARD.
⬅ DIRECTIONAL BUTTON:	SOLDIER TURNS LEFT.
➡ DIRECTIONAL BUTTON:	SOLDIER TURNS RIGHT.
⊗ BUTTON:	FIRES WEAPON.
△ BUTTON:	CYCLES WEAPON/EQUIPMENT INVENTORY FORWARD.
□ BUTTON:	CYCLES WEAPON/EQUIPMENT INVENTORY BACKWARD.

ADVANCED COMBAT

◎ + ⬅ OR ➡ DIRECTIONAL BUTTON:	SOLDIER PERFORMS A FAST TURN.
THE L1 BUTTON + ⬅ OR ➡ DIRECTIONAL BUTTON:	SOLDIER PERFORMS A SIDE STEP.
THE R2 BUTTON (HOLD):	SOLDIER DUCKS AND STAYS PRONE.
THE L2 BUTTON + DIRECTIONAL BUTTON:	SOLDIER ROLLS IN THE DIRECTION PRESSED, THEN REMAINS KNEELING.

WHEN KNEELING

⬆ OR ⬇ DIRECTIONAL BUTTON:	SOLDIER STANDS AND MOVES.
⬆ OR ⬇ DIRECTIONAL BUTTON + THE R2 BUTTON (HOLD):	SOLDIER MOVES TO CRAWL POSITION.
⬆ OR ⬇ DIRECTIONAL BUTTON (HOLD) + THE R2 BUTTON (HOLD):	SOLDIER CRAWLS.

ARMY MEN

DEFAULT CONTROLLER FUNCTIONS

SPECIAL WARFARE: COMBAT CAM

THE R1 BUTTON BUTTON: BRINGS UP FIRING CURSOR AND ENTERS COMBAT CAM (TOGGLE).

DIRECTIONAL BUTTON (WHEN IN COMBAT CAM): MOVES THE CURSOR AROUND IN COMBAT CAM VIEW.

THE L1 BUTTON + DIRECTIONAL BUTTON (WHEN IN COMBAT CAM): SOLDIER MOVES AROUND IN COMBAT CAM VIEW.

ALL (VEHICLE AND SOLDIER)

SELECT BUTTON (HOLD): BRINGS UP MAP SCREEN.

START BUTTON: PAUSES AND UN-PAUSES GAME AS WELL AS BRINGS UP YOUR OPTIONS.

VEHICLE CONTROL (MOTORCYCLE, ASSAULT RAFT AND CARGO TRUCK)

⊗ BUTTON: FIRES WEAPON/HORN.

↑ DIRECTIONAL BUTTON/FORWARD: VEHICLE ACCELERATES FORWARD.

↓ DIRECTIONAL BUTTON/BACKWARD: VEHICLE ACCELERATES BACKWARD.

← DIRECTIONAL BUTTON: VEHICLE TURNS LEFT.

→ DIRECTIONAL BUTTON: VEHICLE TURNS RIGHT.

THE R1 BUTTON: RAISES THE WEAPON TRAJECTORY ANGLE.

THE R2 BUTTON: LOWERS THE WEAPON TRAJECTORY ANGLE.

THE L1 BUTTON (HOLD): BRINGS UP REAR VIEW.

◎ BUTTON + THE ← OR → DIRECTIONAL BUTTON: MAKES VEHICLE PERFORM A FAST TURN.

VEHICLE CONTROL (TANK)

✕ BUTTON:	FIRES WEAPON.
THE L1 BUTTON + THE R1 BUTTON :	TANK ACCELERATES FORWARD.
THE L2 BUTTON + THE R2 BUTTON :	TANK ACCELERATES BACKWARD.
THE L1 BUTTON :	SPINS THE TANK FORWARD AND COUNTER-CLOCKWISE.
THE L2 BUTTON :	SPINS THE TANK BACKWARD AND CLOCKWISE.
THE R1 BUTTON :	SPINS THE TANK FORWARD AND CLOCKWISE.
THE R2 BUTTON :	SPINS THE TANK BACKWARD AND COUNTER-CLOCKWISE.
THE L1 BUTTON + THE R2 BUTTON :	SPINS THE TANK "ON A DIME" TO THE LEFT.
THE R1 BUTTON +THE L2 BUTTON :	SPINS THE TANK "ON A DIME" TO THE RIGHT.
↓ DIRECTIONAL BUTTON/BACKWARD:	RAISES THE WEAPON TRAJECTORY ANGLE.
↑ DIRECTIONAL BUTTON/FORWARD:	LOWERS THE WEAPON TRAJECTORY ANGLE.
← DIRECTIONAL BUTTON:	MOVES THE TANK TURRET LEFT.
→ DIRECTIONAL BUTTON:	MOVES THE TANK TURRET RIGHT.
△ BUTTON OR □ BUTTON:	TOGGLES BETWEEN CANNON AND MACHINE GUN.

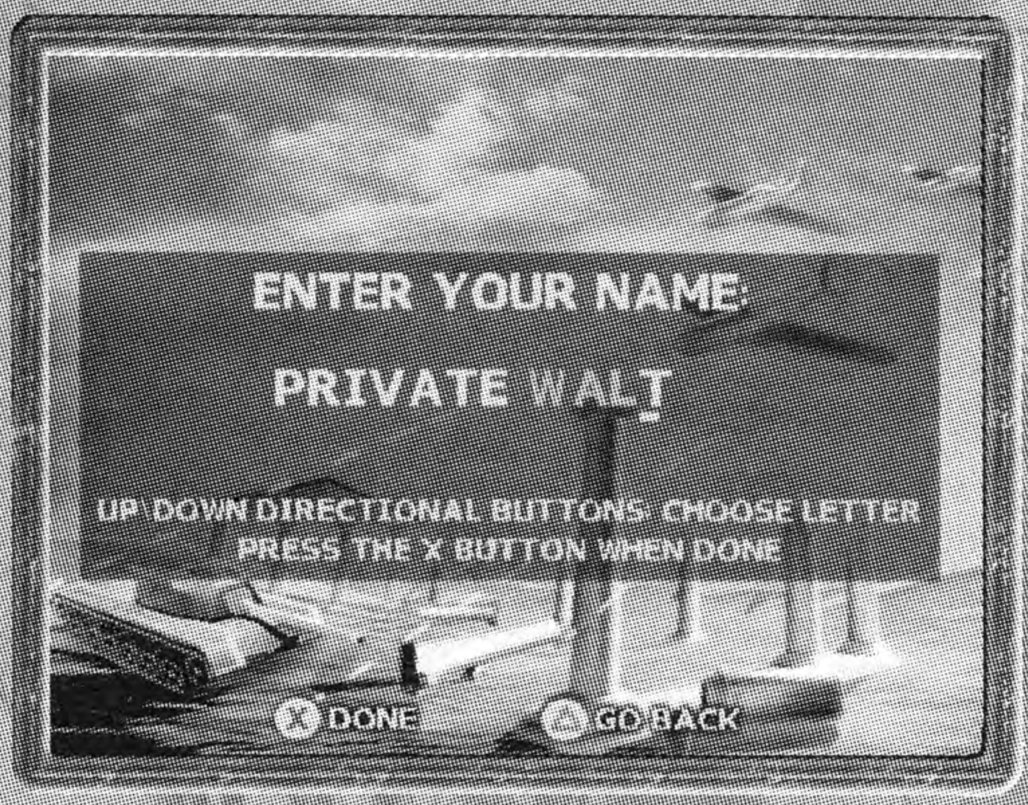
VEHICLE CONTROL (SUBMARINE)

✕ BUTTON:	FIRES WEAPON.
↑ DIRECTIONAL BUTTON /FORWARD:	SUBMARINE ACCELERATES FORWARD.
↓ DIRECTIONAL BUTTON /BACKWARD:	SUBMARINE ACCELERATES BACKWARD.
← DIRECTIONAL BUTTON:	SUBMARINE TURNS LEFT.
→ DIRECTIONAL BUTTON:	SUBMARINE TURNS RIGHT.
THE R1 BUTTON: SUBMARINE RISES.	
THE R2 BUTTON:	SUBMARINE DIVES.
THE L1 BUTTON (HOLD):	BRINGS UP REAR VIEW.
○ BUTTON + THE ← OR → DIRECTIONAL BUTTON:	MAKES SUBMARINE PERFORM A FAST TURN.

