

# ARMY MEN<sup>®</sup>

## AIR ATTACK<sup>™</sup> 2

★ INSTRUCTION BOOKLET ★



REAL COMBAT. PLASTIC MEN.<sup>®</sup>

3DO<sup>™</sup>

## **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 peripherals 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:**

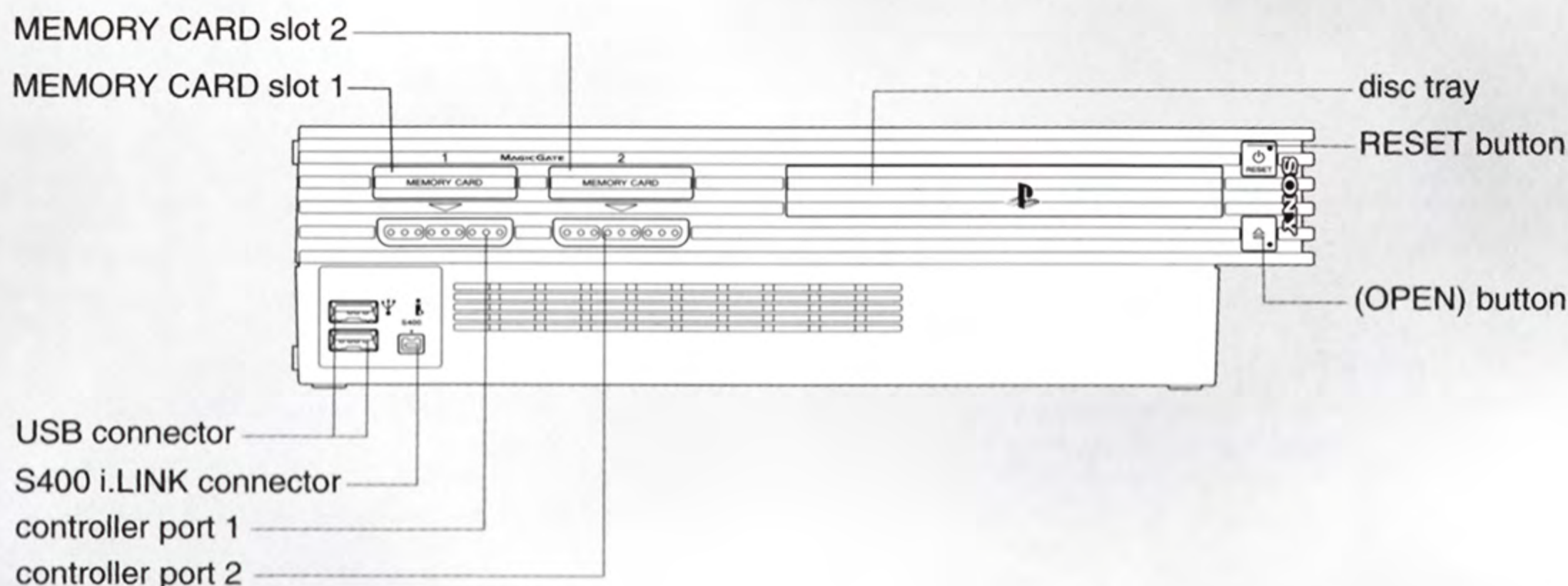
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

# ARMY MEN®

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# ARMY MEN® GAME SETUP

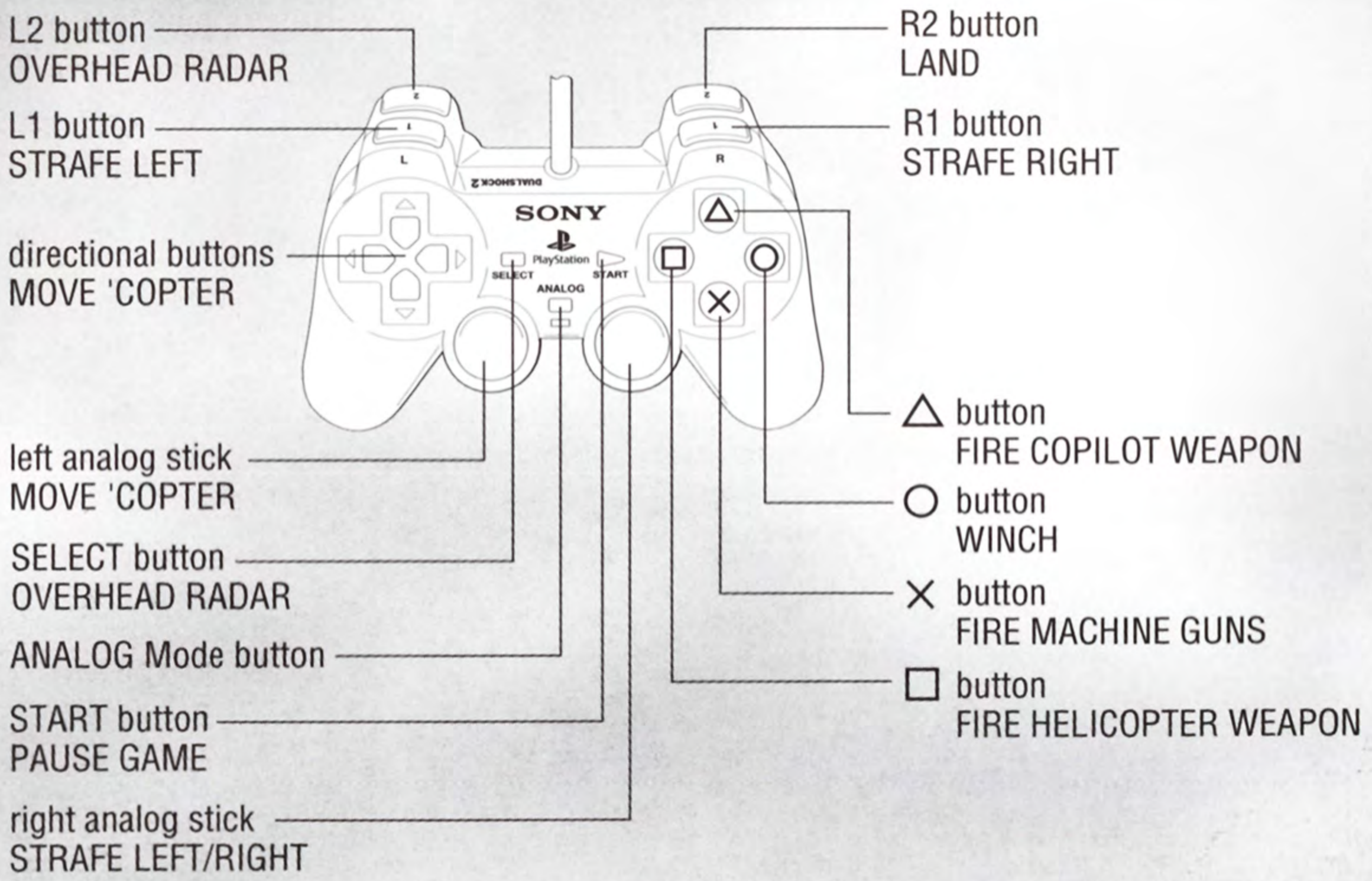


**Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Army Men - Air Attack™ 2 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 (for PlayStation®2) with at least 100 kb of free memory in MEMORY CARD slot 1. See the "Getting Started" section on page 10 for more details. It is advised that you do not insert or remove peripherals or memory cards (for PlayStation®2) once the power has been turned on.**

