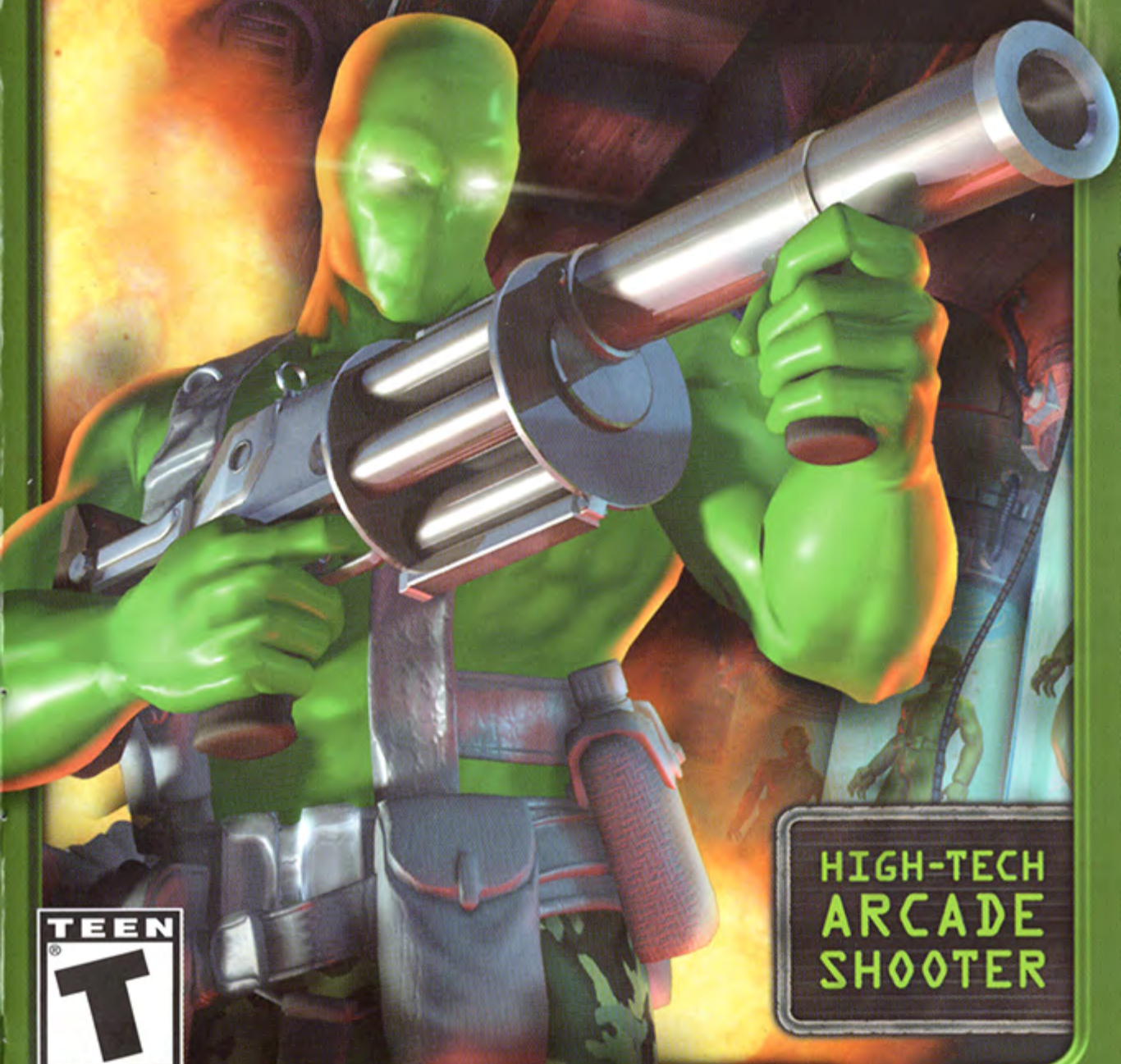


ARMY MEN®

GREEN ROGUE™

Instruction Manual



TEEN
T
CONTENT RATED BY
ESRB

HIGH-TECH
ARCADE
SHOOTER

REAL COMBAT. PLASTIC MEN.®

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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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- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

EXPLORING . . .