ARMY MEN

GETTING STARTED FROM THE MAIN MENU

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



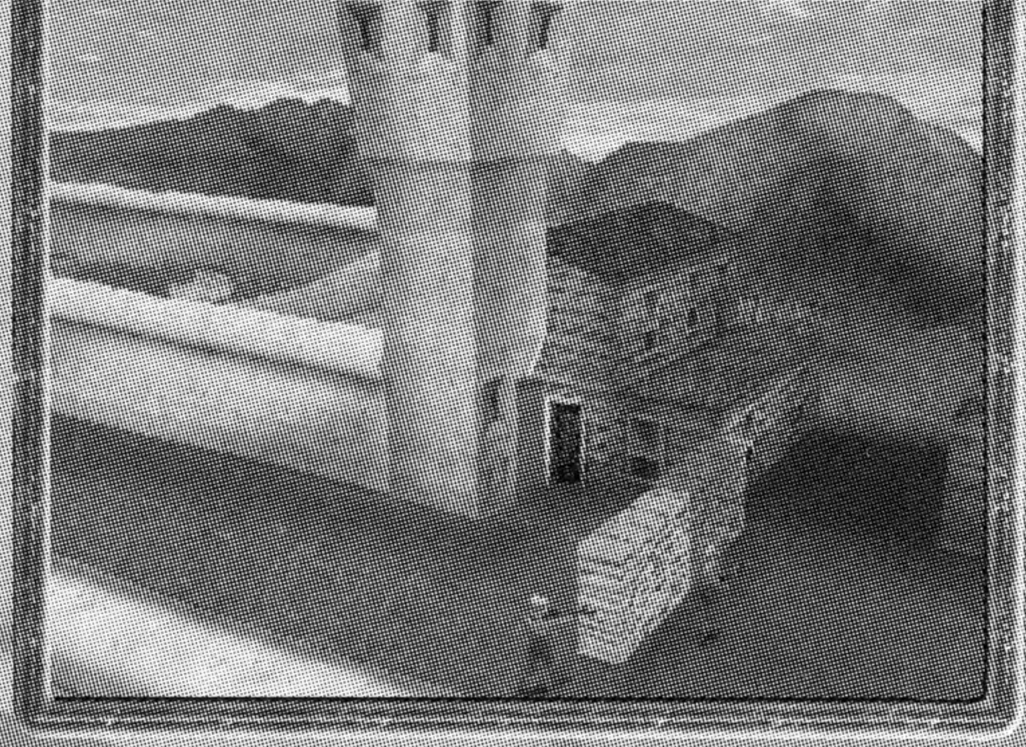
NEW GAME

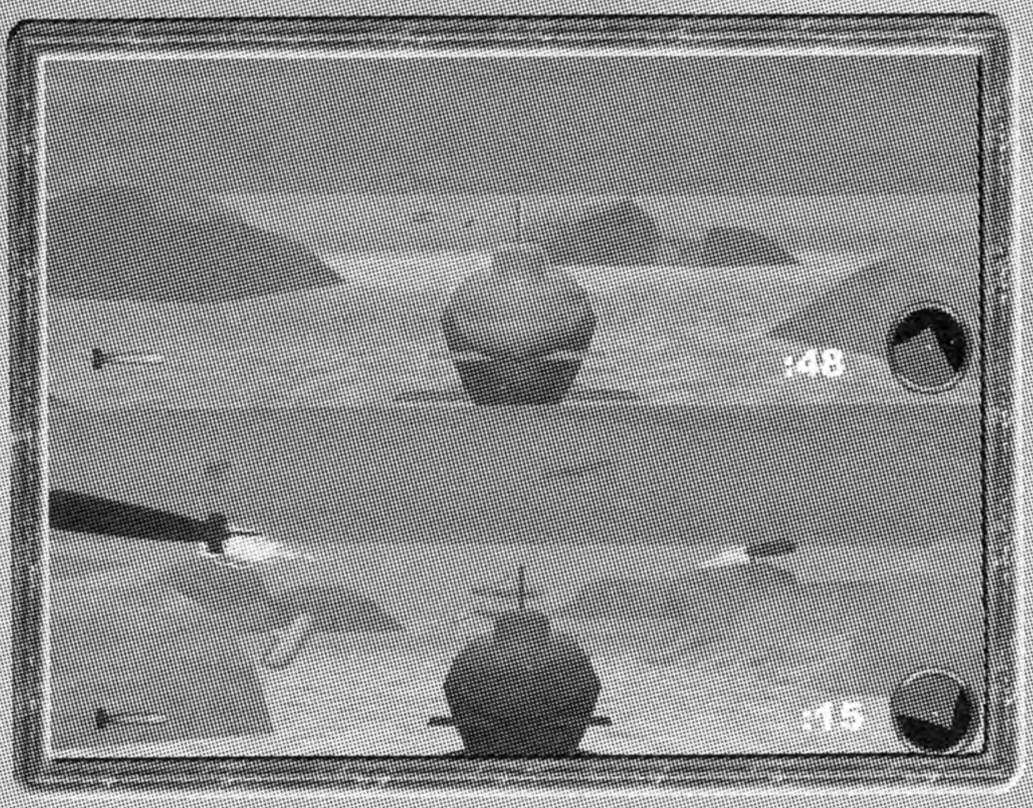
Take on the role of the heroic Green soldier who must battle the invading Tan and secure peace for the Army Men world. A variety of weaponry and vehicles are available for you to find and fire away at the Tan. Get ready to smash the Tan in five battle environments!

To enter your name, select a letter by pressing the ↑ or ↓ directional button, move forward or backward a letter by pressing the ← or → directional button, respectively, and press the ⊗ button to confirm the name and begin the game.

TRAINING

Training is actually two parts: Boot Camp and Combat Training. First is Boot Camp, where you fire weapons and drive vehicles as much as you like. Then there is Combat Training, which introduces you to the basics of Army Men game play. Here you engage in a series of battle exercises to attain readiness before entering battle. The key to winning ANY war is a professional, well trained army.





TWO PLAYERS

Select one of four modes here to take on the enemy! Four maps are available for you to wage war in any of the modes!

