INSTRUCTION BOOKLET

ARMY MEN®

R·T·S

REAL TIME STRATEGY

TEEN
T
CONTENT RATED BY ESRB

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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

TABLE OF CONTENTS

STARTUP INFORMATION 2

DUALSHOCK®2 ANALOG CONTROLLER 3

QUICK START GAME CONTROLS 4

OPERATION BLINTZ 6

MAIN MENU 7

BASIC TRAINING 9

- Heads Up Display 9
- Basic Strategy 9
- Resources 12
- Upgrades 13
- Rally Points (Flags) 13
- Sarge's Outfit 14
- Relative Damage/Strength 16
- Components 17
- Buildings 17
- Soldiers 19
- Structure Upgrades 21
- Vehicles 22

POWER-UPS 24

SAVING AND LOADING GAMES 24

SECRET CODES 25

PAUSING THE GAME 25

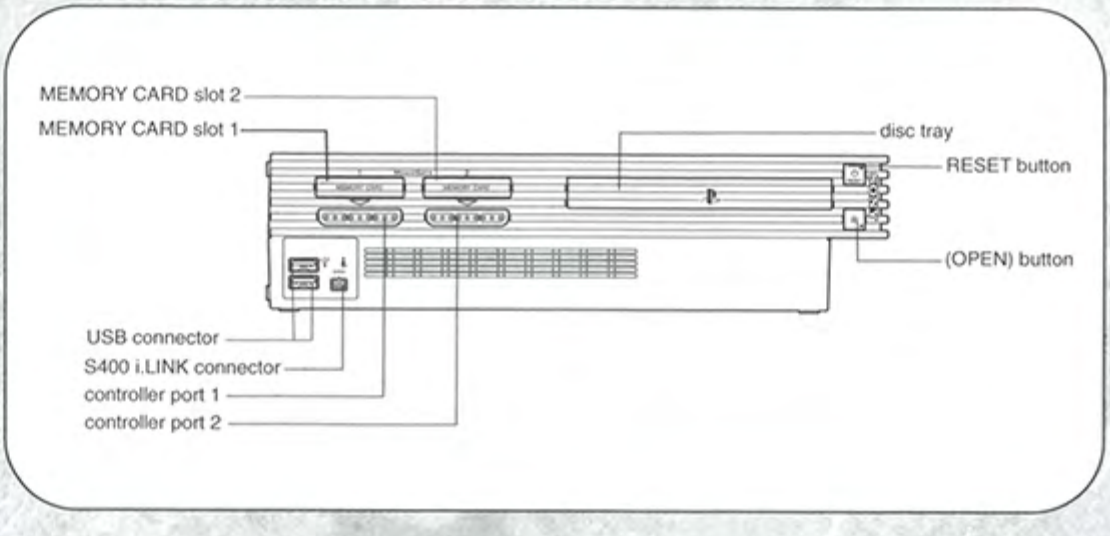
CUSTOMER SUPPORT 26

NOTES 27

END-USER LICENSE AGREEMENT 28

90-DAY WARRANTY 29

STARTUP INFORMATION

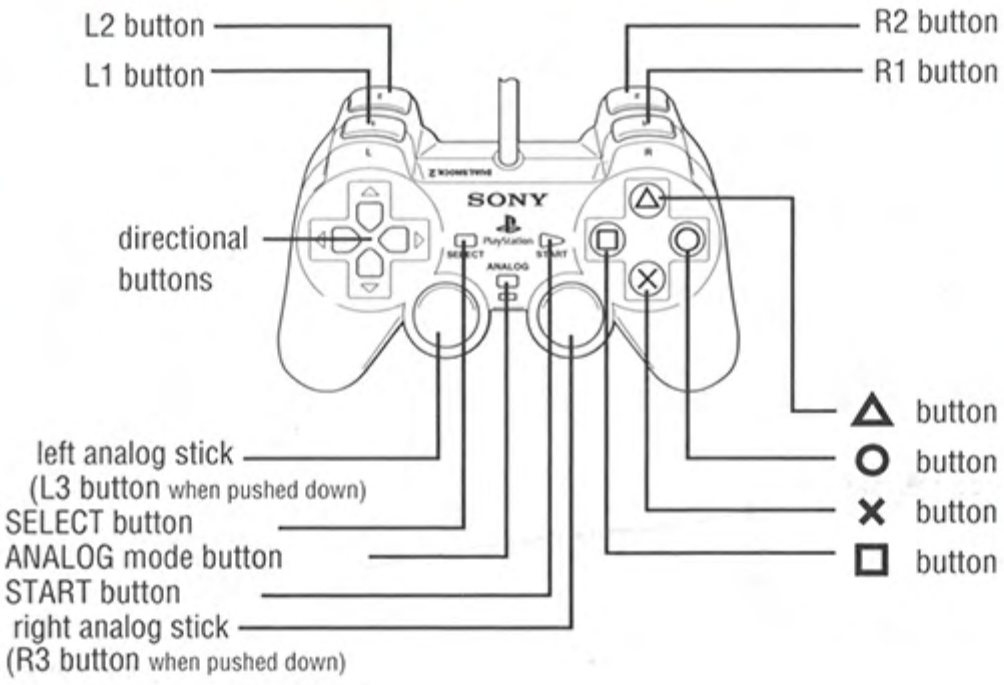


Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Army Men®: RTS* 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.