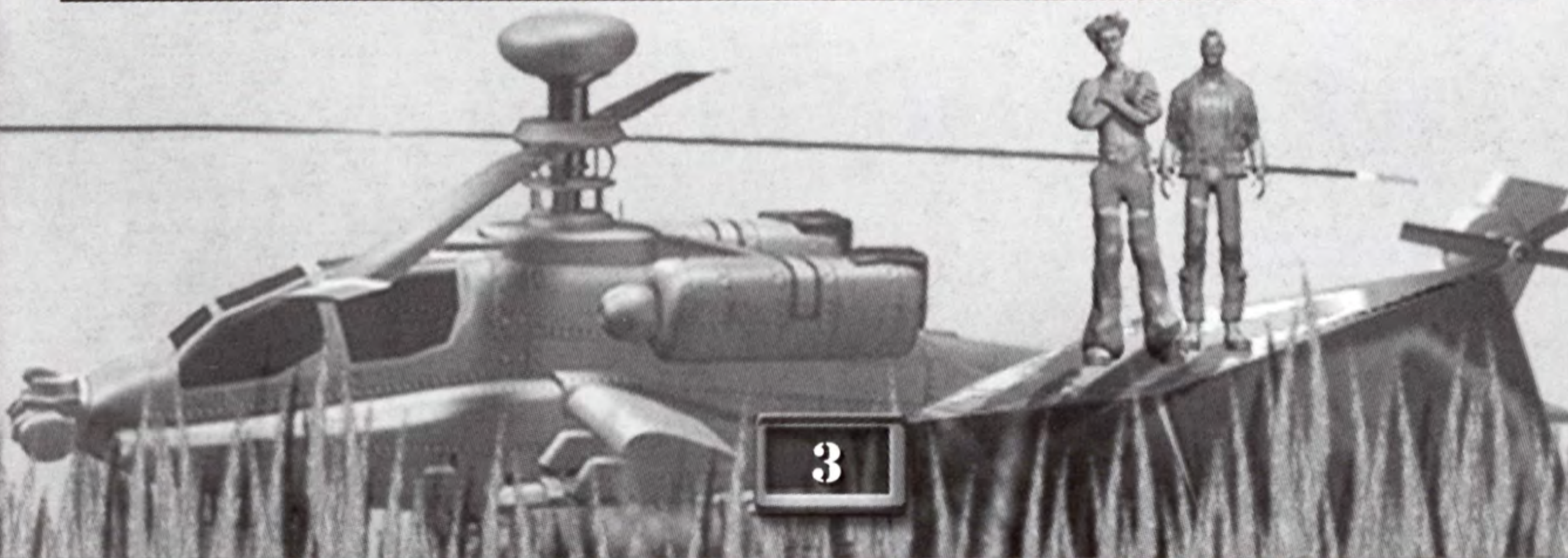
# ARMY MEN®

## 'COPTER CONTROLS



### *Army Men - Air Attack 2 Default Controls*

<b>DIRECTIONAL BUTTONS = MOVE 'COPTER</b>	<b>△ BUTTON = FIRE COPILOT WEAPON</b>
<b>LEFT ANALOG STICK = MOVE 'COPTER</b>	<b>× BUTTON = FIRE MACHINE GUNS</b>
<b>RIGHT ANALOG STICK = STRAFE LEFT/RIGHT</b>	<b>□ BUTTON = FIRE HELICOPTER WEAPON</b>
-----	<b>○ BUTTON = WINCH</b>
<b>L1 BUTTON = STRAFE LEFT</b>	<b>R1 BUTTON = STRAFE RIGHT</b>
<b>L2 BUTTON = OVERHEAD RADAR</b>	<b>R2 BUTTON = LAND BUTTON</b>
<b>SELECT BUTTON = OVERHEAD RADAR</b>	<b>START BUTTON = PAUSE GAME</b>



# ARMY MEN®

## THREAT FROM BOTH SIDES

Assume the role of Captain William Blade, the most highly decorated ace ever to fly a chopper in the service of the Green Army.

As dashing and handsome as Blade may be, this plastic daredevil lets his trigger finger do the talking. A natural in the cockpit, Blade's domination of the skies is unchallenged and his skill unrivaled by anything or anyone the Tan can dish out. Until now.

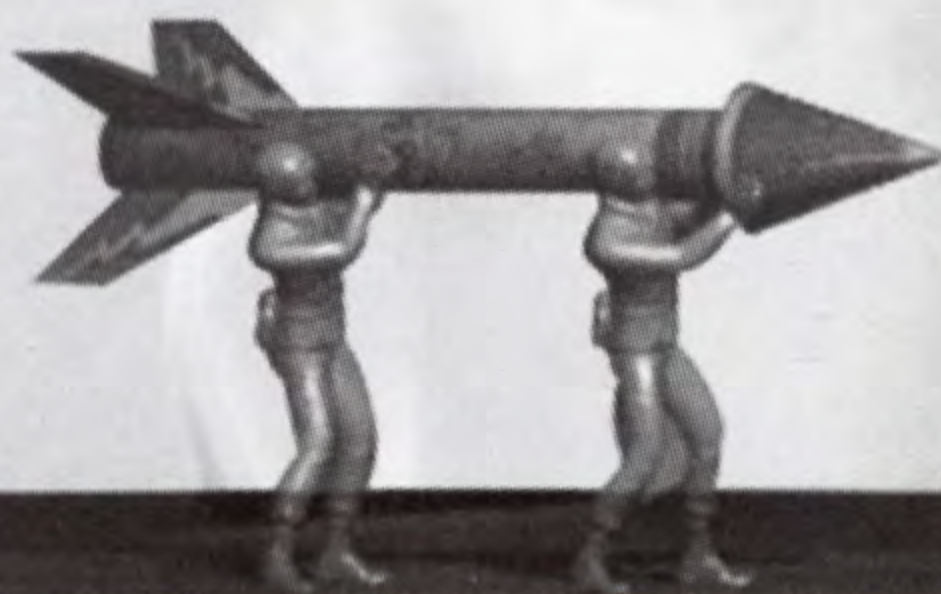
The infamous Baron Von Beige has risen to become a feared name throughout the Green Nation. None know from whence he came, though rumors hold that Von Beige (a.k.a. the Tan Baron) was created by Plastro himself, using a special mold which cost a fortune in manpower and resources to create. True to his reputation, the Tan Baron has ruthlessly eliminated all pilots the Green Army has put in the air to date. Colonel Grimm has had enough...it's time to bring out the big guns.