**ARMY MEN®:
GREEN ROGUE™
INSTRUCTION MANUAL**

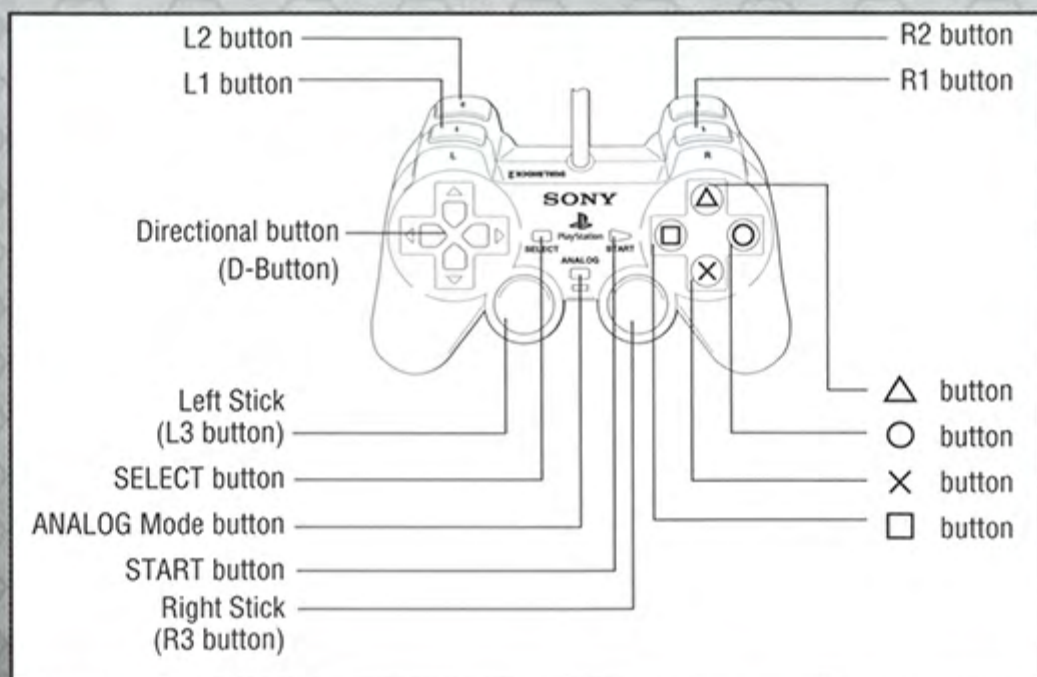
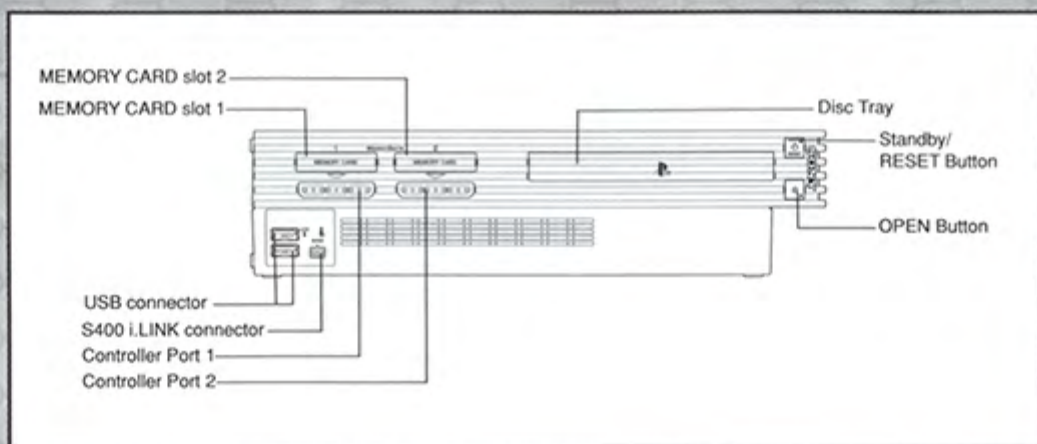
**CHOOSE
TRAINING
SECTION**