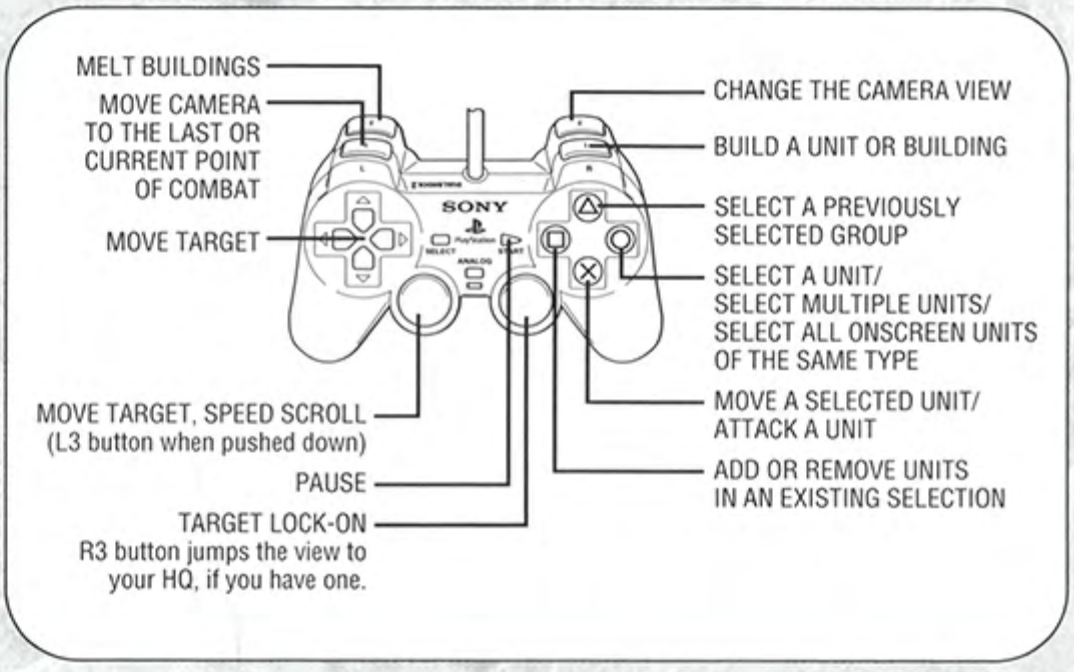
If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 55KB of free memory in the MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (8MB) (for PlayStation®2) once the power has been turned on.

DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



QUICK START GAME CONTROLS



MOVE TARGET/SCROLL

To move the Target, use the left analog stick or the directional buttons.

SELECT A UNIT

Move the Target over the unit and press the ◯ button.

SELECT MULTIPLE UNITS

Press the ◯ button until the selection ring contains the required units.

MOVE A SELECTED UNIT

Move the Target to where you want the selected units to move to and press the ✕ button.

ATTACK A UNIT

Move the Target to the target unit or building and press the ✕ button. If an object can be attacked, the Target will become an Attack Cursor.

TARGET LOCK-ON

Press the right analog stick in the direction of an enemy to lock onto it with your Target.

ADD OR REMOVE UNITS IN AN EXISTING SELECTION

Press the ▢ button.

MOVE CAMERA TO THE LAST OR CURRENT POINT OF COMBAT

Press the L1 button.

BUILD A UNIT OR BUILDING

Press and hold the R1 button. Navigate with the directional buttons or the left analog stick, and make your selection with the ✕ button.

SELECT A PREVIOUSLY SELECTED GROUP

Move the Target near the group and press the △ button.

CHANGE THE CAMERA VIEW

Press and hold the R2 button, and move the left analog stick up and down or press the ↑ and ↓ directional buttons. To reset the camera height to the default, tap the R2 button.

MELT BUILDINGS

Press and hold the L2 button, move the Target over the building you wish to recycle, and press the ✕ button.

SELECT ALL ONSCREEN UNITS OF THE SAME TYPE

Press and hold the ○ button over a unit for approximately one second.

SPEED SCROLL

While moving the left analog stick, you can increae increase the speed of a scroll by pressing and holding the L3 button.

OPERATION BLINTZ

I've seen plenty of action in my time. I've led troops into countless skirmishes, situations where we knew we could either make it back to fight another day or be reduced to puddles of plastic on the battlefield. But we've never had to deal with anything like this before. This mission is bad. Worst I've ever seen.

Not long ago, we had this region secure under the supervision of one of our own, Colonel Blintz. That changed when Blintz was injured in the line of duty. Medics did what they could, but he sustained a "massive, disfiguring head wound". Long story short, there's a chunk of plastic missing from the top of his head. "Disfiguring Head Wound"? He's lost his mind...literally!