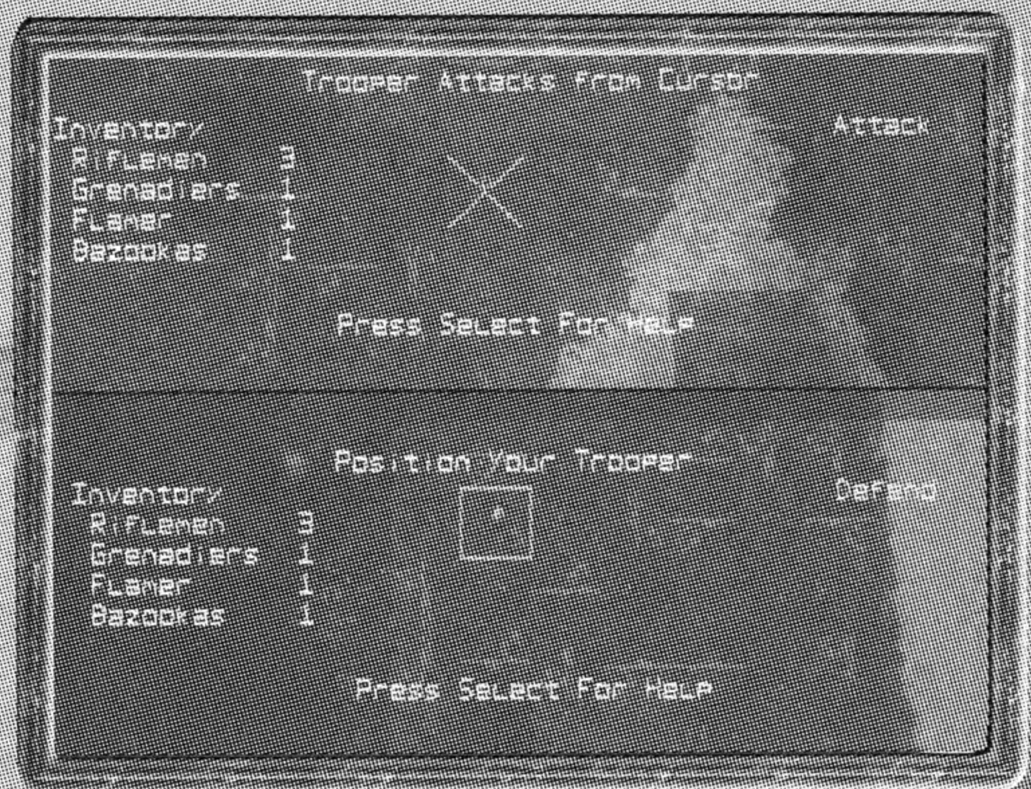
COOPERATIVE

You and a friend go against the computer in Cooperative mode. Rely on your friend to distract the enemy to allow you to sneak behind the enemy and catch them off guard!

CAPTURE THE FLAG

You and your opponent try to make it into each other's territory, capturing the other's flag and returning it for the win. But before you begin play, you get to place your allies on the battlefield with the player editor.

The player editor is fun to use and gives an endless variety of ways you can set up your army on the land. After you select the battlefield, the player editor screen appears. The following is information on how to set up the playfield for both players:



CAPTURE THE FLAG (CONT.)

- At any time, press the SELECT button to bring up the on-screen Help menu.
- Press any directional button to scroll the screen.
- On the left of the screen is a list of soldier types you place. Press the ■ button to highlight the next soldier type.
- Before you set a soldier on the playfield, you have the option of making that soldier defend or attack. When a soldier defends, he stays at his post until he is destroyed. When in attack mode, the soldier's starting point is selected and he follows a path to a pre-determined objective. Press the ◎ button to toggle between attack and defend.
- Note that with soldier units selected to defend, you can place them on the map manually. Red squares are the only sections where you cannot place an soldier. Press the directional buttons to move the defending soldier to any part of the screen.
- If desired, you can change your current viewing angle of the field to help you make decisions of where to place your soldiers. Press the R2 button to zoom in on the map and the R1 button to zoom out. You can also press the L1 button to scroll the map towards you or the L2 button to scroll the map away from you.
- Once your soldier type, combat status (attack or defend), and place on the map have been decided, press the ✕ button to place the soldier unit. At any point prior to pressing the ✕ button you can change the selections you have made for that particular soldier.

Once both players have placed all units/soldiers on the map, it's time to battle!

GRUDGE MATCH

In this game, it's simply all out war between you and your adversary. The goal here is to eliminate your opponent a predetermined number of times before he/she eliminates you.

STEAL THE BACON

Both you and your opponent hunt for the bacon. Once your soldier collects the bacon by walking over it, your timer starts counting downward. The bacon is dropped and the timer freezes if your soldier is destroyed. Each time you reacquire the bacon, your timer continues climbing downward from where it left off. You win if you are able to hold onto the bacon for a predetermined period of time. Of course, your opponent is trying to do the same, so if he/she acquires the bacon, don't let him/her have it for too long!

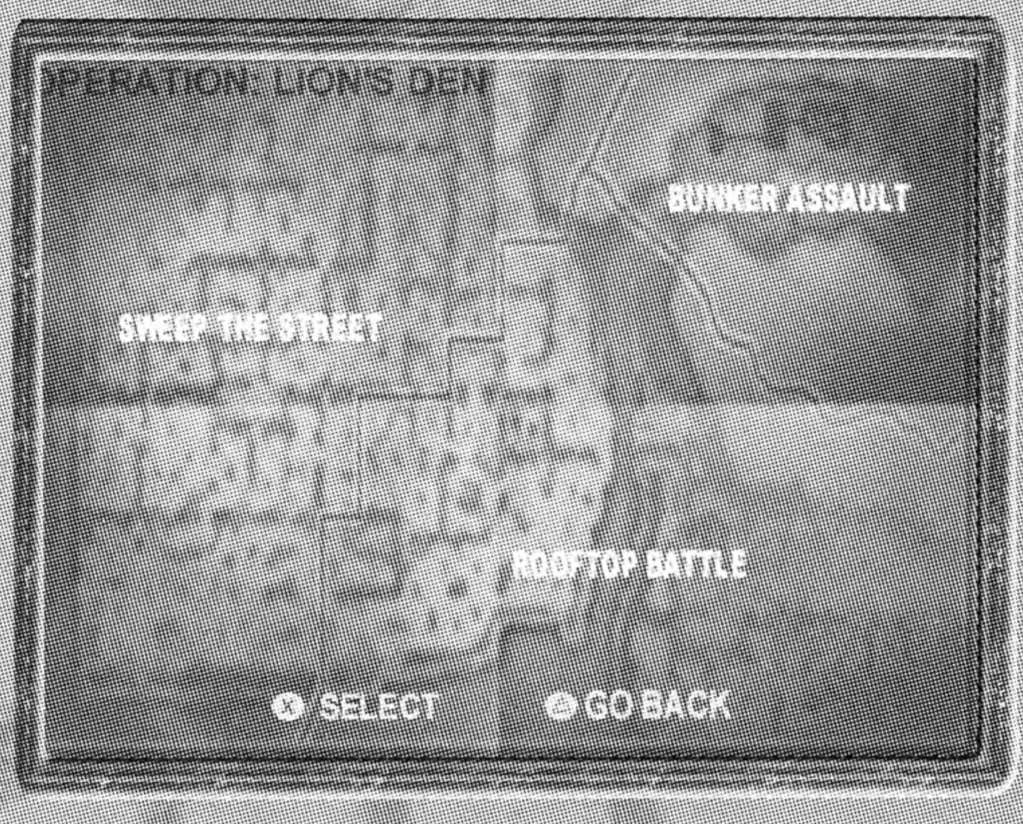
SAVED GAMES

Here you load a previously saved game from the MEMORY CARD.

OPTIONS

AUDIO

Change the sound and ambience levels for the game. Press the ↑ or ↓ directional button to toggle between the audio options. For either option, press the ← directional button to decrease the level and the → directional button to increase the level.



DIFFICULTY

Set the difficulty level for the game: **Easy** for not too hard play, **Normal** for standard play and **Hard** for an extremely challenging game.

CONTROLLER 1, CONTROLLER 2

Highlight either of these depending on which one you wish to modify.

Once selected, you have the following three choices: **Configuration** to change the button configuration for your game controller, **Vibration** to toggle whether the game controls are affected by game play or not (DUALSHOCK™ analog controllers only), or **Exit** to return to the previous screen.

When **Configuration** is selected, the Controller screen appears. Press the ⬆ or ⬇ directional button to scroll through the configuration types. At any time you can press the ⬅ or ➡ directional button to view how this configuration type affects your controls for the various drivable vehicles in the game. When you have highlighted your desired control configuration type press the ⊗ button to select.

