PlayStation®

NTSC U/C

PlayStation®

ARMY MEN®

WORLD WAR

TITAN ASSAULT

TEEN

T

CONTENT RATED BY ESRB

SLUS-01435
PMN-5241-151

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.

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 peripherials 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.

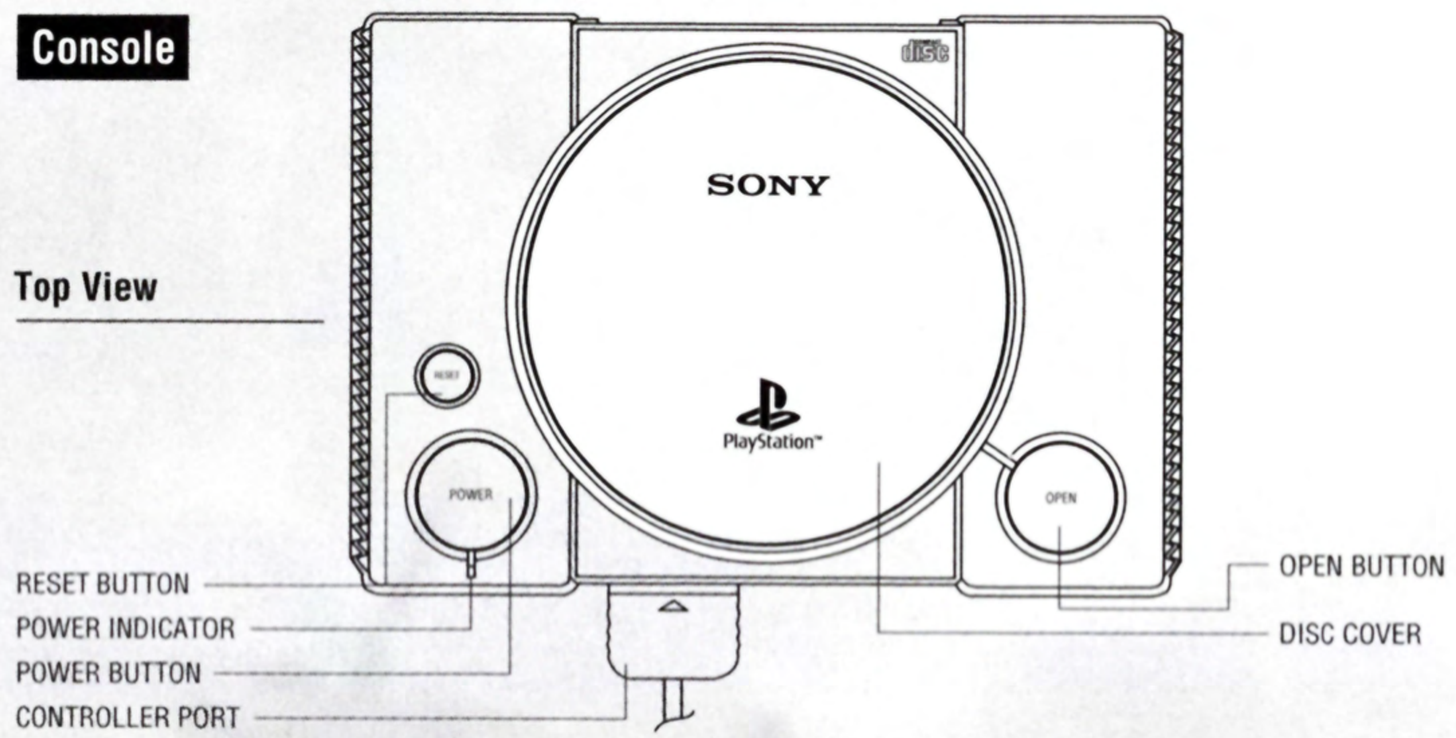
TABLE OF CONTENTS

STARTUP INFORMATION 2
DUALSHOCK® ANALOG CONTROLLER 3
GAME CONTROLS 4
ARMY MEN®: WORLD WAR - TEAM ASSAULT 7
CHARACTERS 8
GAME MENUS 12
GAME SCREEN 14
MULTIPLAYER GAMES 14
CUSTOMER SUPPORT 15
END USER LICENSE AGREEMENT 16
LIMITED 90-DAY WARRANTY 17