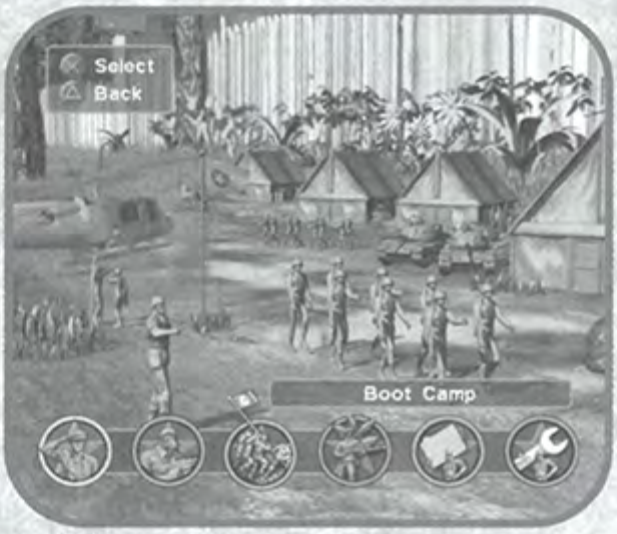
That was the last we'd heard of him. That's when our reconnaissance got on the case and found...well, it ain't pretty. With the help of a bucket of paint, Blintz has gone Tan.

Our mission is to find Blintz and...terminate him. This will be the toughest mission I've ever had to lead. Blintz was famous for inspiring loyalty. His men would march across a grill if he ordered it. And there are a lot of them.

This won't be easy.

- SARGE

MAIN MENU



Boot Camp (Tutorial)

Boot Camp offers three lessons in real-time strategy basics:

1. Camera and Movement – Learn to set the camera position and how to command each Soldier.
2. Building a Base – This lesson is essential to knowing how to build and setup camp, upgrade each building, and create your army.
3. Combat – The final lesson of the tutorial teaches you how to engage the enemy.

Campaign

The Main Event. fifteen action-packed missions on a thrilling campaign trail, each mission more dangerous than the last. Grit your teeth and march on the Tan army with only your wits, a select team of heroes, and whatever you can scrounge from your environment to help you. And remember, if you can't come back victorious... don't come back.

Each Campaign mission has two Medal Goals. You can find out what the goals are on the Pause menu. If you don't complete either goal, you receive a Bronze Medal and unlock one Intelligence File. If you complete either goal, you'll receive a Silver Medal and unlock two Intelligence Files. If you complete both goals, you are awarded the Gold Medal, therefore unlocking two Intelligence Files and a mission from either Great Battles or Special Operations!

Great Battles

Reconstructing eight historic battles between the Green and Tan, these straightforward base-building missions can be unlocked by earning Gold Medals in the main Campaign. Each range in difficulty from one to five stars. A good performance on these missions will unlock additional Intelligence Files depending on the medal earned.

Special Operations

Special Operations are a series of eight individual missions that are unlocked as you earn Gold Medals in the Campaign. Each provide a unique twist on basic gameplay, and range in difficulty from one to five stars. A good performance on these missions will unlock additional Intelligence Files depending on the medal earned. Can you unlock and complete them all?

Intelligence Files

Intelligence Files are a series of 96 objects from the game that you can listen to, examine and animate. They are unlocked as you play through each mission and earn medals.

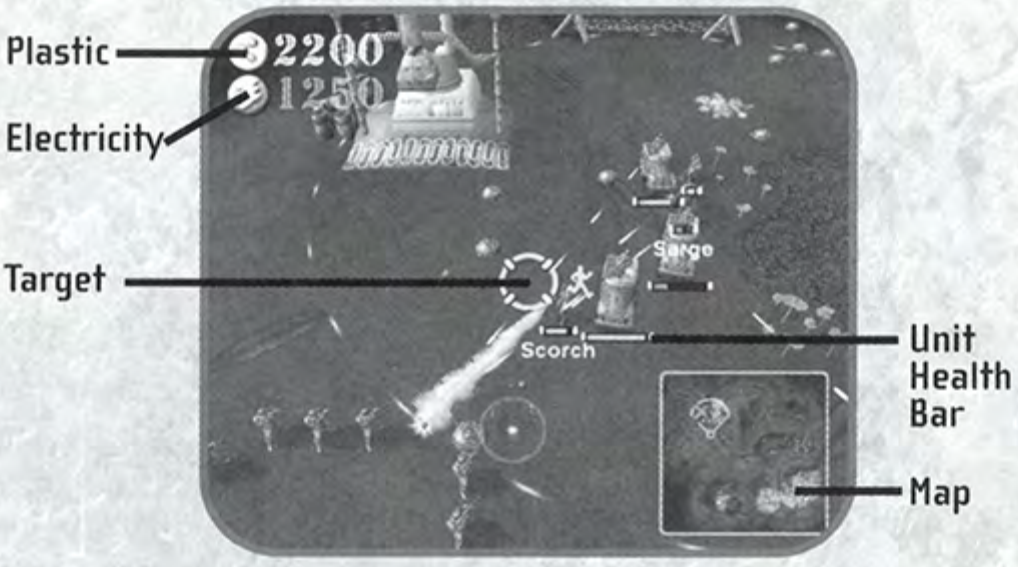
Options

Adjust the Music Volume, Game Difficulty, Controller Vibration, View Game Previews or roll the Credits.