CREDITS

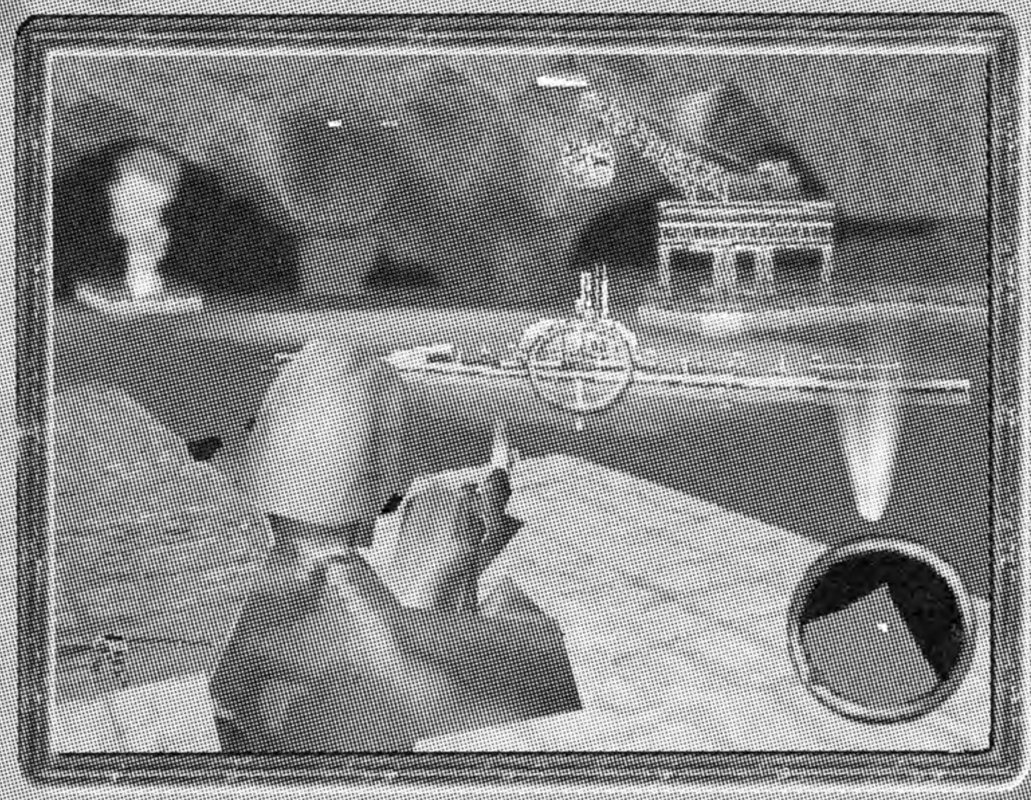
Select this to see the names of the people who brought you this game.

VIEW MOVIES

Choose this option to access movies for other great titles from the folks here at 3DO.

NOTE ON 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 again to return to the default view of the game.



ARMY MEN®

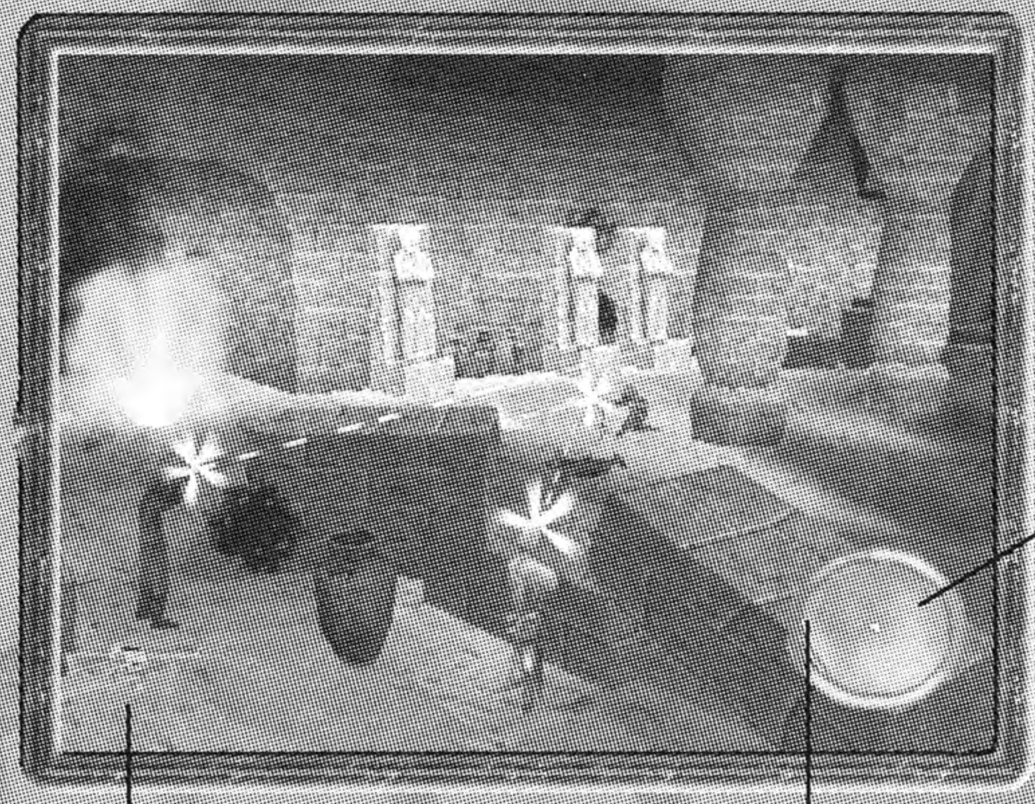
MAIN GAME SCREEN

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 AND RADAR

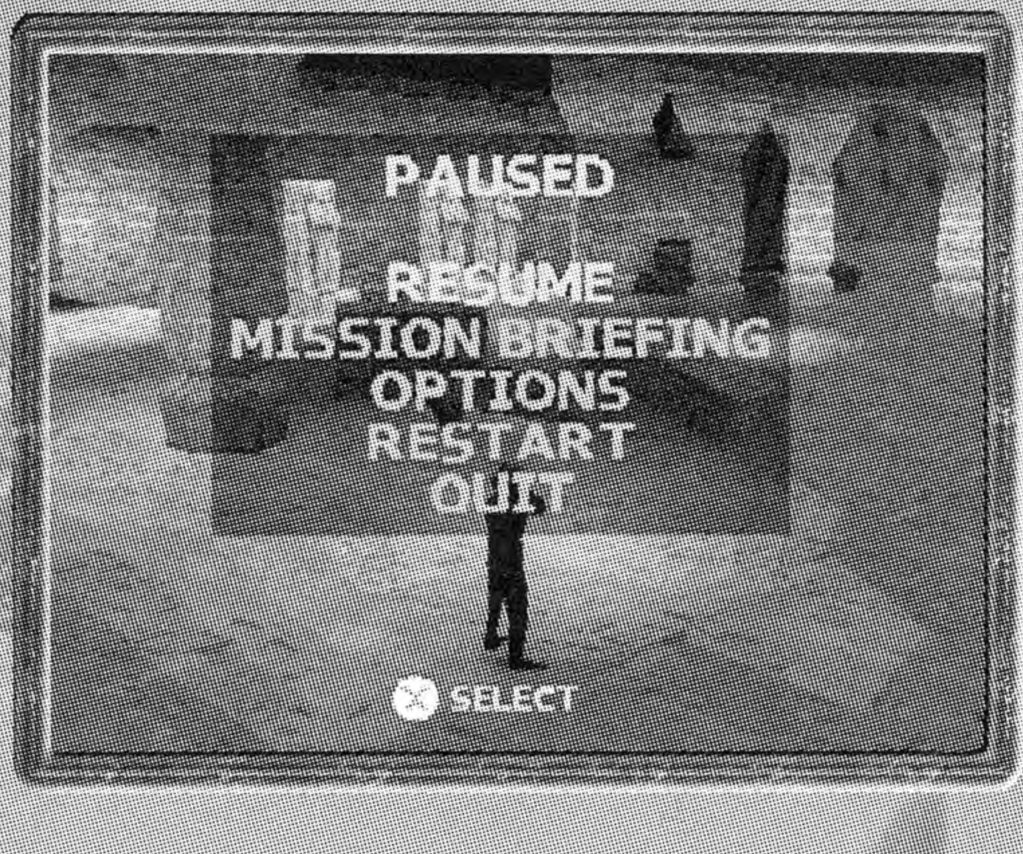
The Radar rotates when you change direction in the game. The Health Meter is represented as a ring around the Radar. A green ring indicates full health. As damage is taken, sections of the ring turn red. A completely red ring means the soldier has been destroyed. Green and Tan markers show the location of friendly and enemy soldiers. The 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.