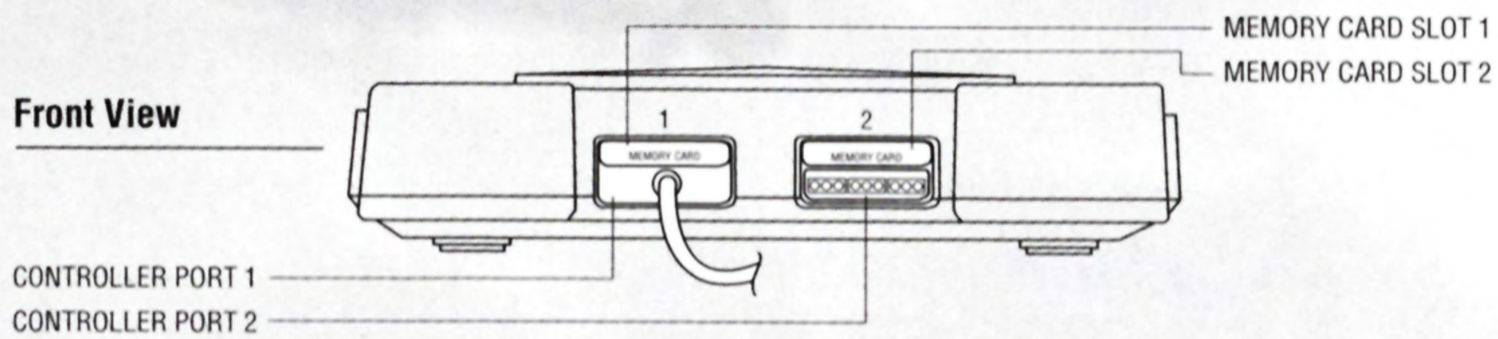
STARTUP INFORMATION

Console

Top View



Front View



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–Team Assault* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow 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 into 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.

DUALSHOCK® ANALOG CONTROLLER

DUALSHOCK® analog controller

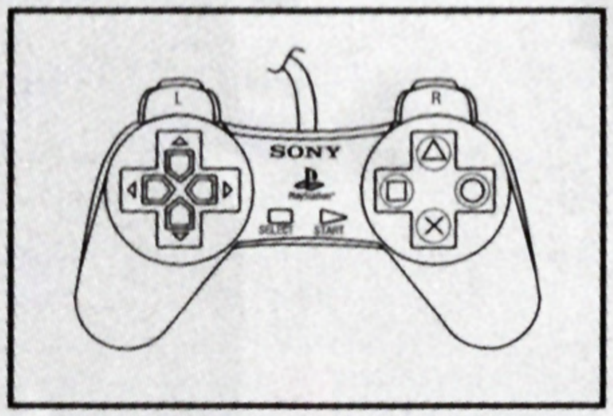
ANALOG MODE BUTTON
SELECT BUTTON
L2 BUTTON
L1 BUTTON
DIRECTIONAL BUTTON UP
DIRECTIONAL BUTTON LEFT

START BUTTON
R2 BUTTON
R1 BUTTON
△ BUTTON
○ BUTTON

DIRECTIONAL BUTTON DOWN
DIRECTIONAL BUTTON RIGHT
LEFT ANALOG STICK/L3 BUTTON
MODE INDICATOR

✕ BUTTON
□ BUTTON
RIGHT ANALOG STICK/R3 BUTTON

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



GAME CONTROLS

FIVE GAME MODES

Get ready for the adventure that takes you through gritty duck-and-cover combat, thundering across the plains behind a powerful turret, piloting a powerful sub through enemy waters, and high in the sky for death-defying dogfights. Each battle type has its own unique set of controls. In each mode, press the START button to Pause the game.