GETTING STARTED	2
THE CREATION OF OMEGA SOLDIER	3
MAIN MENU	4
OPTIONS MENU	5
PAUSE MENU	6
CONTROLS	7
GAME SCREEN	8
CHARACTERS	9
WEAPONS	11
OTHER POWER-UPS	13
ENEMY UNITS	14
BOSSSES	15
AWARDS SCREEN	16
MEDALS	17
SCORES SCREEN	18
CONTINUING A GAME	18
PLAYER NAME ENTRY	18
CUSTOMER SUPPORT	19
END-USER LICENCE AGREEMENT	20



GETTING STARTED

Set up your PlayStation[®]2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Army Men[®]: Green Rogue[™] disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



THE CREATION OF OMEGA SOLDIER

G.A.A.R.D. (Green Army Advanced Research Division) Chief Scientist's Journal
9/21 02:08 hrs. Omega Soldier thriving; completed 12th gestational stage 31 min ahead of schedule. My superior's ideas again prove to be revolutionary... and controversial.

Colonel Grimm thought it was reckless of him to harvest genetic material from Sarge and the other members of Bravo Company to create Omega. I had my doubts - a supersoldier who would possess the battle instincts and skills of those brave soldiers? And possibly have transformative abilities unlike any other man?






But these are desperate times. This war of attrition with the Tan Army must end; the cost in tears and plastic is just too high. Every few weeks, Plastro obtains a new monster toy, signs a new treaty with the Blue Army, or buys more arms from the Gray Nation...

9/25 20:49 hrs. Perhaps I was too emphatic at the Defense Council about Omega's capabilities - and about his unpredictability. Not even his creator, Mr. X, knows what his mental state will be, especially when he is first released from his die-cast mold. He has no family, no friends, possibly even no memories. He will have awesome power, but I pity him.

And what if he cannot be trusted? I believed it was a question that had to be voiced, but I posed it all too clearly to the Army's officers. I suspect Mr. X is in a foul mood.

10/2 14:12 hrs. Omega's mold has been prepped for transport. It's not safe to move him, but Grimm assured us it's less safe to keep him here. Oh - the jeep's waiting. See you at the base, Omega.

MAIN MENU

The Main Menu Screen will be displayed after the Title Screen. Press the , , , or  directional button to highlight your selection and then press the  button to make the selection. Select one of the following from the Main Menu:



START

Start a new single player mission. A second player can join in at any time by pressing the START button on controller 2 once the game has begun.

RESUME GAME

Loads the last saved game.

LOAD GAME

Load a previously saved game from the memory card (for PlayStation®2).

OPTIONS

Change the default settings of the game and view previews of upcoming games.

SCORES

View the ten best scores saved on your memory card (for PlayStation®2).

CREDITS

See the names of the people who developed Army Men®: Green Rogue™.

OPTIONS MENU

Selecting "OPTIONS" from the Main Menu will take you to the following sub-menu. Press the **↑** or **↓** directional button to highlight a selection, then press the **⊗** button to continue. Press the **⊗** button to confirm your choices or the **△** button to cancel and revert to the previous setup.



AUDIO

Adjust the music, voice and sound effects volumes for the game.

DIFFICULTY

Select between three game difficulty settings.

CONTROLLER 1 / CONTROLLER 2

Select one of five different controller configurations for either controller. See the "CONTROLS" section for detailed information on the different control settings.

PREVIEWS

Take a look at other great games from 3DO!

PAUSE MENU

During gameplay, press the START button to bring up the Pause Menu. This will allow you to choose from the following selections:



RESUME

Continue playing the game.

AUDIO

Adjust the volume for the music and sound effects.