BASIC TRAINING

Listen up, Soldier...this is a war we've got on our hands! If you want to make it to the end of the day, you've got to know this platoon inside and out.

HEADS UP DISPLAY



BASIC STRATEGY

There are several steps you will need to follow in most missions.

1) Begin base-building missions by building a Headquarters (HQ). This allows you to build several Dump Trucks. In addition, the HQ is a prerequisite for all buildings except the Resource Depot, so you'll want to have one at all times. You can also build Bulldozers from the HQ should you lose one to the enemy or want more than one.

- To build a structure, press and hold the R1 button. The Construction Menu will appear as long as you hold the R1 button.
- While continuing to hold the R1 button, use the left analog stick, or the directional buttons, to highlight the structure you would like to build. Press the ⊗ button to select the structure, and release the R1 button.
- Move the Target over the place on the playfield you would like to build the selected structure. The image of the

structure to be built appears over the Target. (If the building is red, it cannot be placed in the current location.)

- Use the L2 and R2 buttons to rotate the structure to the desired position, and then press the ⊗ button to build it.

2) Use a Bulldozer to build a Resource Depot reasonably close to a resource, and then send your Dump Truck(s) to the resource to collect it.

- Follow the instructions listed in Step 1 to build a Resource Depot.

3) When your HQ is built, you're ready for recruits! Use a Bulldozer to build a Barracks and create a basic squad comprised of Grunts, Grenadiers and a few Mine Sweepers. With your squad ready for action, send them out to explore the area immediately around your base.

- Follow the instructions listed in Step 1 to build the Barracks.
- To create Soldiers, press the R1 button. The Construction Menu will appear as long as you hold the R1 button. Move the left analog stick, or the ↓ and ↑ directional buttons to find the Barracks Menu.
- To highlight the Soldiers you would like to create, move the left analog stick, or the ← and → directional buttons. Press the ⊗ button to make your selected. Every Soldier selection is added to the queue. The total number of Soldiers you have selected to be created appears over the icon. If you change your mind, simply press the ○ button to remove a Soldier from the queue. Please remember that only one Soldier is molded at a time, so a queue of Soldiers takes time to create.
- Set a Rally Point (Flags) for the Soldiers. (See the "Rally Points", p.13.)
- Select the group of Soldiers you want to explore the area with by pressing the ○ button until the Selection Circle encompasses the group, or select single Soldiers by moving the Target over each Soldier and pressing the □ button.
- Move the Target to the point of the playfield you would like them to explore and press the ⊗ button.

NOTE: When a Soldier type is highlighted in the Construction Menu, his relative strength versus Infantry, Armor and Air enemies is displayed on the right side of the screen. This info is useful when you are deciding what Soldiers you will need to fight against the enemies you currently face.

4) Once you've sent your squads out to explore the area, you'll have a general idea of where the Tan attack from and the basic layout of the land. With these things in mind, you can build a Barbed Wire Fence at choke points to slow down the Tan on their way to more vital parts of your base. (Be warned, however, that doing so will slow down your own units should they need to navigate through such an area.) It's also a good idea to put a few Guard Towers between pieces of fence. The Tower functions as a lookout and has the firepower of several Grunts.

5) When you have the resource reserves built up, upgrade your HQ to a Super HQ and build a Garage. Use the Garage to build Medics that can heal your troops, your buildings and each other. You can also create Half-Tracks, Minelayers and Tanks.

- See the "Upgrades" section of this chapter.
- From the Garage Menu, follow the same instructions used to create Soldiers in Step 3, to create vehicles.

...in more advanced missions.

6) When you have the resources, upgrade your Barracks to a Super Barracks. You can use this new structure to pump out a more specialized platoon: Bazooka Men, Machine Gunners, Snipers and Mortar Men.

7) Finally, when you have the resources available, upgrade the Garage to the Super Garage and make DumDums and Choppers for assaults on the Tan base!

8) Further upgrades will allow you to take on the enemy even more effectively.

RESOURCES

Resources are the vital components that allow you to create items and build up your army. In order to survive, you need to keep building, and in order to keep building you need to keep collecting resources – Plastic and Electricity. While you may not have an immediate need for resources, it's always a good idea to keep collecting and storing so you have them when you need them. Be sure to keep an eye on each resource as it's being collected, as each will eventually become depleted.