ARMY MEN

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.

OPTIONS

Select to change the **Audio**, **Vibration** or **Crosshair** settings for the game. See page 9 for Audio options. See page 10 for **Vibration** options. With the **Crosshair** option, you toggle whether to have the crosshairs appear in the game or not.

RESTART

This restarts the current mission.

QUIT

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

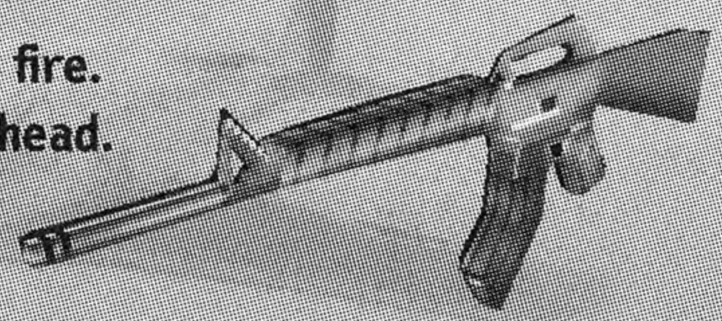
ARMY MEN

WEAPONS

STANDARD WEAPONS

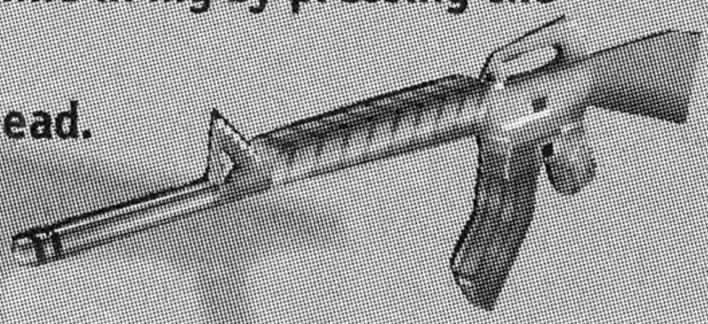
RIFLE

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.



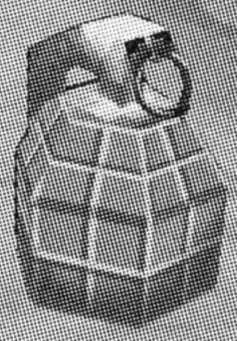
AUTO RIFLE

Aim and Fire: Your Rifle automatically turns into an Auto Rifle when you acquire the Auto Rifle. With your Rifle selected as the current weapon, hold down the ⊗ button to fire a continuous stream of bullets. Rotate while firing by pressing the ← or → directional button.
Move and Fire: When you are moving, rounds travel straight ahead.
Ammo: Carrying capacity is 250 rounds.
Damage at Impact: Slight damage per round.

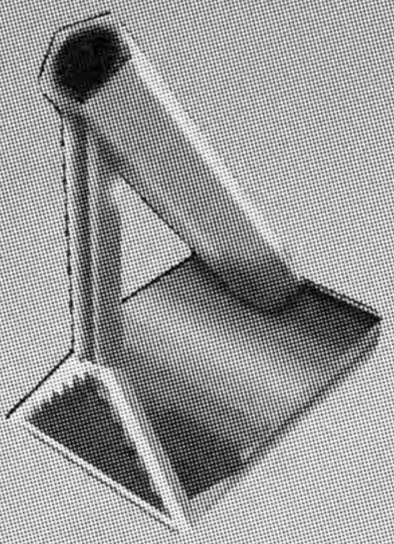


GRENADE

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 ← or → directional button 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



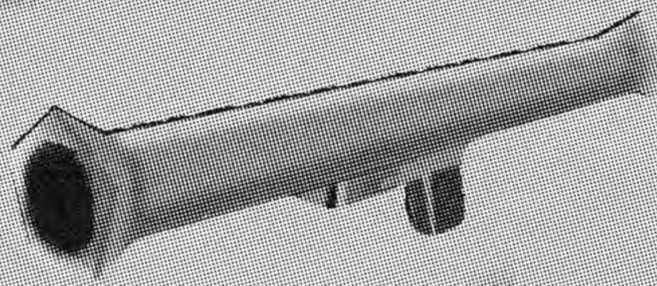
Aim and Fire: With the Mortar selected, hold down the ⊗ button to bring up the Mortar cursor. The cursor travels back and forth from your position to the firing range limit. Press the ← or → directional button to adjust the firing direction. Release the ⊗ button to stop the cursor and fire the Mortar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

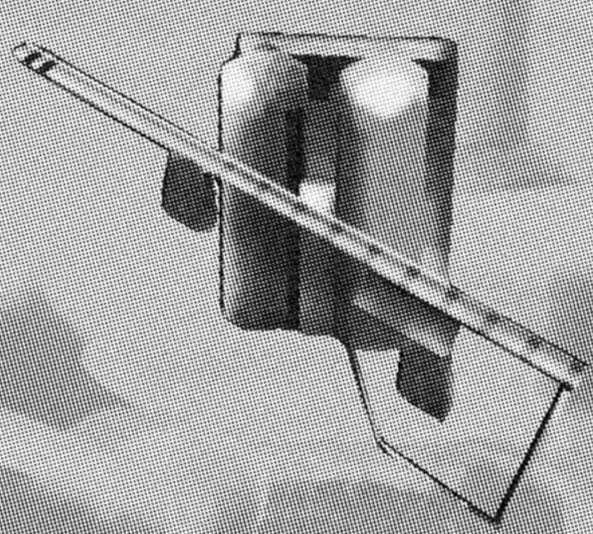
Move and Fire: When you are moving, shells travel straight ahead.

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 ← or → directional button. 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.

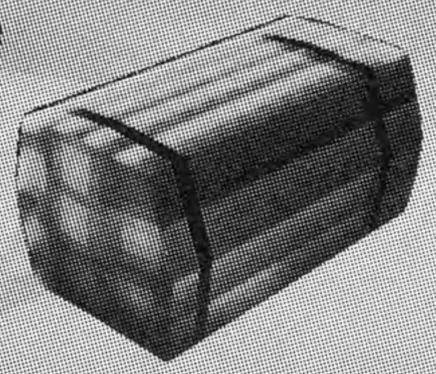
EXPLOSIVE

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 five Explosives.

Damage at Impact: Severe damage.