RESTART

Restart the current level.

ABORT

Quit the game and return to the Main Menu.

VIBRATION

Press the ○ button to toggle ON or OFF.

CONTROLS



CUSTOMIZING CONTROLS

There are a total of five controller configurations you can choose from to control Omega Soldier. To change the default setup for a particular controller, highlight "CONTROLLER 1" or "CONTROLLER 2" from the "OPTIONS" sub-menu, then press the **X** button. The current setup for the controller will be displayed. To change configurations, press the **←** or **→** directional button to view alternate setups. In each setup, you may also toggle between a variety of analog stick configurations by pressing the **Ⓜ** button. Confirm a configuration by pressing the **X** button, or press the **△** button to cancel and revert to the previous setup.

Vibration can be toggled ON or OFF by pressing the **Ⓞ** button.

DEFAULT CONTROLS FOR OMEGA SOLDIER

Left analog stick/directional buttons	Move Omega
Right analog stick	Aim Weapon
R1 / X button	Fire Weapon
L1 button	Aim Weapon High
R2 / Ⓞ buttons	Trigger Bio-Strike
L2 / Ⓜ buttons	Kneel
△ button	Toggle Laser Sight if available

NOTE: The default controls for the Omega Soldier's Gator Hovercraft are the same as above, except the **L2**/**Ⓜ** buttons.

NOTE: A second player can join in during a 1 Player game by pressing the **START** button on controller 2. However, the opposition will get tougher!

NOTE: Forward progression will be reduced dramatically when pressing the **L2** button. This is useful while waiting for power-ups to cycle.

GAME SCREEN

The following game status information is displayed while playing the game.



SCORE

Your current score. The score increases by shooting enemy units and picking up power-ups.

HEALTH BAR

Shows the remaining health for the Omega Soldier/Hovercraft. When the Health Bar is empty, you will lose one life.

LIVES

You begin the game with three lives. The number next to the Omega Soldier's head icon shows how many lives remain.

BIO-STRIKE

This icon shows the status of Omega's Bio-Strike attack. The more blocks filled in the icon, the more Bio-Strike power Omega has at his disposal. See the "WEAPONS" section for more details on the Bio-Strike.

WEAPON

This icon represents the weapon that the player is currently using.

CHARACTERS

The history of war between the Green and Tan Nations has been long and arduous. Although courageous in their struggle for justice, the Green Army has been without a clear course to victory for some time. The following characters have taken it upon themselves to lead their people to peace – or total domination.



OMEGA SOLDIER

The product of G.A.A.R.D.'s most advanced research, Omega Soldier represents a new era in the Green Nation's long struggle for peace. His biogenetic composition gives him abilities that soldiers in the Green Army do not possess. The following abilities are associated with the Omega Soldier:

THE BIO-STRIKE

In times of great peril, Omega Soldier has been genetically enhanced to use his living energy as a weapon. This effect, dubbed a "Bio-Strike" by G.A.A.R.D. researchers, causes Omega Soldier to stop moving and become temporarily invulnerable to all forms of attack. A circular pulse of energy radiates from his body and quickly expands, damaging anything in its wake.

(See the "WEAPONS" section for more details on how the Bio-Strike works.)

SUPER OMEGA METAMORPHOSIS

Mr. X's gene-splicing techniques have gifted Omega Soldier with the ability to morph into Super Omega, a stronger but genetically unstable physical form that enables increased attacking power. There are two ways to transform into Super Omega: first, by upgrading any weapon to its fullest value, and second by picking up a hero power-up. Super Omega is taller, stronger, and more resilient against all attacks. When this status is achieved via the hero power-up, any weapon he carries is immediately upgraded to its maximum capacity and any weapon he changes to will also be at its maximum capacity.

THE GATOR HOVERCRAFT

The Gator Hovercraft is an amphibious assault vehicle developed by the Green Army. Early plans for its construction were stolen by Blue Spies, and it is believed that the Tan Army may also be in possession of Gator technology. However, there is as yet no proof of this. Omega Soldier can enter any Gator he sees and immediately begin driving it; player control of the Gator works the same as control of Omega Soldier, with the exception of Kneel and Bio-Strike (which are inoperable).