Enter Captain Blade, who will succeed or go down in flames trying to stop the Tan Baron from terrifying the Green Nation.

Equally threatening is the Tan control of the raw resources (Plastic) that the Green Army needs to fuel its armies. Plastro has launched an all-out offensive against the supply trains that provide the Green Nation with the vital Plastic it needs to fuel its war effort.

Without this critical resource, the Green will be unable to create the Helicopters, Tanks and soldiers necessary to wage war against the Tan.

Plastro is tightening his stranglehold on the Green Army's lifeline, and, with Baron Von Beige overhead to ensure Tan domination of the skies, the clock is ticking against the Green Nation and Captain Blade. A decisive battle is brewing, and HQ's throwing you smack dab into the middle of the mayhem. The stakes are high, but you must steadfastly defend your homeland against the Tan menace and confront the greatest aerial threat you have ever faced.





# ARMY MEN®

## FACES OF WAR

**CAPTAIN WILLIAM (BILL) BLADE - "BLADE"**



The son of an officer, Blade has known all his life that he has the heart of a pilot. He immediately joined the Alpha Wolf Squadron after graduating at the top of his class. Blade fights for what he believes in and will do whatever is necessary to accomplish his mission. He has a spotless record and a reputation for getting the job done. Blade has proven that he is one of the bravest pilots ever to serve in the Green Army. Living for the thrill of victory, Captain Blade is always optimistic and will take chances when necessary, especially to save Green lives.

**COLONEL GRIMM**



The commander of the Green Forces, Grimm knows the glory and pain of battle and feels the weight of an entire nation bearing down upon his shoulders. Victory will be his at any price, but Grimm won't see his troops sacrificed in vain.



### **SERGEANT HAWK - "SARGE"**



Sarge is the Bravo Company Commandos' unquestioned leader, a veteran who sees more action in any given campaign than most plastic grunts will ever witness. He's an experienced soldier whose assistance always proves invaluable.

### **GENERAL PLASTRO**



Plastro, the sadistic, diabolical mastermind at the helm of the Tan Army, rules with an iron hand and a heart so cold that it freezes would-be heroes solid in their tracks.

### **BARON VON BEIGE - "TAN BARON"**



The so-called Tan Baron is Plastro's second-in-command. Besides being the Tan Army's best pilot, he is often put in charge of Plastro's most important "special" projects. But the Baron is most comfortable when it's just himself and a hated foe squaring off in a deadly aerial dance of twists and turns, trading gunfire and insults until the Baron's the only one left in the sky.

Dark, frighteningly focused, mysterious, and masterful, he's the linchpin of the Tan Army's offensive.

# ARMY MEN®

## COPILOTS

Take heart, soldier, you're not alone in the battle against Baron Von Beige and the Tan Army. A Copilot will fly at your side throughout the missions. With this band of capable recruits, your mission to take out the Tan Army will be much easier. Each Copilot comes packing his/her own specific weapon, and each weapon has different strengths and weaknesses, so choose your partner wisely before each mission. There are four different Copilots from which to choose. You will get the chance to choose a different Copilot at the beginning of every mission.

### LT. FELICITY WANNAMAKER - "BOMBSHELL"



Bombshell has dreamt her whole life of sharing the cockpit with her one true love, Captain Blade. She'll do anything necessary to make him proud. Bombshell can melt any plastic soldier's heart with her specialty weapon, Napalm. Napalm is geared toward taking out heavily armored units or Tan bases.

### LT. TYRONE LIVINGSTON - "WOODSTOCK"



Blade's best friend in the squad, Woodstock can always be counted on to pull him out of a tough situation. Though easygoing most of the time, he's laid to rest many a Tan soldier in the heat of battle. Woodstock's specialty weapon is the Green Paratroopers. These brave, self-sacrificing individuals are perfect for long-range attacks, because they chase down and destroy any enemy unit they see.

**LT. JASON LARKIN - "HARDCORE"**



**Nobody loves a massive firefight more than Hardcore. An adrenaline junkie through and through, combat brings out the best in him. Hardcore really struts his stuff when it comes to taking out multiple units. That's why the Swarm Rockets are this hotshot's weapon of choice. Even the most agile Tan units can't escape when four separate homing rockets are headed their way.**

**LT. JOHN LAWLESS - "HOOLIGAN"**



**Don't be fooled by the name. In the heat of battle, Hooligan's all business. Who do you call when you need superior firepower? Hooligan and his Air Strike specialty, that's who. Hooligan practices his crowd control technique, using devastating Air Strikes that pepper the ground with bombs and leave enemy forces reeling. Hooligan is perfect for taking out large waves of oncoming Tan units.**

# ARMY MEN®

## GETTING STARTED

Within all menu screens, use the  $\uparrow$  or  $\downarrow$  directional button to highlight an item and press the  $\times$  button to select it. You can also press the  $\odot$  button to bring up the Help Window. Selections are as follows:

### ***Campaign***

Select this item to begin playing the game with the current default configuration. You can choose between Single Player and Cooperative modes of play.



### ***Officer's Club***

Select this item to access Officer's Club (head-to-head) play. See "Game Modes" on page 12 for more information on gameplay.

### ***Continue Game***

#### **Load Game**

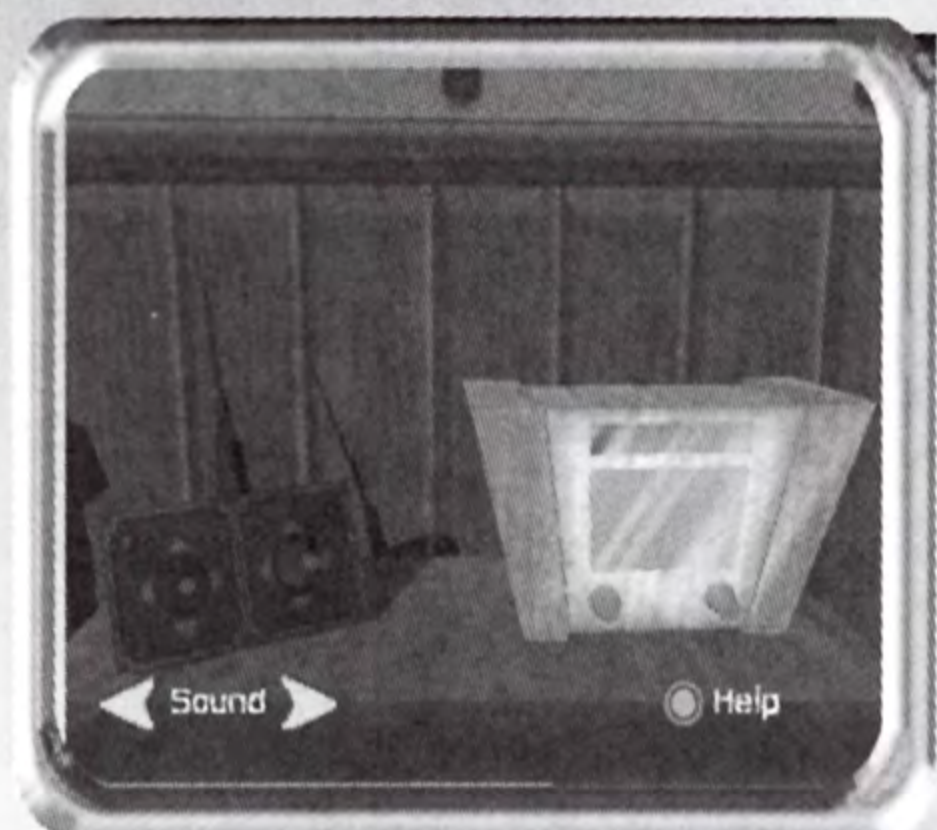
Select this option to load a previously saved game from the memory card (for PlayStation®2). You will be able to save games from the Mission Debriefing screen.