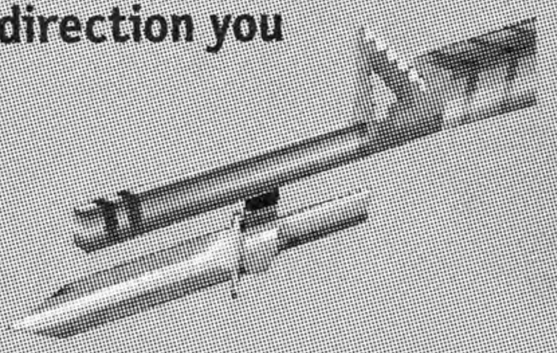
BAYONET

Aim and Strike: You always carry 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 can use the Bayonet while moving.

Ammo: N/A.

Damage at Impact: Instant kill.



TORPEDO

Aim and Strike: While piloting a Submarine, press the ⊗ button to fire.

Move and Fire: Whether the Submarine is in motion or at rest, the Torpedo travels in the direction the sub is facing.

Ammo: Unlimited ammo.

Damage at Impact: Severe Damage.



HEAVY WEAPONRY

TWIN .50 CAL.

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

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

Ammo: Unlimited.

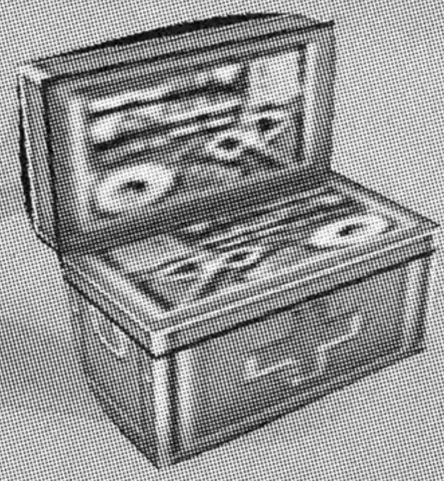
Damage at Impact: Slight damage per round.

Note: The Twin .50 Cal. can be found alone in a machine gun nest, or attached to a craft, such as the Submarine, Assault Raft or Bomber. When next to a nested Twin .50 Cal., press the △ button to activate it. In the case of the Bomber, you can toggle control of the 2 Twin .50. Cal. guns by pressing the △ or □ button.

EQUIPMENT

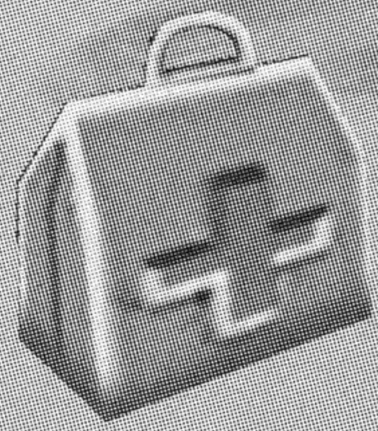
MEDPACK

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.

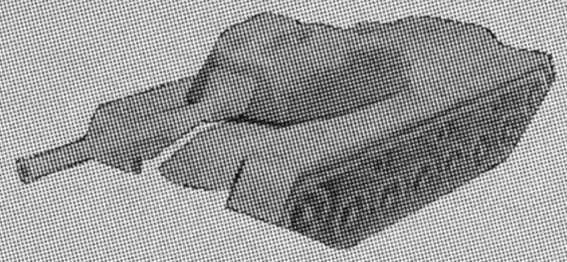


ARMY MEN

VEHICLES

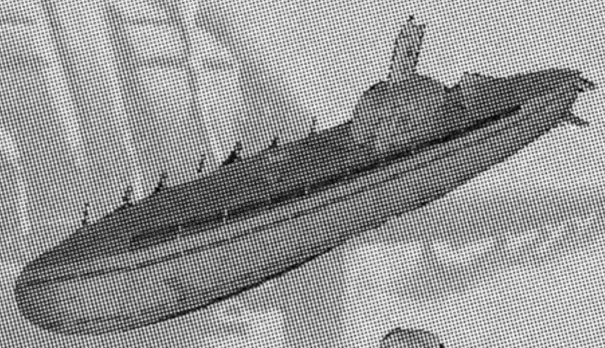
Since the Green Army depends on you for victory, you have access to the driving and weaponry for many of the vehicles you come across. Directions for how to maneuver the vehicles are listed in "Default Controller Functions" found on pages 4 and 5.

TANK



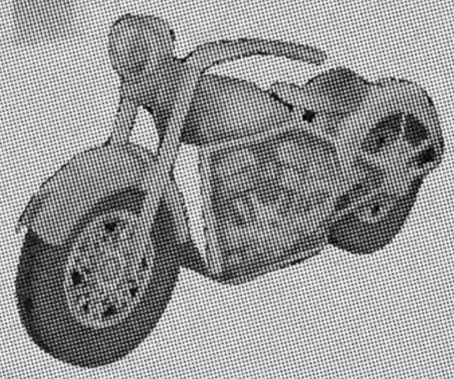
Weapon: Large Cannon and Small Machine Gun.
Damage: Heavy (Large Cannon), Slight (Small Machine Gun).
Defense: Heavy armor.

SUBMARINE



Weapon: Torpedo.
Damage: Severe.
Defense: Moderate armor.

MOTORCYCLE



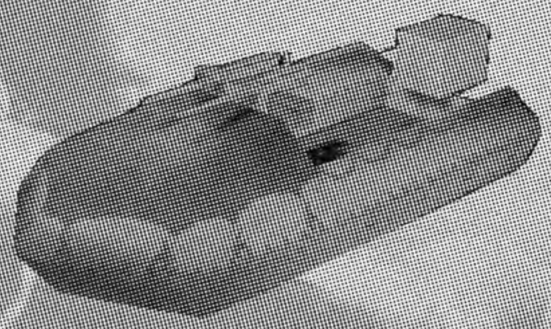
Weapon: Front .50 Cal.
Damage: Slight.
Defense: Light armor.

CARGO TRUCK



Weapon: The truck can run into enemy soldiers.
Damage: Severe damage through collision.
Defense: Moderate armor.

ASSAULT RAFT



Weapon: Front Twin .50 Cal.
Damage: Slight damage per round.
Defense: No armor.

ARMY MEN

BATTLEGROUND ENEMIES

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 arm's-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.



ENEMY VEHICLES

JEEPS

Quick, but armed only with a single Twin .50 Cal., a jeep does not present a significant threat. However, often they are accompanied by several support Tan infantrymen, which could cost you some health.

PT BOATS

A PT Boat has some armor and is fairly agile. Like the jeep, a single PT Boat is not necessarily a problem. What is a concern, however, is that PT Boats tend to come one right after the other. In this way, they slowly erode your strength through their double Twin .50 Cal. guns.

TANKS

The Tan Tank is known for moving extremely slow but carrying a significant punch. Make sure you take out a Tan Tank early; the more distance between you and it, the better. Once the Tank turret has fired on your position, you won't last long, even with heavy armor.