MR. X

The mysterious and elusive head of G.A.A.R.D.'s research laboratory, Mr. X was the most vocal advocate of the Omega Project. He believes his genetic experimentation will give the Green Army an edge over the Tan on the battlefield.

SARA

The level-headed scientist who created and monitored Omega Soldier. Sara's skill in gene splicing kept the Omega Project afloat amidst outside criticism. She is also Omega Soldier's communications contact.

COLONEL GRIMM

The heroic military leader of the Green Nation, Colonel Grimm is suspicious of experimenting on plastic soldiers and prefers to fight his battles the old-fashioned way.

PLASTRO

Dictator and leader of the Tan Army, Plastro has suffered numerous losses in the past. But a recent string of victories, as well as a secret strategic manufacturing plan, have given him the confidence that he can eliminate the Green Army once and for all.

WEAPONS

Skilled in all four categories of combat weapons, Omega Soldier's arsenal is as deadly as it is vast. Every weapon category has six levels of strength, which can be switched or upgraded by collecting weapon power-ups. Omega Soldier starts out with a level 1 Rifle. By picking up the Rifle power-up again and again, his weapon will become upgraded to a maximum sixth state. When Omega Soldier's weapon reaches the sixth state, Omega Soldier will transform into Super Omega Soldier (See "Omega Soldier" in the "Characters" Section for more details on Omega's metamorphosis capability). Additionally, anytime he picks up a weapon type different from his current weapon type, Omega Soldier will switch to the new weapon type. An upgrade only occurs when a weapon power-up type that is picked up is the same weapon type as Omega's current weapon.



RIFLE

The mainstay of any good soldier, Omega Soldier begins the game with a standard Rifle. By repeatedly picking up the Rifle weapon power-up, Omega Soldier's Rifle will upgrade and become more powerful. The upgraded Rifle weapon delivers more damage and may have a higher firing rate and faster bullets. No weapon fires as many projectiles so quickly. At the higher states, the Rifle weapon is highly effective against multiple enemy units.



GRENADE LAUNCHER

Grenades are explosive devices that are launched from Omega's Grenade Launcher. They explode on contact, inflicting damage in a circular area. If the Aim Weapon High button is pressed when Grenades are fired, the Grenades are lobbed in a high arc. By repeatedly picking up the Grenade power-up, the Grenade Launcher will become more powerful. It is highly effective against clustered enemy troopers, vehicles, and for getting to enemy units behind cover objects. With the blast explosion effect, the Grenade Launcher is a very forgiving weapon to use. At its higher weapon states, the Grenade Launcher tends to fire more slowly, but the size and power of its blast radius increases.



BAZOOKA

Rockets are fired out of a heavy-duty Bazooka. They mostly travel in a straight line and explode on impact. Much like the Grenades, the Rockets have a blast radius that can affect enemy units not directly hit by the Rocket itself. Though it may be a challenge to hit individual troops, the Bazooka is deadly against groups and against vehicles. The Bazooka's firing rate tends to be a little faster than the Grenade Launcher's, and more direct. At the higher weapon states, the Rockets may be fired more quickly, may deliver more damage, and may even have homing behavior.



FLAMETHROWER

One of the most hazardous weapons a plastic soldier could handle, the Flamethrower spits out scorching fire that burns almost anything in its path. The variety of the Flamethrower weapon states provides Omega Soldier with many ways to melt and torch the enemy units. The Flamethrower is initially challenging due to having a shorter range than the other weapon types. However, the fire from the Flamethrower is very deadly. Any enemy unit hit by it usually ends up as a melted pool of plastic. As the Flamethrower is upgraded, the flame and fire effects may have longer ranges and a wider effective area.