#### **Password**

Select this option to begin a game at a higher level by entering a password. Use the  $\square$ ,  $\triangle$ ,  $\odot$ ,  $\times$  buttons and the directional buttons to enter the password, the SELECT button to edit incorrect entries, and the START button to begin the game designated by the password entered. Passwords can be obtained from the Mission Debriefing screen.

# ARMY MEN<sup>®</sup>

## OPTIONS

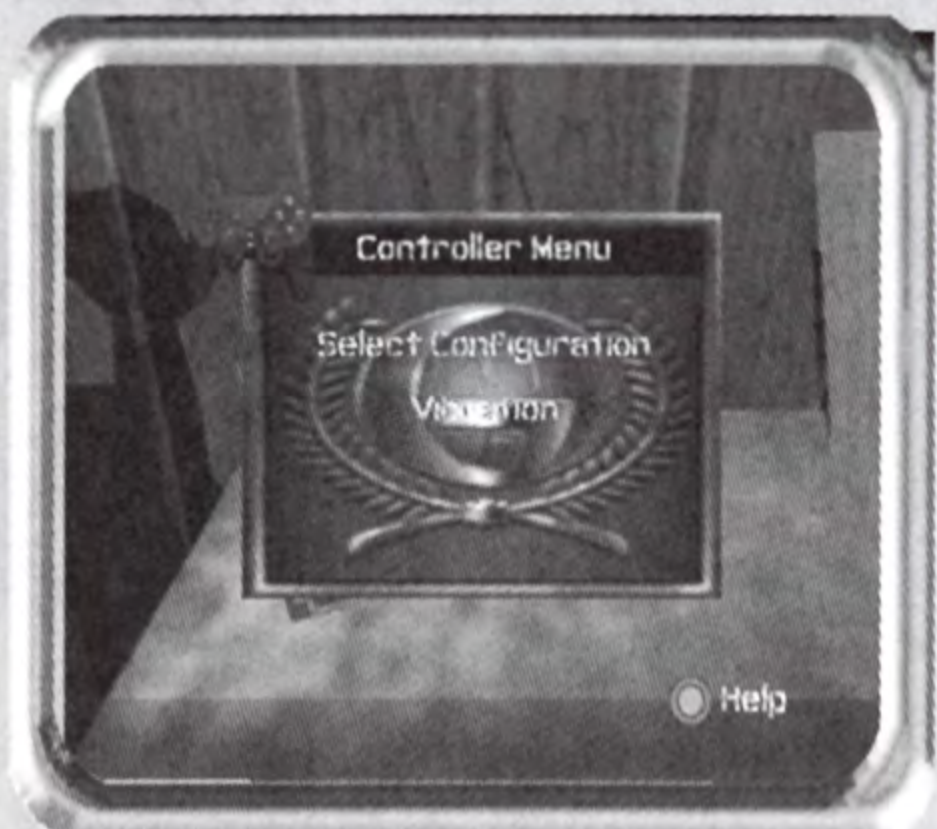


### ***Options***

Select this item to access the Options screen. Press the ◀ or ▶ directional button to highlight and the ⊗ button to access any of the options. You can press the ▲ button on any of the option screens to return to the previous screen.

### ***Sound***

Select this option to customize all music and sound effects settings. Use the ▲ or ▼ directional button to highlight an option and the ◀ or ▶ directional button to adjust the settings. When finished, highlight Save Changes and press the ⊗ button to confirm the new settings, or select Exit to cancel your changes and return to the Options screen.



### ***Controller***

#### **Select Configuration**

Access this option to select a controller configuration. Use the ◀ or ▶ directional button to select a configuration and the ⊗ button to confirm it.

### **Vibration**

This option allows each player to turn the DUALSHOCK™2 analog controller vibration setting ON or OFF. This is only available if a DUALSHOCK 2 analog controller is plugged in. Use the ▲ or ▼ directional button to highlight the vibration setting and the ⊗ button to confirm it.

### ***Credits***

Select this option to view all game credits.

# ARMY MEN®

## GAME MODES

These are the different game modes from which you can choose:

### ***CAMPAIGN***

#### **Single Player Mode**

The Single Player mode involves battles that span the entire length of the Army Men-Air Attack 2 campaign and the completion of multiple and varied mission objectives per level. You call the shots and make the tactical decisions necessary to defeat the Tan enemy.

#### **Cooperative Mode**

In Cooperative mode, both you and a teammate can combine tactical skill and firepower toward the common goal of eradicating the evil Tan Army throughout a Cooperative Campaign.

### ***OFFICER'S CLUB (HEAD-TO-HEAD)***

#### **Bug Hunt**

Bug Hunt is a game of insect extermination where each player scrambles to eliminate as many insects as possible via any means necessary. Each bug destroyed is worth a different amount of points. The first player to reach 99 points wins.

#### **Food Fight**

Outside of elementary school cafeterias, food has never been so dangerous. Collect different chow-related items and use them to defeat your enemy. Follow the Mission Briefings for specific objectives.

#### **Flag-Nab-It**

In Flag-Nab-It mode, you and another player compete on an occupied map, one side inhabited by the Green (Player 1) and the other side by the Tan (Player 2). The object of the game is to infiltrate enemy lines, find their flag, and transport it back to your base safe and sound. The first player to collect three flags wins.

#### **Aerial Assault**

Aerial Assault is a one-on-one duel to the death. The first player to knock his or her opponent out of the sky three times wins. Use every means at your disposal.

# ARMY MEN® SELECT SCREENS



## **Briefing**

Now it's time to select which daring mission you'll undertake against the enemy. Press the ◀ or ▶ directional button to highlight a mission and the ⊗ button to select it. Press the ▲ or ▼ directional button to toggle between mission briefing and objectives.