FIGHTERS

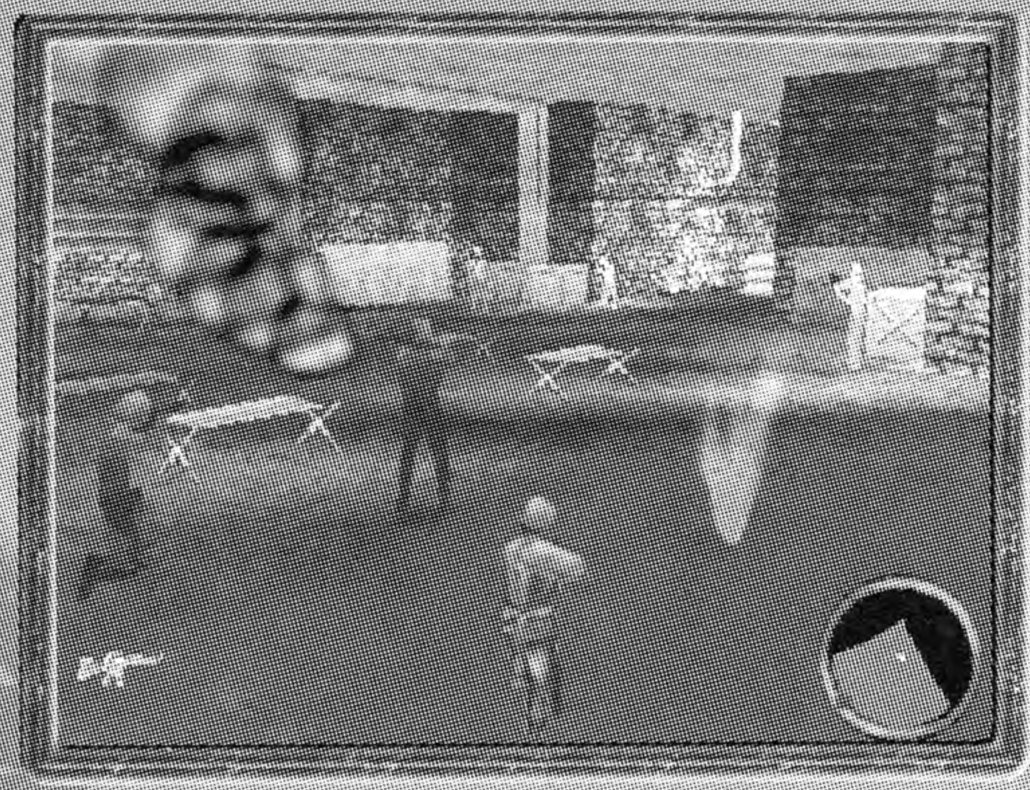
Tan Fighters want to see nothing short of watching your transport plane go down in flames. They are aggressive and approach your craft from all directions. You'll need to be quick with the Transport plane's guns if you are to take out these fearless Tan squadrons.

SUBMARINES

Tan Subs will try to block your path in underwater battle. They are slow but attack in waves or groups, nibbling away at your own craft's armor. Master maneuvering your own Sub to handle these piranhas.

CAMPAIGNS

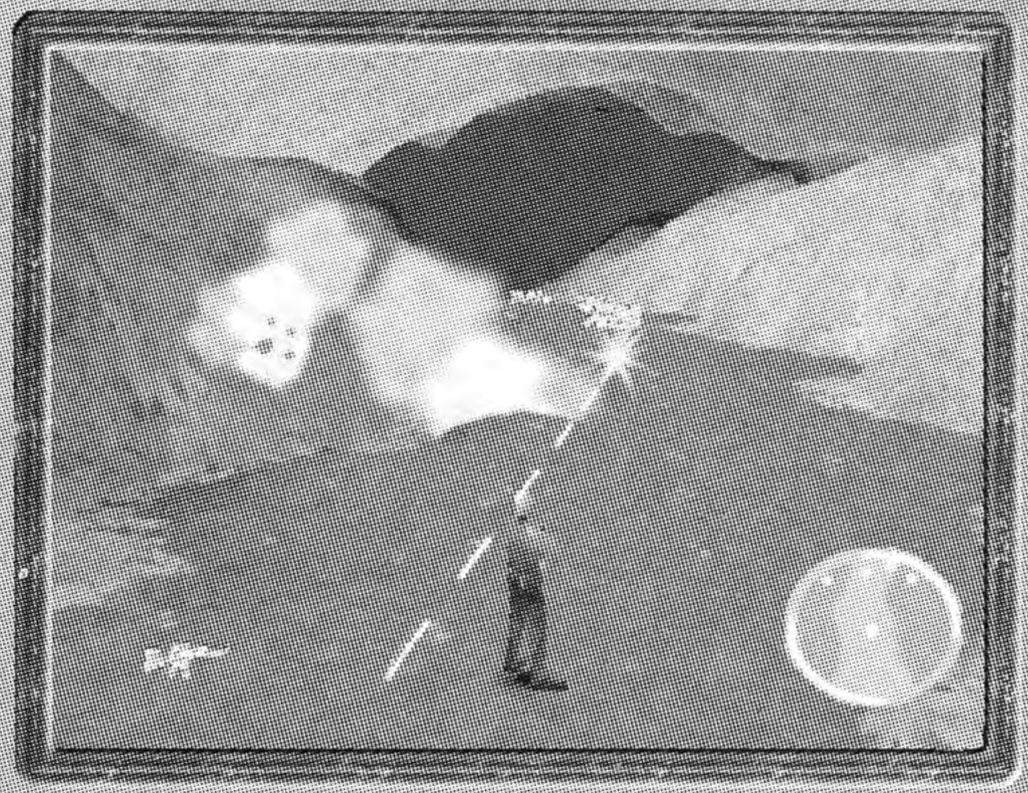
OPERATION: LION'S DEN



You begin the war against the Tan in their destroyed capital. All Tan opposition was supposedly destroyed in the last war...or was it? Your first objective in the capital city is to support the Green Army. You'll need to do this because the Tan are on their way and will offer substantial resistance. Once you have protected the tanks from Tan ambush, you are ordered to search the underground secret Tan headquarters. Green Intelligence has confirmed it is being utilized once again as a Tan center of strength. Your mission is clear: remove any Tan opposition you encounter.

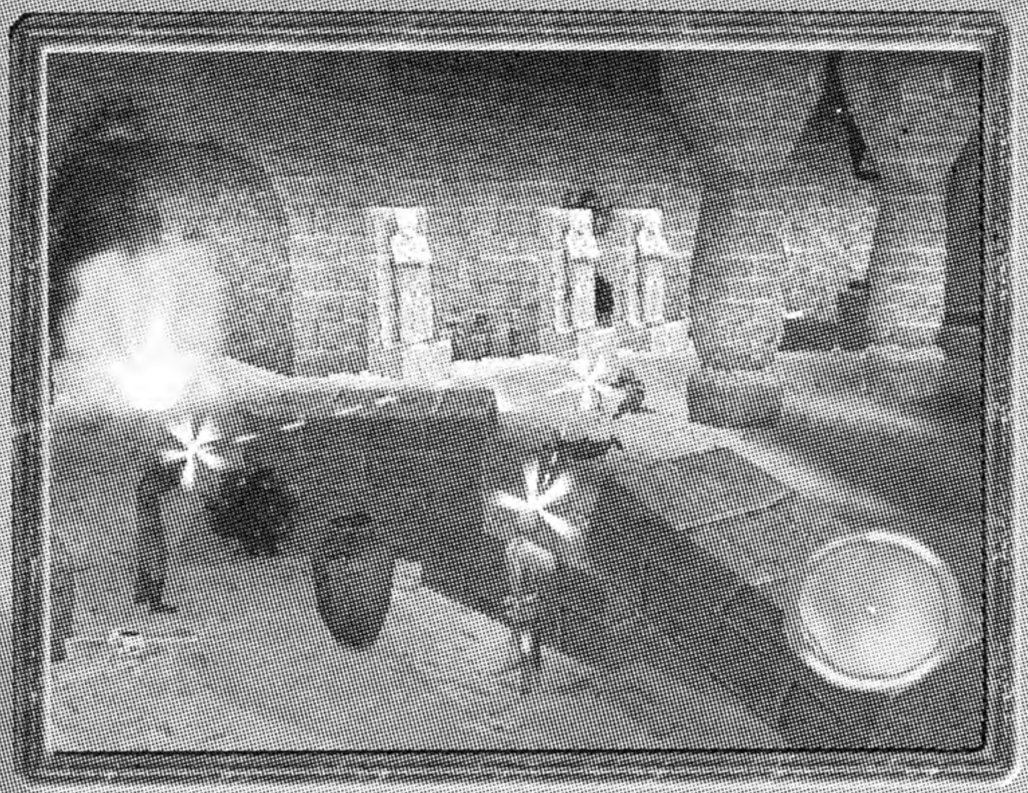
OPERATION: KNIGHTFALL

Your next mission brings you to the area where the Tan are believed to have regrouped from the earlier urban battle. The Tan are well aware of your intended offensive and are prepared to resist any attack from the Green Army. In the mountains, your mission is to play the role of part soldier and part spy. Your first objective is simply to fight your way to the base of operations. Once there, you will need to be stealthy in your approach and find a way into the base. Any Tan machinery you come across must be demolished. Should you succeed so far, you must escape from the mountain fortress.