COLLECTING

Use Dump Trucks to collect all Plastic and Electricity. Water guns, dog bowls, batteries, and walkie-talkies are just a few of the items you may find. When you locate a resource, build your Resource Depot nearby. Your trucks will collect resources faster if they only have to move a few feet to deliver the goods. Be sure to check your resources from time to time to see if they're being depleted. The amount of collected Plastic and Electricity appears in the upper-left of the game screen. If a resource runs dry, move the Dump Trucks to the next available resource and continue the hunt. It is also helpful while one Dump Truck works on collecting resources, to have another one looking to collect melted plastic Soldiers, vehicles, etc. Dump Trucks collect resources automatically, and do not need to be directed. However, you can override the automatic function by manually assigning them to a resource:

- To manually send a Dump Truck to collect a resource, select the Dump Truck, move the Target over the resource and press the ⊗ button.

MELTING STUFF

If a structure becomes unnecessary, melt it down and you'll get half of your resources back.

- To melt a structure down, simply press and hold the L2 button, and move the Target over the structure you wish to recycle. Then, press the ⊗ button.

MAP

The map is your most useful tool for keeping apprised of everything at once. When you get a red warning that your units are under attack, press the L1 button to move the camera instantly to the action!

UPGRADES

Whenever you have collected enough Plastic and have reasonable defenses in place, you can begin upgrading your buildings. You'll want to have the most specialized equipment before the Tan do! The buildings that can be upgraded are: the HQ's , the Barracks and the Garage. You can upgrade each one on their Construction Menus.

RALLY POINTS (FLAGS)

As you build troops and vehicles, you can set up Rally Points to immediately direct your units to any specified location the moment they pop out of the mold. This automates your troops, allowing you to concentrate on the mission at hand.

- Press and hold the R1 button to bring up the Construction Menu, then select the Barracks or Garage Menu.
- Press the ▢ button to select the Rally Point.
- Release the R1 button, press the left analog stick or the directional buttons to move the Rally Point to the place you want to drop it, and press the ⊗ button to place it there.
- From this point on, all vehicles or Soldiers will go to the selected Rally Point. Change the Rally Point as often as you want.

SARGE'S OUTFIT

As you advance through the missions, you may recognize these faces: Sarge, Hoover, Scorch, and many other members of Bravo Company. Some or all of these fighters are the first to appear in each mission. Assign them to the defense of your base until you get the Barracks up and running, then lead them into battle! They are leaner, meaner and tougher than any Soldiers you can create and have more hit points, so send them out with your squads and into battle. Use them wisely!

SERGEANT HAWK

Sergeant Hawk, a.k.a. "Sarge", is the Bravo Company Commandos' unquestioned leader. Whether the battle is in a town, on a bridge or in a backyard, Sarge is itching for the chance to send the Tan Army back to the plastic goo from which they were molded! Sarge has plenty of motivation to fight the Tan menace – he must save his friends in Bravo Company to keep the Green Nation safe and to protect the woman of his dreams, Vikki.

VIKKI

Vikki is Colonel Grimm's feisty and lovely daughter. She has a spirit for adventure and has chosen the occasionally dangerous occupation of reporter. She's able to take care of herself and is practically one of the Bravo Company Commandos - only her beauty singles her out from the rest of the war dogs! Sarge is the guy for her.

RIFF

Riff is itching to play some tunes on the Tan Army in the key of "B", for Bazooka! Riff is the heavy hitter of Bravo Company and the Commando the Green Army needs when serious thumping on the Tan Army is required.

HOOVER

Private Hoover has got the most stressful job in Bravo Company and it shows, judging by his easily startled nature. Still, he is a heroic soldier who is called upon whenever a minefield needs sweeping.

SHRAP

Shrap is a Mortar Man extraordinaire. Although he would rather be catching a wave than riding the sound wave of a large mortar explosion, Shrap is happy as long as he's dropping some heinous mortar shells on the Tan Army.

THICK

Thick is about as sharp as a marble. What the big lug lacks in brains, he makes up for with brawn and enough cover fire with his M-60 machine gun to knit a lead blanket. Sarge has a soft spot for Thick and the enthusiasm he brings to the Bravo Company Commandos.

SCORCH

Scorch likes fire just a little too much, considering that he's made of plastic. There's nothing Scorch loves to hear more than the sound of Tan Soldiers bubbling after he has laid on some serious heat with his flamethrower.