## **Copilot \***

Here you select the wingman, or wingwoman, who'll be watching your back. There is an on-screen description of each Copilot available. Press the ◀ or ▶ directional button to highlight a Copilot and the ⊗ button to make a selection. An intelligence file for each Copilot can be found on-screen as well. You can also read more about the Copilots on page 8.



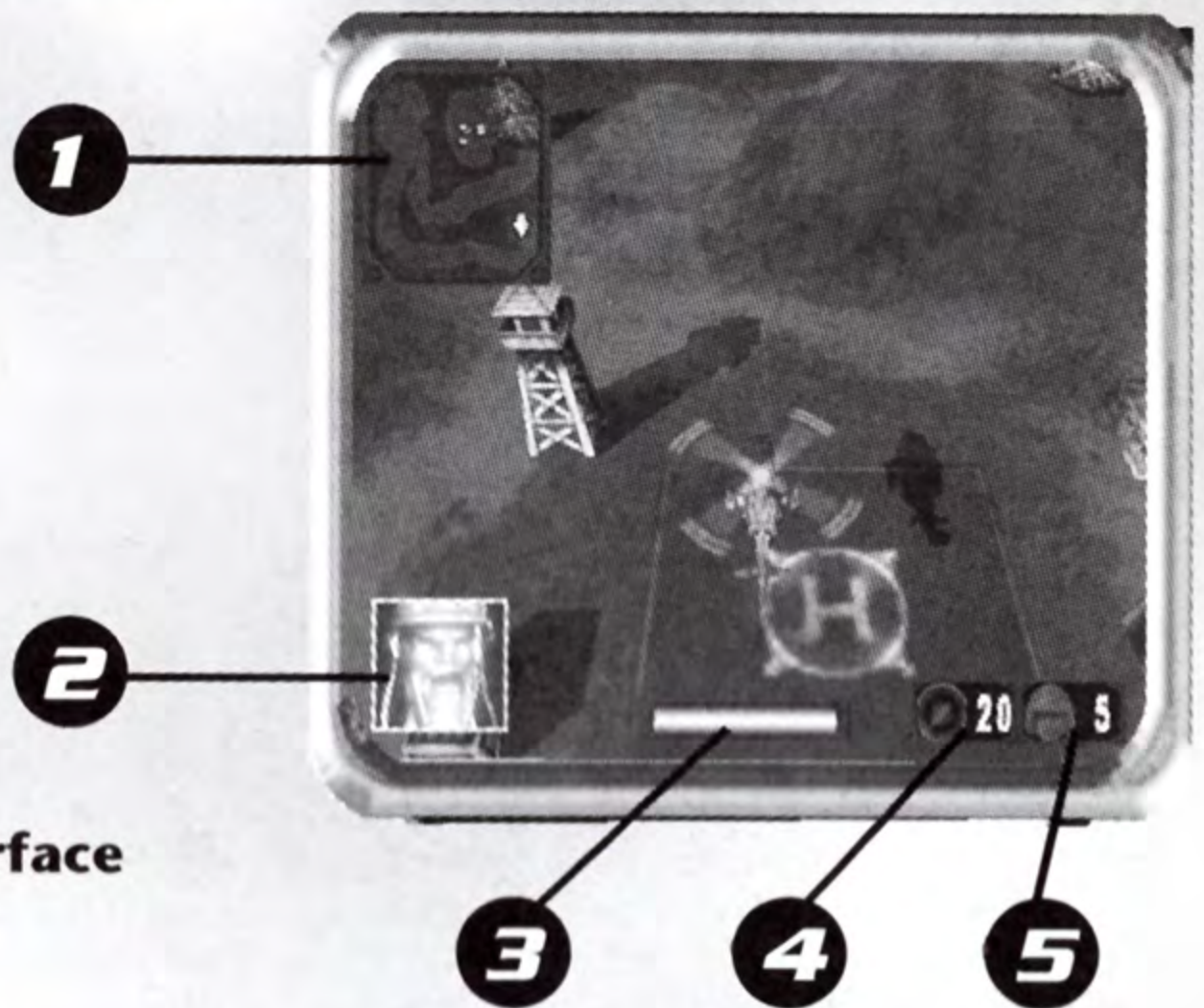
## **'Copter \***

Which flying machine will you choose to lead the Green Army to victory? Press the ◀ or ▶ directional button to highlight the helicopter of your choice and the ⊗ button to select it.

Refer to the on-screen info for each 'Copter to help you make this crucial decision. For a further description of the types of 'Copters available, see page 16.

\* Note: Copilots and 'Copters become available only as missions are completed successfully.

## THE HEADS UP DISPLAY



Even though your 'Copter is an advanced piece of plastic, its interface is a cinch to comprehend.

### **1 - Overhead Radar**

The Overhead Radar appears in the upper-left of the Heads Up Display (HUD) by pressing the **L2** button or the SELECT button. Your location is marked with a green arrow pointing the direction your 'Copter is facing. The pink icons mark crucial mission objectives, and green, tan, and blue icons mark key Green, Tan and Blue units.

### **2 - Character Pop-Up Window**

The Character Pop-Up Window appears on-screen only when you are receiving mission-specific information from an in-game character. The Character Pop-Up Window appears in the lower left corner of the screen. When the Character Pop-Up Window appears, be sure to pay close attention, as you will receive information critical to mission completion.

### **3 - Armor Meter**

The Armor Meter indicates your 'Copter's remaining armor power. If the Tan punch too many holes in your bird, you can kiss that shiny plastic goodbye!

### **4 - 'Copter Ammo Counter**

The 'copter Ammo Counter keeps track of the number of Helicopter Ammo rounds available. When it reaches zero, you are out of ammo for that particular weapon.

### **5 - Copilot Ammo Counter**

The Copilot Ammo Counter keeps track of the number of Copilot Ammo rounds available. When it reaches zero, you are out of ammo for that particular weapon.



# ARMY MEN® PAUSE MENU



Pressing the **START** button during gameplay brings up the Pause Menu. Use the **↑** or **↓** directional button to highlight an option, the **⊗** button to access an option, and the **←** or **→** directional button to change the setting of an option (where applicable).

## ***Resume***

Select this option to return to the game. Use Resume to return to the game whether you make changes to the Pause Menu options or not.

## ***Mission Objectives***

Select this option to view all current Mission Objectives.

## ***Music Volume***

Select this option to increase or decrease the Music Volume.

## ***Sound Effects Volume***

Select this option to increase or decrease the Sound Effects Volume.

## ***HUD Display On/Off***

Select this to allow the entire HUD to be turned on and off with the **L2** button or the **SELECT** button.

## ***Quit***

Select this option to exit your current mission and return to the Mission Briefing screen.

# ARMY MEN®

## YOUR 'COPTERS

As with the Copilots, each 'Copter comes with its own unique weapon and characteristics.