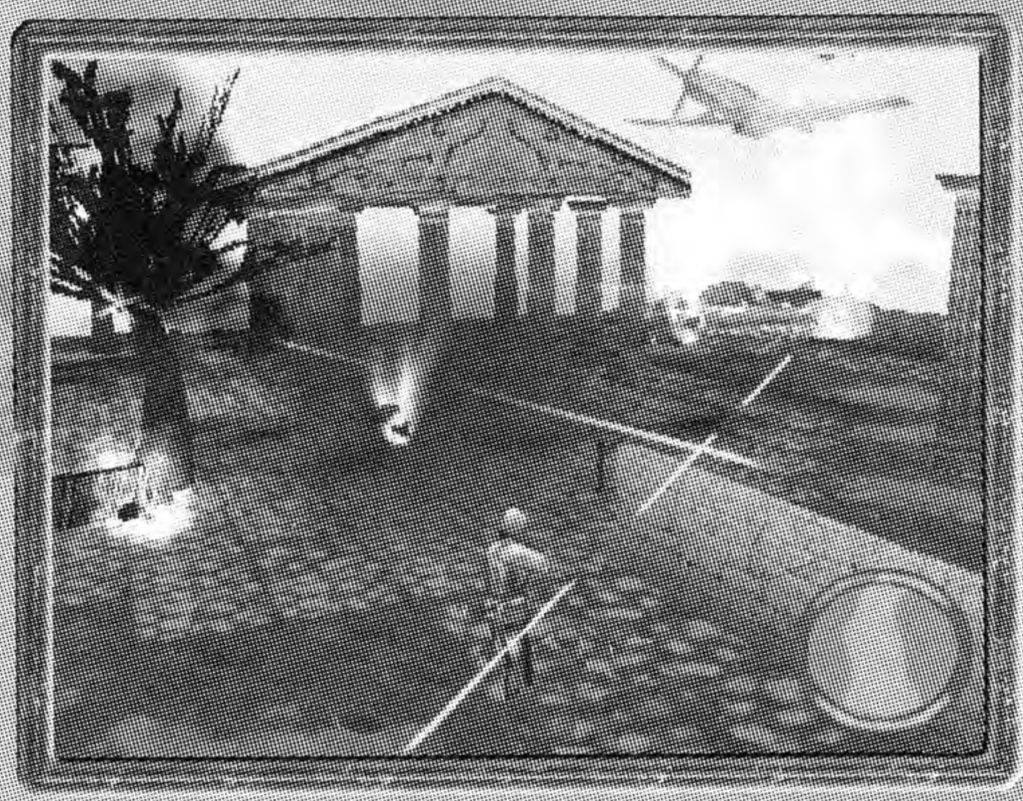
OPERATION: SCORPION

Well done so far, but victory is still far away. Take to the river and smash through Tan surface opposition with your sturdy Assault Raft. Next, the Tan lead you into open desert in an attempt to make a stand against you. Flat terrain here favors their defense. The Green Army has given you a Tank for your efforts, but you'll need more than armor and a few lucky shots to survive out here. The key in this mission is to fight a slew of Tan Tanks and reach the Pyramid. The Tan are with you every step of the way, so don't expect a nice, easy stroll. Once you arrive, you'll need to fight inside the Pyramid itself, rumored to be a death maze with an abundance of traps. High command cannot confirm what is inside, so literally, watch your step.



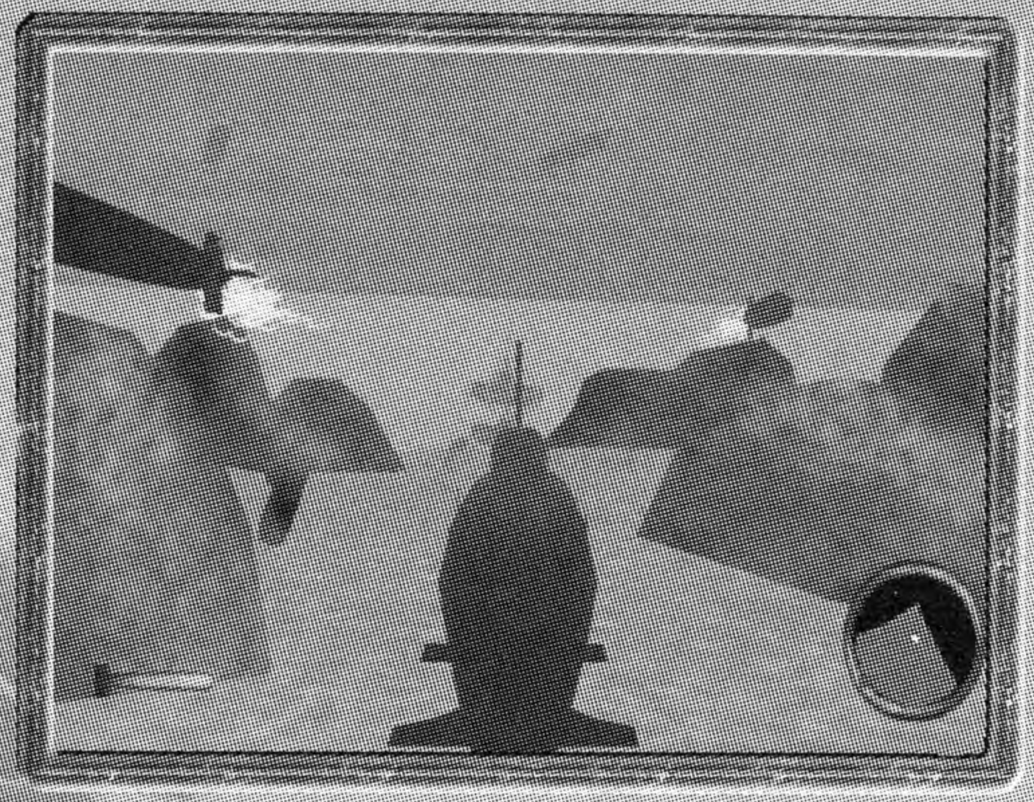
OPERATION: PEGASUS

Take to the skies against a determined Tan air force! You'll be manning the Twin 50. Cal. guns here against Tan Fighters who have been ordered to down your aircraft at any cost. Once past these aerial foes, you need to be just as skilled on the ground in order to reach the Assault Raft. Later on, you'll fight your way to a critical Tan command tower to blind the enemy, then "borrow" a truck to stay hot on the trail of the fleeing Tan Army. The Tan are prepared to launch a rocket barrage of high explosives against key Green sites. Discover a way to keep this from happening.



OPERATION: POSEIDON

The final battle comes down to who controls the seas. But you'll be fighting underwater to wreck the Tan war machine. The development of advanced submarine warfare holds the key to success in this final battlefront. You are ordered to penetrate the Tan Sub pen and recover a Green Submarine that the Tan have acquired. Once in control, follow the fleeing Tan Sub. Should the Tan Sub escape, it's all over; the Tan will use their vast resources to destroy the Green Army. Take out the Sub and you'll literally face the heart of the Tan industrial war machine. Find a way to stop the Tan once and for all in this final assault.



ARMY MEN

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