BIO-STRIKE

The Bio-Strike ability has four levels of power. Each time a Bio-Strike power-up is collected, the energy blast that Omega Soldier will emit becomes more powerful. The Bio-Strike can be triggered at any energy level, but will completely deplete all of Omega's stored energy. You will need to collect more power-ups to begin building it up again.

If you collect more than four Bio-Strike power-ups, you can begin storing energy for a second Bio-Strike. You can have a maximum of two fully charged Bio-Strikes.

POWER LEVELS:

- LEVEL 1 – ENERGY STRIKE
- LEVEL 2 – EXPANDED ENERGY STRIKE
- LEVEL 3 – FIRE STRIKE
- LEVEL 4 – NUCLEAR STRIKE

OTHER POWER-UPS

Other than providing Omega Soldier with weapons and upgrades, power-ups replenish health, provide bonus points and more! Collecting power-ups is critical if Omega Soldier is to survive in Tan territory.

Picking up a weapon power-up will immediately cause Omega Soldier to start using that weapon.

When you lose a life, all weapons and upgrades are automatically lost. However, if Omega Soldier had a more advanced weapon when he died, several power-ups of that type will float out from his last location. If you can collect these power-ups quickly enough, Omega Soldier can reclaim a high weapon level!

WEAPONS

Upgrades or changes the weapon in use.



BIO-STRIKE

Upgrades the power level of the Bio-Strike weapon.



HERO POWER-UP

Temporarily upgrades the player's current weapon to its highest level. Omega Soldier morphs into Super Omega Soldier and becomes invincible for a short time.



HEALTH

Replenishes Omega Soldier's health.



EXTRA LIFE

Gives you one more life.



CONTINUE POWER-UP

Gives you an extra continue (three extra lives).



INVULNERABILITY

Causes Omega Soldier to glow and become temporarily invincible.



ENEMY UNITS

The soldiers of the Tan Army are Omega's primary enemy. Occasionally, small squads from the Blue and Gray armies will also attack, so stay alert! The Blue Army has often allied with the Tan and is famed for its devious spies. The unpredictable Gray Army has been known to sell military technology - and soldiers - to the highest bidder.

INFANTRYMEN

RIFLEMEN

These soldiers carry Rifles and are determined to find and take out the enemy.

GRENADIERS

These plastic soldiers are experts with Grenade Launchers. Grenade explosions can be lethal either by getting hit directly, or by getting hit by their explosion blast.

BAZOOKA MEN

These units are well-trained with the Bazooka. One Bazooka shell can sometimes stop Omega cold.

FLAMETHROWER MEN

These units use the Flamethrower to sweep through enemy troops.

VEHICLES

TANK

The Tank is a moderately paced vehicle. Its main gun fires a powerful explosive projectile. It will also run you over if you stay in its path!

JEEP

The jeep is quicker and more agile than the Tank. It is equipped with a machine gun.

PT BOAT

This vehicle is a force in both oceans and shallow river waters. It is equipped with a high caliber Machine Gun. Watch out for these while using the Hovercraft!

HALF TRACK

This is a standard armored transport for ground units, and is armed with a machine gun.

BOSSSES

At the end of some scenarios, Omega Soldier will encounter a diabolical Boss toy. Plastro has brought each Boss over from the Real World using a portal between his world and ours. These Bosses represent the greatest challenge to Omega's mission, as each has been instructed to stop at nothing to defeat him.



THERE ARE A TOTAL OF FIVE DIFFERENT BOSSES.

AWARDS SCREEN

At the end of each level, the "AWARDS" screen is displayed. Here you can see how many enemy units you were able to take out on the level. The number of Bio-Strikes remaining will be converted to points and will be added to your **TOTAL SCORE**, which will also be displayed. Stellar performance on the battlefield can earn you medals from the Green Army (see the "MEDALS" section). These Medals are displayed here as well. In Two-player games, press the **□** button to view awards and statistics for player 2.

When you are done reviewing your performance, press the **⊗** button to proceed to the "SAVE" screen. Here you can save your progress and continue.