### ***KING COBRA***

The King Cobra is one of the fastest-moving and most agile of the helicopters available to the Alpha Wolf Squadron. Though its speed is noticeably affected when carrying heavy loads, an unencumbered King Cobra can sidestep enemy projectiles with relative ease. The King Cobra's specialty weapon is the Homing Rocket.



### ***CHINOOK***

The Chinook may not rank amongst the fastest helicopters available, but it can carry a heavy load and take a vicious beating. Its armaments are slightly more powerful than those of the King Cobra to compensate for the 'Copter's loss of agility. The Chinook's specialty weapon is the Roman Candle.



### ***OSPREY***

The Osprey's dual wing propeller construction makes it both nimble and able to carry rough loads. While a larger target than other 'Copters, an abundance of extra armor more than makes up for the disadvantage. The Osprey's specialty weapon is the Thunder Bomb Launcher.



### ***APACHE***

The Apache is the ultimate in modern day helicopter technology. It's fast, sleek, turns on a dime, and has the most powerful weapons and the strongest armor on the market. It can shoulder weighty burdens with little effect on its speed. This is no children's toy. The Apache's specialty weapon is the Laser.

# ARMY MEN® THE WINCH

The Winch is a cable located on the bottom of every helicopter. It allows you to collect Power-ups and pick up, carry, throw and drop off certain objects. There are two types of objects that you can winch:

- World objects
- Power-ups

## ***Transporting World Objects***

The Winch can be used to pick up and carry many of the objects in the Army Men® world. To winch world objects, such as pieces of food, you must position your 'Copter over the object and press the Winch button to winch it up. You can drop the object you are carrying by pressing the Winch button again. Objects can be lifted, placed and then re-lifted as many times as you want.

In the course of duty, you'll be asked to collect key items for the Green Army, lure insects to strategic locations using specific objects as bait, and collect new technologies from Tan Bases. Objects carried on your winch can also be used to build barricades and shield your 'Copter from enemy fire.

## ***Using the Winch as a Weapon***

The most powerful weapon at your disposal in the war against the Tan Army is the effective use of your Winch. Proper use of the Winch turns any household object into a devastating weapon. Throwing objects at units and other objects may damage and even destroy them.

After you pick up an object on the Winch, rock your 'Copter back and forth to swing the winched object forwards and backwards. As the object sails past your 'Copter, let it rip and watch the damage it does to the Tan!!!

## ***Power-ups***

Simply press the Winch button to extend the Winch of your 'Copter and fly over the Power-up item. The Winch automatically lifts the Power-up to your 'Copter.

# ARMY MEN®

## PLAYER WEAPONS

There are three classes of weapons available to you during each mission: a Machine Gun, a 'Copter Weapon and a Copilot Weapon. Which 'Copter Weapon and Copilot Weapon you take into battle is determined by which 'Copter and Copilot you select before the mission. Every 'Copter comes equipped with a Machine Gun. Each of these weapons is described below:

### ***Machine Guns***

The Machine Gun is the tried and true Alpha Wolf Squadron favorite, and has unlimited ammo to boot. While not that strong, it does a magnificent job of mowing down lines of Tan infantry. You can upgrade the power of your Machine Gun by collecting Machine Gun Power-ups.

### ***'Copter Specific Weapons***

#### **Homing Rocket**

The Homing Rocket is an extremely accurate guided weapon. Once launched, this helicopter harbinger of doom almost never misses its target. Homing Rockets are standard issue on the King Cobra 'Copter.

#### **Roman Candle**

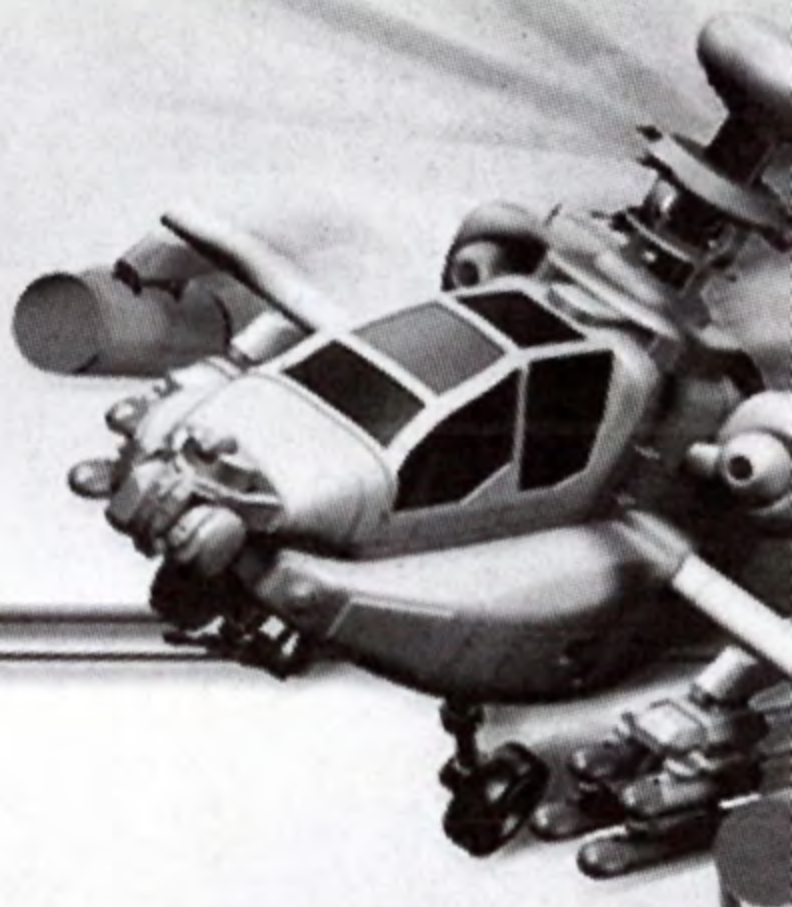
The Roman Candle is a devastating weapon. The increased power of this weapon is offset by its lack of a guidance system. This weapon comes standard issue on the Chinook 'Copter.

#### **Thunder Bomb Launcher**

The Thunder Bomb Launcher releases a large-area effect weapon that wipes out concentrations of ground units and other targets. Thunder Bombs are extremely effective against enemy buildings and installations. This weapon comes standard issue on the Osprey 'Copter.

#### **Laser**

The Laser is a concentrated beam that deals a horrific amount of damage to ground and air units alike. Its sophisticated tracking system makes it just as accurate as it is deadly. The Laser is carried by the Apache.



## ***Copilot Specialty Weapons***

### **Napalm**

Dropping Napalm bombs causes a series of explosions to roar across a large area of terrain as the effect of the jellied explosives spreads over the land. Bombshell's fiery personality goes hand-in-hand with this red-hot means of mass destruction.