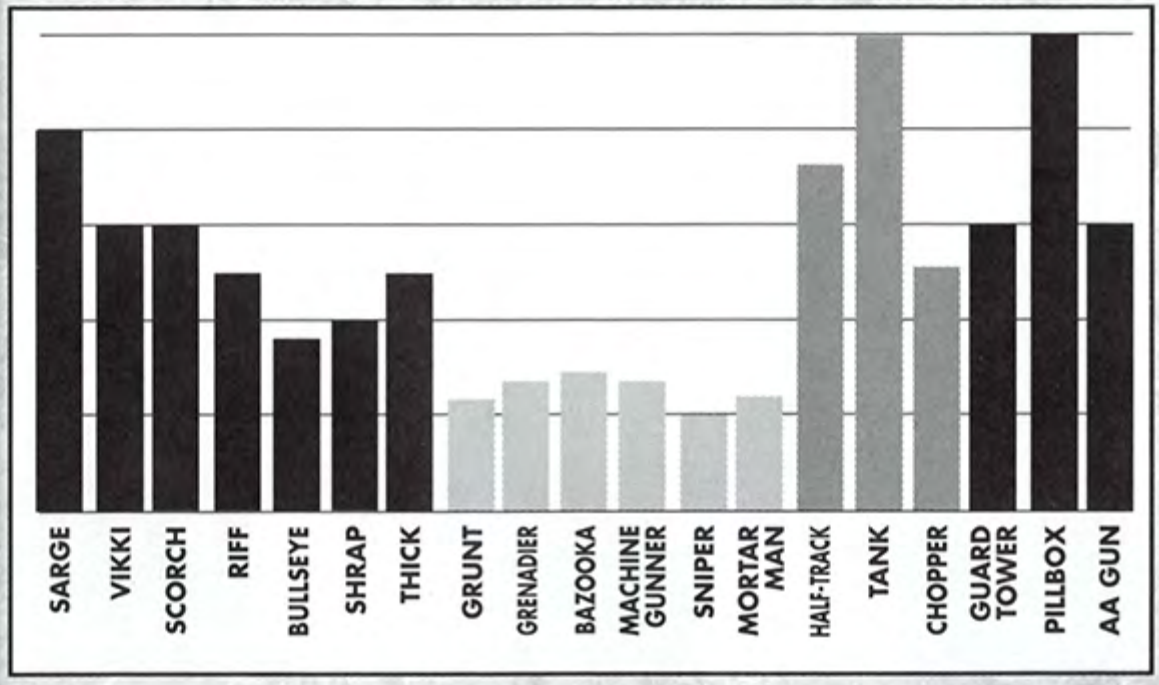
BULLSEYE

Bullseye, the newest Commando in the company, has a keen eye. His sharp shooting can drop a Tan Soldier in his tracks even before the others know danger is coming. He keeps his cool in any situation - the "ice man" of the Bravo Company Commandos.

Relative Damage/Strength

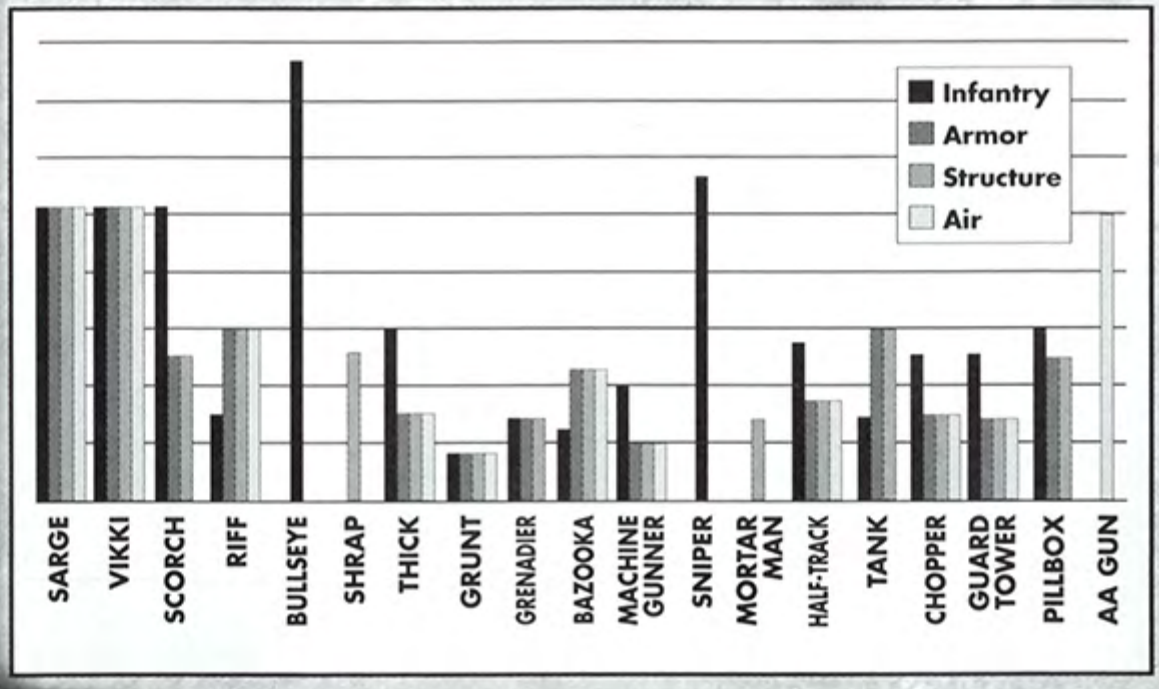
RELATIVE DAMAGE

The chart below shows how much damage each component can take.



RELATIVE STRENGTH

The chart below shows how much damage each component in the game causes the other components.