DUCK-AND-COVER CONTROLS

directional button/right stick/left stick	Move
△ button	Get in Heavy Weapon
○ button	Switch Character
✕ button	Fire Weapon
□ button	Cycle Inventory
L1 button + ↑ / ↓ / ← / → directional button	Walk/Side Step
L2 button + ↑ / ↓ / ← / → directional button	Roll
R1 button	Stand
R2 button	Crouch
R2 button + ↑ directional button	Dive
↑ / ↓ directional buttons while prone	Crawl
↑ / ↓ directional button (When Kneeling)	Stand Up
SELECT button (Hold)	Map

VEHICLE CONTROLS

directional buttons/right stick/left stick	Move
△ button	N/A
○ button + ← / → directional button	Fast Turn
✕ button	Fire Weapon
□ button	N/A
L1 button	Look Back
L2 button	N/A
R1 button	Raise Gun
R2 button	Lower Gun
SELECT button (Hold)	Map

GUNNER CONTROLS

directional buttons/right stick/left stick	Aim Turret
△ button	N/A
○ button	N/A
✕ button	Fire Weapon
□ button	Switch Gun Positions
L1 button	N/A
L2 button	N/A
R1 button	N/A
R2 button	N/A
SELECT button (Hold)	Map

SUBMARINE CONTROLS

directional buttons/right stick/left stick	Move
△ button	N/A
○ button + ← / → directional button	Hard Turn
✕ button	Fire Weapon
□ button	N/A
L1 button	Look Back
L2 button	N/A
R1 button	Climb
R2 button	Dive
SELECT button (Hold)	Map

TANK CONTROLS

directional button/right stick/left stick	Aim Turret
△ button	N/A
○ button	N/A
✕ button	Fire Weapon
□ button	Switch Weapon
L1 button	Left Track Forward
L2 button	Left Track Back
R1 button	Right Track Forward
R2 button	Right Track Back
SELECT button (Hold)	Map

ARMY MEN: WORLD WAR–TEAM ASSAULT

The plastic war is now at a standstill. The Green and Tan armies are locked in a stalemate. Seeking to gain the advantage in this conflict, the Tan have succeeded in developing long-range missiles that will ultimately spell doom for the Green forces. Intelligence agents had determined that these long-range missiles exist, but they had not discovered their location. Until now...

A Green intelligence agent had a lead on the possible whereabouts of these harbingers of doom. Unfortunately, the agent was discovered before he was able to reveal the location of the missile base. In an attempt to rescue this agent and ultimately destroy the hidden base, a crack team of Green commandos has been assembled. Each member of this team is a specialist in a variety of fields ranging from heavy weaponry to linguistics. The fate of the free world depends on the successful completion of this mission. If these brave soldiers fail, the Green Nation will have no defense against this seemingly invincible menace.

BASICS

Most missions will require the expertise of two of the six elite squad members. Choose your two squad members carefully, because successfully completing each mission relies heavily on their specific skills!

As you work your way through each mission, you must switch back and forth between both team members to advance through the level. Both team members must survive and reach each mission's goal in order to succeed.

CHARACTERS

CHARACTER ATTRIBUTES

★ **HIT POINTS** – The character's total health.

★ **SPEED** – The character's speed within the game from a slow, loping run to a sprint.

★ **STEALTH** – The character's ability to go undetected by the enemy.

SPECIAL SKILLS

Each of the characters have two special skills. You must choose two members from the team of six to complete each mission level.

★ **COMMUNICATIONS** – Use communications devices and decipher codes.

★ **MECHANIC** – Repair vehicles and heavy equipment.

★ **HEAVY WEAPONS** – Use heavy weapons such as bazookas.

★ **LINGUIST** – Decipher various languages and war disguises.

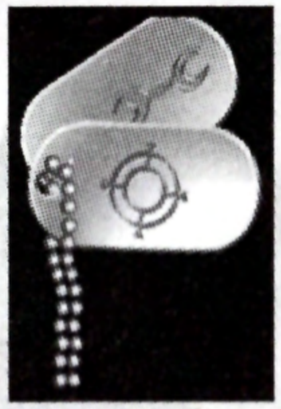
★ **DEMOLITIONS** – Place, arm, detonate and disarm explosives.

★ **SNIPER** – Target and shoot the enemy from a long distance.