### **Green Paratroopers**

Firing a flare calls in reinforcement ground units. In response to the signal, three paratrooper M-80 Infantrymen will drop from passing planes and commence a kamikaze run against the nearest enemy units. This weapon becomes available when Woodstock is your Copilot.

### **Swarm Rocket**

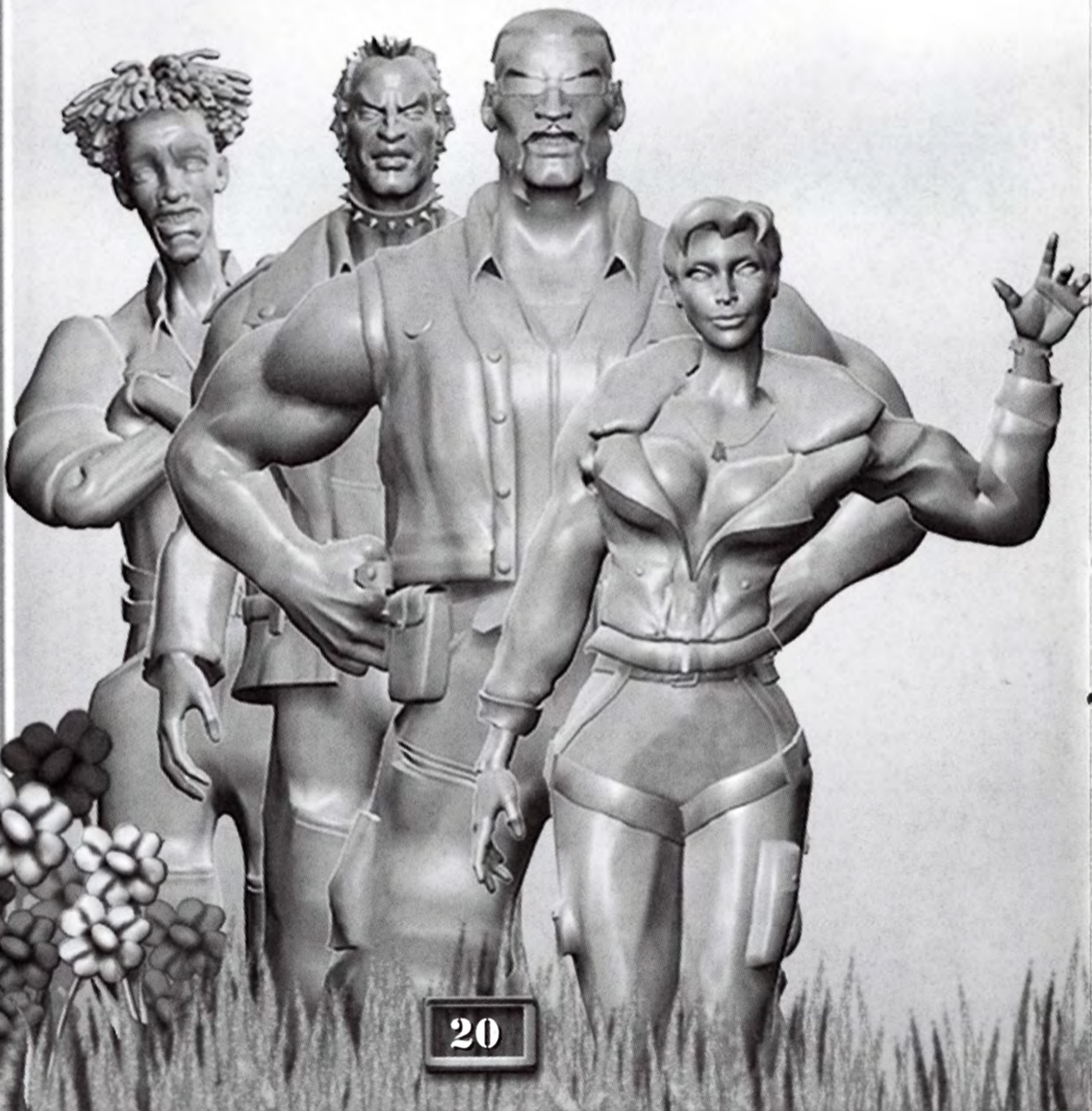
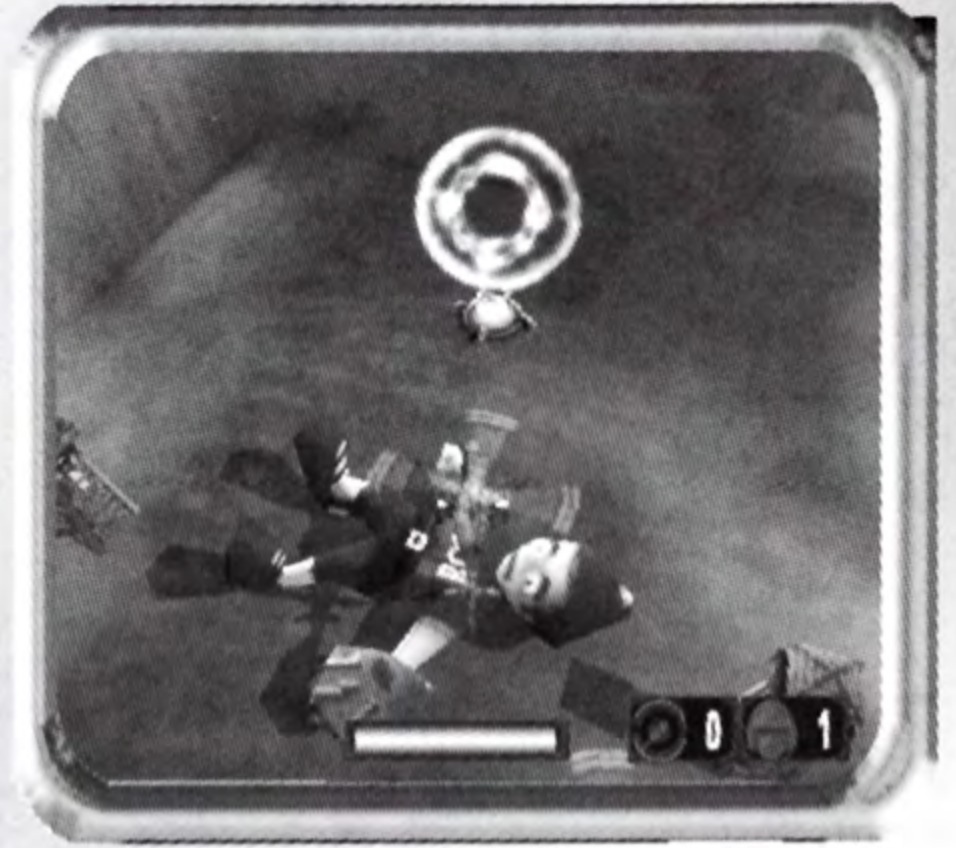
The Swarm Rocket is another powerful tracking weapon. Pulling the trigger causes four individual homing rockets to be launched at one or more soon-to-be ex-foes. The sheer volume of these powerful rockets makes this the ideal weapon for crowd control. The Swarm Rocket is the specialty weapon for Hardcore.