Components

Everything revolves around Plastic and Electricity – the more resources, the bigger the army you can create. The mission itself determines the amount of Plastic you begin with.

Buildings

HEADQUARTERS (HQ)

Plastic required: 400

This is the most basic component in your base. The HQ allows you to build Bulldozers and Dump Trucks that are necessary for building every other unit in the army. This should be the focal point of your base.

RESOURCE DEPOT

Plastic required: 500

The Resource Depot is the structure in which you process all of the Plastic and Electricity the Dump Trucks collect. Guard the Resource Depot well!

BARRACKS

Plastic required: 300

The Barracks create the bread and butter of the Green Army: your infantry. The Barracks is your first line of attack...and defense. Units built from the Barracks do not require electricity, which can be scarce at times.

BARBED WIRE POST

Plastic required: 50

Use Barbed Wire to hold back the enemy and keep them out of your base. It is cheap and fast to build.

GUARD TOWER

Plastic required: 200

Guard Towers are very effective for providing defense around the perimeter of the base and at the main entrance, as well as against Tan air attacks. Guard Towers can link to Barbed Wire Posts.

GARAGE

Plastic required: 400

The Garage gives you the ability to build heavy assault vehicles and one of your most important assets, the Medic jeep.

PILLBOX

Plastic required: 300

This is a small building which allows the Soldiers inside to be protected, yet have the ability to shoot 360° from a single position. They are vulnerable from the air.

ANTI-AIRCRAFT GUN

Plastic required: 150

This stationary gun mount for defense against enemy Choppers is a must for every army base.

SOLDIERS

GRUNT

Plastic required: 50

You can never have enough Grunts in your platoon. They operate by targeting one thing and firing at it continuously with rifles. They are not only the cheapest unit you can create, but are also effective against the entire Tan Army.

GRENADIER

Plastic required: 75

Grenadiers are the other staple to every squad. These highly effective fighters throw grenades for an area-effect attack and are cheap to produce, so don't be afraid to populate the platoon with them. However, they cannot attack air vehicles.

MINE SWEEPER

Plastic required: 50

While Mine Sweepers are not fighters, they are very useful for detecting Tan mines.

MACHINE GUNNER

Plastic required: 100

Machine Gunners have the ability to fire long-range guns. Also, their guns shoot much more rapidly than Grunts fire.

BAZOOKA MAN

Plastic required: 125

These plastic Soldiers use their bazookas for long-range attacks, and are very effective against Half-Tracks, Tanks, Choppers, and buildings.

SNIPER

Plastic required: 250

While a Sniper's rate of fire is fairly slow, their gun has the longest range of any Soldier's. However, they are only effective against personnel.

MORTAR MAN

Plastic required: 150

Mortar Men attack structures only, so send them out directly to each Tan base for some serious long-range wreckage. Remember, if they can see it, they can destroy it.

RADIO OPERATOR

Plastic required: 400

Bring in a Radio Operator for some incredible attacks! Use Radio Operators to call in:

- Paratroopers
- A Giant Magnifying Glass for massive Tan melting
- Bombing Run

Structure Upgrades

SUPER HQ

Plastic required: 400

Upgrade the Headquarters to Super HQ to increase your build options.

SUPER BARRACKS

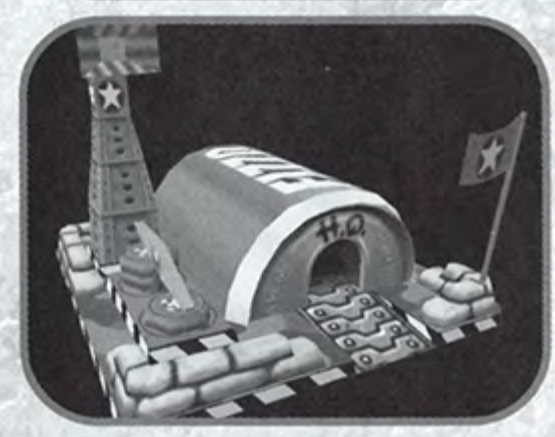
Plastic required: 400

Upgrade your Barracks to get the Super Barracks. This new structure gives you the ability to produce the best of the best fighters: Bazooka Men, Machine Gunners, Snipers and Mortar Men. These Soldiers have increased range and more powerful guns than the basic Grunts.

SUPER GARAGE

Plastic required: 400

When the Plastic is available, upgrade your Garage to a Super Garage. This will give you access to the next level of equipment, including Choppers!



SUPER DUPER HQ

Plastic required: 600

This will let you build a Radio Operator. Radio Operators will let you build Paratroopers, a Magnifying Glass and Bombing Runs.

VEHICLES

BULLDOZER

Plastic required: 200

Bulldozers are essential to building all camp structures: Barracks, Guard Towers, HQ's, Resource Depots, Barbed Wire Fences, Anti-aircraft Guns, Garages and Pillboxes. Keep them safe from the enemy as they are key to getting your base up and running, and keeping it active.

DUMP TRUCK

Plastic required: 150

Dump Trucks are the key to collecting resources. They gather the Plastic and Electricity needed to build your army.