NAME: XHADO

AGE: N/A **HT:** N/A **WT:** N/A

SPECIAL SKILLS: Sniper, Mechanic

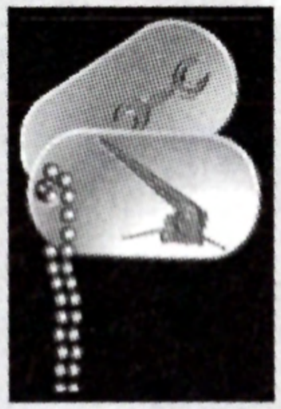


Not much information can be compiled about this wagerer of quiet aggression. Silent and deadly, Xhado's expertise as a hunter means that his targets will most likely never know what hit them.

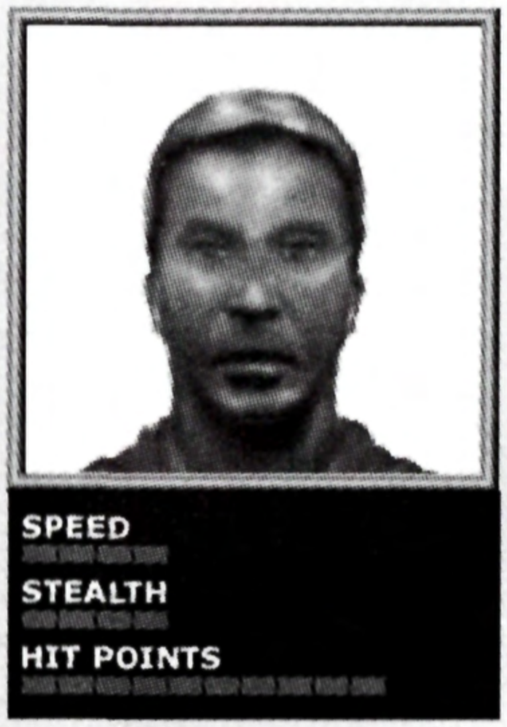
NAME: DANTE HERNANDEZ

AGE: 28 **HT:** 6'3" **WT:** 225 lbs.

SPECIAL SKILLS: Mechanic, Heavy Weapons



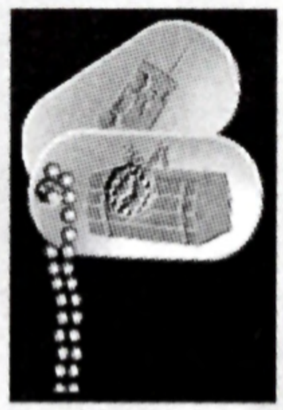
Dante's keen savvy on how anything mechanical works means that there isn't an engine in the world that he can't fix...with the right tools. Long days spent overhauling huge tank engines have also given him an imposing physical presence with outstanding strength and endurance.



NAME: ARMAND "FLAMBÉ" NESTOR

AGE: 24 **HT:** 5'11" **WT:** 165 lbs.

SPECIAL SKILLS: Explosives, Communications

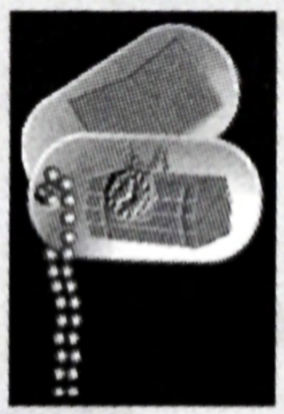


Armand Nestor learned his trade from his family at the young age of eleven. The Nestor Demolition Company is world renowned, and has an impressive wake of dust and debris behind it. Armand's clear understanding of his "art form" (as he describes it) and his confidence in his abilities is often mistaken for a disregard for his own life.

NAME: BJORN "BOOMER" THORSON

AGE: 26 **HT:** 5'8" **WT:** 175 lbs.

SPECIAL SKILLS: Linguist, Explosives



Bjorn Thorson was born to an ambassador and into a household where different languages were spoken daily. This being the case, Bjorn has an aptitude for language. He studied demolitions when he joined the service and often finds himself at odds with his compatriot, Armand, who prefers his instincts to Bjorn's by-the-book approach. This attitude also permeates Thorson's views on personal appearance and social behavior.