### **Air Strike**

Calling in an Air Strike releases multiple bombs from Green Army planes flying overhead. Air Strikes will decimate any air or ground unit in the nearby area. Hooligan must be selected as your Copilot before you can shower down destruction from above.

# ARMY MEN® PORTALS

**These mysterious gateways facilitate travel between "Our World" (the world of the human giants) and "Their World" (the Army Men world). General Plastro discovered these strange portals and has been using them ever since to ferry weapons of mass destruction between the two universes. Many of your missions will involve transporting inanimate objects from "Our World" and bringing them to life in the battle against the Tan in "Their World". Keep an eye open for these portals.**



# ARMY MEN<sup>®</sup> POWER-UPS

Power-ups are boxes that sit on the ground and provide ammo or special abilities for your 'Copter when acquired. To activate a Power-up, simply fly over it. As you pass over the Power-up, extend your Winch and it will attach itself to the Power-up and hoist it into your waiting arms. Power-ups are usually hidden within objects in the world. There are three types of Power-ups: Weapon, Armor and Special Power-ups.

## ***Weapon Power-ups***

Weapon Power-ups will either add ammo to your 'Copter and Copilot's ammo reserve or upgrade your machine gun. There are three Weapon Power-ups that can be collected:



### **Machine Gun Power-ups**

Machine Gun Power-ups increase the power of your standard machine gun. Collect a Machine Gun Power-up to add an extra stream of bullets when the Machine Gun is fired. When the helicopter is firing three bullet streams in total, it's at maximum strength.



### **'Copter Weapon Power-ups**

This adds extra ammo to your 'copter Weapon's ammo count.



### **Copilot Weapon Power-ups**

This adds extra ammo to your Copilot Weapon's ammo count.

## ***Armor Power-ups***



Armor Power-ups will restore your depleted shields in 25%, 50% or 100% increments.

## ***Special Power-ups***



### **CO<sup>2</sup>**

Collect this Power-up to temporarily increase the damage effect of the 'copters' Machine Guns.



### **Camouflage**

**This Power-up makes you appear as a bee. Enemy units do not fire at you nor do your soldiers recognize you as long as you are using this disguise.**



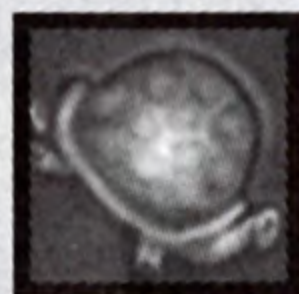
### **Super Blades**

**A temporary increase in maximum 'Copter speed is this Power-up's blessing.**



### **Disorientor**

**Grabbing this Power-up temporarily increases your firepower, but in exchange for the boost, you'll find that your 'Copter controls have been reversed.**



### **Tortoise Power**

**True to its name, this Power-up temporarily increases your firepower but decreases maximum 'Copter speed.**



### **Booby Bomb**

**Upon collection, this Power-up explodes, destroying all nearby units. Make sure to use this Power-up wisely, as it also damages your 'Copter and any Green allies who happen to fall in its radius.**



### **Mystery Box**

**Inside is a game Power-up, but which one? Pick this up to see what goodies lie inside.**



# ARMY MEN®

## ENEMY UNITS

For their latest full force invasion, the Tan Army has assembled a veritable rogues' gallery of allies. Every type of unit destructive to the Green way of life has been united under their nation's banner. Intelligence has heard rumors of some sort of Tan secret technology, so be on the lookout. Here is a compilation of the Tan units for which HQ does have data.

### ***Riflemen***

Riflemen are the grunts that serve as ground troops. They are the most expendable units that the Tan have to offer. While these goons may not be the strongest force on the ground, their destructive potential should not be underestimated, as they attack en masse.

### ***Bazooka Men***

Bazooka Men are Tan soldiers armed with portable rocket launchers. Granted, they're not crack shots, but they have been known to take out the occasional plane or 'Copter. Better safe than sorry, you should probably take 'em out whenever they cross your path.



# ARMY MEN®

## MILITARY VEHICLES

The Tan Army, while not as well trained as the Alpha Wolf Squadron, is still a force to be reckoned with. They have stockpiled a formidable assortment of assault vehicles and high-caliber weaponry with which to cripple the Green Nation's forces. Here's a list of hazards to watch out for:

### ***Jeeps***

These jeeps are fully loaded with an automatic Machine Gun and an unlimited supply of ammo to help clear out any Green forces. Not only are they fast, but they're lethal as well.

### ***Tanks***

Tan tanks are a fearsome bunch of heavyweights, capable of taking out just about any type of Green unit. These behemoths are slow moving, however, making them susceptible to attack. Watch out! They're deadly against your 'Copters, infantry, tanks and structures.

### ***'Copters***

Also known as the tyrants of the air, helicopters have the ability to creep up on enemy units and turn them into flaming hunks of debris in a matter of seconds. 'Copters are armed with a heavy arsenal and are used in heavy-duty, coordinated assaults.

### ***PT Boats***

These pint-sized boats are used for reconnaissance missions and small-scale assaults. They have the ability to sneak up on you and attack with little warning.

### ***Zeppelins***

Zeppelins are the titans of the sky and pack a devastating punch. What's more, they're almost indestructible thanks to thick armor and superior firepower. They're usually used to soften up an enemy before the ground forces are deployed.

### ***Blue Spies***

The Blue Spies are mercenaries that make better sneaks than soldiers. Green intelligence has learned that these double-crossers have been stealing supplies. Take one of these boys out to recover the stolen goods.

# ARMY MEN® END OF MISSION



## Mission Debriefing Screen

**Congratulations for successfully completing your mission! Once the mission is over, the Mission Debriefing screen appears. You may now Save your game or Continue to the next mission. Press the ◀ or ▶ directional button to highlight an option and the ⊗ button to select it.**



# ARMY MEN®

## CLASSIFIED FILES

### ***TOP SECRET BATTLE INFORMATION!***

1. The Winch is the most powerful and versatile weapon in your arsenal. Pick up any object in the world and use it to crush your enemy. Or, get some momentum going by swinging the object and sending it careening toward your target(s). Army Men bowling, anyone?
2. Pay close attention to the Character Pop-Up Window. Mission briefings, updates and in-game hints are all displayed through this mechanism.
3. Each helicopter and Copilot uses different weapons and has unique strengths and weaknesses. Learn the abilities of each quickly, as certain missions will be easier to complete with certain Copilots and 'copters.
4. The Tan Army has formed an alliance with the Blue Army and is using them to carry supplies and other key intelligence. Make sure to destroy all Blue units in each level.
5. Use your Overhead Radar to locate enemy units and objectives quickly.

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# ARMY MEN®

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