MINELAYER

Plastic required: 100

Electricity required: 100

The Minelayer is useful in situations where your army is on the move and you need to protect your flank and lay mines.

MEDIC

Plastic required: 100

Electricity required: 150

A Medic jeep allows you to heal all of your wounded Soldiers, any damaged structures and even other damaged Medics.

HALF-TRACK

Plastic required: 100

Electricity required: 150

The Half-Track is a good all-around assault vehicle, and its ability to hit air targets, as well as ground troops, makes it a useful addition to any squad.

TANK

Plastic required: 200

Electricity required: 250

Tanks are well-known as powerhouses in any assault. Just watch out for Choppers. Tanks can't do anything but run away from them.

CHOPPER

Plastic required: 150

Electricity required: 250

Choppers are great for quick aerial assaults on enemy positions.

DUMDUM

Plastic required: 50

Electricity required: 150

Send these small robots out to the enemy lines where they can deliver the explosives strapped to their backs up-close and personal.

POWER-UPS

WEAPON BOOST

This power-up increases the firepower of all your units.

SPEED BOOST

This power-up increases the rate of movement of your troops.

HEALTH BOOST

This power-up gives full health to all of your units on the map.

SAVING AND LOADING GAMES

If a memory card (for PlayStation®2) device with sufficient space is available in MEMORY CARD slot 1, the game will use it to automatically save your progress. It keeps track of your preferences, which missions you have completed successfully and the medals and bonuses you have earned. Since this is done automatically only upon completion of any mission, the memory card (for PlayStation®2) should not be changed after boot-up.

SECRET CODES

Secret codes are gained by destroying certain targets in some of the Campaign missions. They are awarded on the Victory Screen.

To enter a secret code, press and hold down the R2 button while playing a mission, and enter the sequence of buttons corresponding to the code given. Then release the R2 button. You should hear a confirmation sound if the code is valid.

PAUSING THE GAME

At any point in the game, simply press the START button to pause the game and bring up the Pause Menu. The Pause Menu offers the following options:

OBJECTIVES

Open this option to review your current mission's objective.

MEDAL GOALS

This displays the medal goals and mission stats for the current mission.

OPTIONS

Adjust your Music Volume, Camera Speed, or Controller Vibration.

RESTART MISSION

If you've lost too many Green forces or just want to try a new strategy, select "Restart Mission" to begin again.

ABORT MISSION

Quit the current mission.

CUSTOMER SUPPORT

WEBSITE

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

If you want to ask a specific technical question, you can use the online email form available at our website or send e-mail directly to: **customer-support@3DO.com**.

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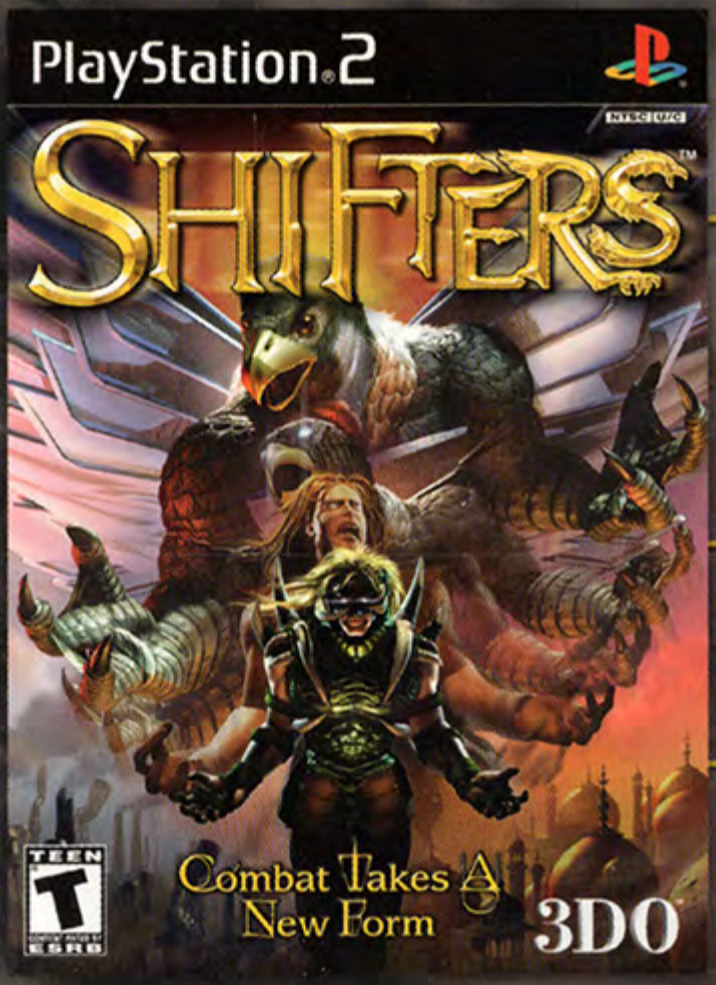

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