Press the **SELECT** button to see a description of each Medal you have earned.

MEDALS

Medals are awarded after each level of the game for outstanding achievements.

There are five different types of Medals:



CROSS OF GLORY

This Medal is awarded for defeating a high percentage of the Tan units encountered.



MEDAL OF VALOR

This Medal is awarded for defeating a high percentage of the Gray and Blue units encountered.



THE GREEN STAR

This Medal is awarded for completing a level without losing a life.



EMERALD CROSS

This Medal is awarded for completing the entire game from start to finish without using a Continue.



BOSS

This Medal is an example of one of the five different Boss Medals that can be earned.

SCORES SCREEN

If your score is one of the ten best when the game is over, your score and name will be recorded in the "SCORES" screen. These scores will be saved to the memory card (for PlayStation®2).



SCORES		
1	HUNTER	514900
2	S HAWK	447550
3	RIFF	308850
4	C.GRIMM	268475
5	DR.SARA	186100
6	SHRAP	141000
7	SCORCH	118650
8	G.PLASTRO	96725
9	THICK	74075
10	HOOVER	56725

BACK

CONTINUING A GAME

You are given two Continues at the start of the game. If you lose your last life in the game, you will see a prompt on the screen that says "Continue?" If you press the START button, you will use one of your Continues, and you will be back in the game with three lives. You can continue twice, and then the game is completely over. However, on rare occasions, you will find a Continue power-up in the game. The Continue power-up adds to the number of times you can continue.

In a Two-player game, each player is given two Continues.

When you have used up all your lives, or choose not to continue a game when prompted, the game is over.

PLAYER NAME ENTRY

After completing your first mission, you will have the option to rename Omega Soldier. This name will be used to identify players in the "SCORES" Screen. To create a new name, press the **○** button from the "AWARDS" screen. Use the **↑**, **↓**, **←**, or **→** directional buttons to select a character, then press the **⊗** button to type it. Pressing the **⊞** button will backspace the cursor by one character. You can make changes by typing over existing characters. When you are through, press the **○** button to confirm your name, or the **△** button to cancel.



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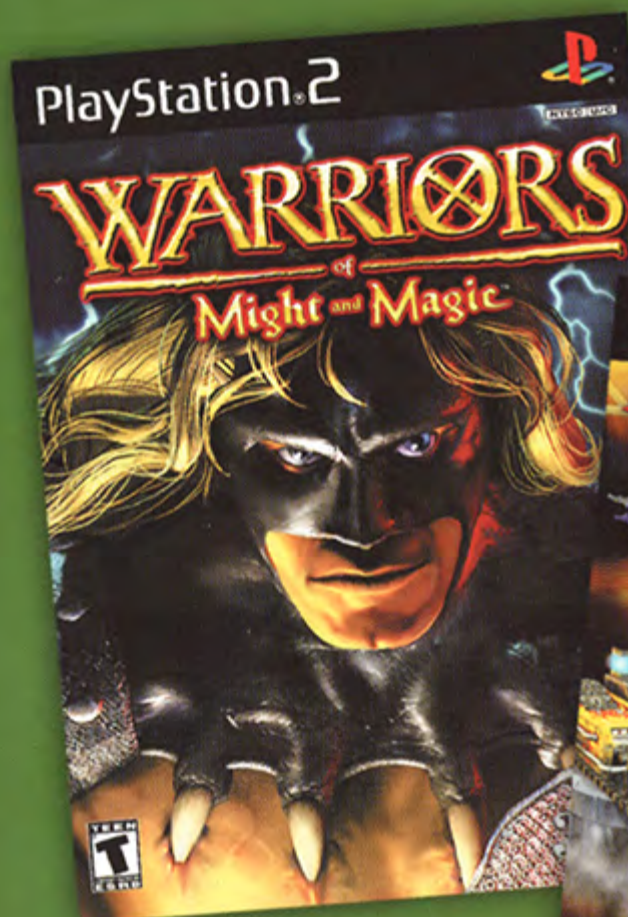
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