SPEED

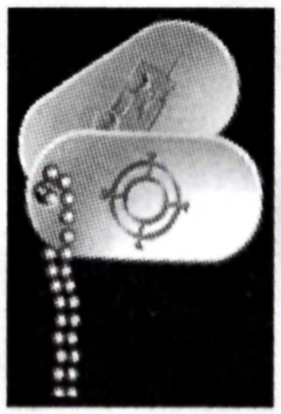
STEALTH

HIT POINTS

NAME: GIB "SQUIRREL" FARRELL

AGE: 21 **HT:** 5'9" **WT:** 165 lbs.

SPECIAL SKILLS: Sniper, Communications



Gib is a self-confessed klutz, except when it comes to his job. "Squirrel", as he is commonly referred to, is a crack shot. However, he'll fumble through everything else he comes in contact with and probably make a lot of noise along the way. He is a competent communications officer, but don't ask him to juggle.

SPEED

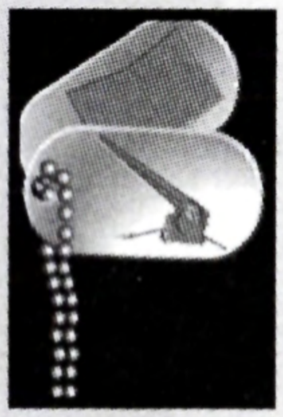
STEALTH

HIT POINTS

NAME: TYKE "THE TANK" MORGAN

AGE: 28 **HT:** 7'2" **WT:** 302 lbs.

SPECIAL SKILLS: Heavy Weapons, Linguist



Tyke enjoys poetry and long walks on the beach, and you'd do well not to make fun of that fact. Tyke's obvious physical prowess makes him an easy candidate to handle "the heavy stuff". However, he'd prefer a good book to a howitzer any day. Because of this adoration for the written word, "The Tank" has dedicated much of his time to studying foreign languages in order to read these works in their native tongue. When in battle, Tyke wastes little time dispatching the enemy so he can concentrate on "the finer things".

GAME MENUS

MAIN MENU

NEW GAME

Begin a new game.

TRAINING

Enter Training mode to practice your combat skills and try out each team member's special ability.

BOOT CAMP

Boot Camp offers each team member an opportunity to practice using his special skills. Try out Xhado's sniper skills at the Target Range, or Squirrel's communications expertise at the Communications Station. There are no enemies to contend with in Boot Camp.

ADVANCED BASIC TRAINING

Choose two team members for this test of your combat skills. The object is to guide both team members safely through an enemy-infested base to steal their flag. This introduction to mission-based gameplay requires sharp shooting and careful maneuvering. Just be aware that if either team member dies, you must begin the mission again.

SAVED GAME

Load a previously Saved Game.

OPTIONS

Select Options to modify the Audio settings, game Difficulty, and Controller configurations.

TWO PLAYERS

See page 14 for a complete description of Multi-player.

PAUSE MENU

Pause the game during any mission for this game menu.

RESUME

Select this option to resume gameplay.

MISSION BRIEFING

Review the goal of the current mission.

OPTIONS

Change the Audio or Controller Vibration settings.

RESTART

Restart the current mission.

QUIT

Quit the game.

GAME SCREEN

The following information is shown on the game screen.

CURRENT WEAPON

This icon indicates the weapon your character is currently using.

CHARACTER

The name of the character you are currently using appears here.

RADAR

Keep an eye on the Map to see where the nearest enemy is and the layout of the terrain. The blue dot is the mission objective.

MULTIPLAYER GAMES

CAPTURE THE FLAG

The race is to steal the other team's flag! Just be sure you keep an eye on your team's flag...

GRUDGE MATCH

The grudge match or "to the death" mode pits one player against the other in one-on-one combat or tank vs. tank combat.

CUSTOMER SUPPORT

Web Site

Visit **www.3DO.com** for late-breaking news and information, answers to Frequently Asked Questions (FAQ's), links to hardware manufacturers' web sites, and the latest product updates.

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NON-STOP MELEE & SPELL COMBAT

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PlayStation

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